

Ingres 10.0

Embedded SQL Companion Guide

INGRES

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Chapter 1: Introducing the Embedded SQL Companion Guide

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In This Guide

The *Embedded SQL Companion Guide* describes how to use Ingres Embedded SQL with the following programming languages:

- C and C++
- COBOL
- Fortran
- Ada
- BASIC
- Pascal

For the most part, embedded SQL is identical in syntax and functionality across all supported host programming languages. Therefore, the documentation describes it independently of any one host language in the *SQL Reference Guide*, which covers database statements, and in the *Forms-based Application Development Tools User Guide*, which covers forms statements. The host language-dependent details of its use are described in this Companion Guide.

Audience

This manual is designed for programmers who have a working knowledge of SQL and C, COBOL, and Fortran. It must be read in conjunction with the *SQL Reference Guide* and the *Forms-based Application Development Tools User Guide*, as it discusses only those issues on which the various host languages diverge.

Contents

Each chapter in this guide discusses embedded SQL for a particular language. Each chapter contains the following sections:

Section	Description
Embedded SQL Statement Syntax	Language-specific issues of embedded SQL statement syntax
Variables and Data Types	Declaration and use of language-specific program variables in embedded SQL
The SQL Communications Area	The SQL Communications Area as implemented in the language
Dynamic Programming	Dynamic SQL as implemented in the language
Advanced Processing	User-defined handlers
Preprocessor Operation	The operation of the embedded SQL preprocessor for the language and the steps required to create, compile, and link an embedded SQL program
Preprocessor Error Messages	A list of embedded SQL preprocessor error messages specific to the language
Remaining sections	Sample programs that illustrate many embedded SQL features

Enterprise Access Compatibility

This document assumes that your installation does not include an Enterprise Access product. If your installation does include one or more Enterprise Access products, check your OpenSQL documentation for information about syntax that may differ from that described in this manual.

Areas that may differ include:

- Varchar data type length
- Legal row size
- Command usage
- Name length
- Table size

Conventions

This section describes the conventions that Ingres documentation uses for consistency and clarity.

Statements and Commands

Ingres documentation handles statements and commands as follows.

Terminology

The documentation observes the following distinction in terminology:

- A *command* is an operation that you execute at the operating system level.
- A *statement* is an operation that you embed in a program or execute interactively from an Ingres terminal monitor.

A statement can be written in Ingres/4GL, a host programming language (such as Fortran), or a database query language (SQL or QUEL).

Syntax

This manual uses the following conventions to describe statement and command syntax specifications:

Convention	Usage
Boldface	Indicates keywords, symbols or punctuation that you must type as shown
<i>Italics</i>	Represent a variable name for which you must supply an actual value
[] (brackets)	Indicate an optional item
{ } (braces)	Indicate an optional item that you can repeat as many times as appropriate
(vertical bar)	Used between items in a list to indicate that you should choose one of the items

The following example illustrates the syntax conventions:

```
create table tablename (columnname format
                        {,columnname format})
                        [with_clause]
```

System-Specific Text

Although Ingres generally operates the same way on all systems, you need to know about a few system-specific differences. Where information differs by system, read the information that follows the name of your system, as follows:

UNIX


This text is specific to the UNIX environment.

VMS

This text is specific to the VMS environment.

Windows

This text is specific to the Windows environment.

The symbol  indicates the end of the system-specific text.

In some instances, system-specific differences are indicated by using parenthesis (). For example: Filename specifies a filename or a system environment variable (UNIX) or a logical name extension (VMS) that points to the file name.

Related Manuals

This guide is part of a series of manuals that describe the full range of Ingres products.

To learn more about Ingres concepts and functions related to embedded SQL, see the following manuals:

- *SQL Reference Guide*
- *Character-based Querying and Reporting Tools User Guide*
- *Forms-based Application Development Tools User Guide*

Chapter 2: Embedded SQL for C

This section contains the following topics:

[Embedded SQL Statement Syntax for C](#) (see page 15)

[C Variables and Data Types](#) (see page 20)

[The SQL Communications Area](#) (see page 70)

[Dynamic Programming for C](#) (see page 78)

[Advanced Processing](#) (see page 89)

[Preprocessor Operation](#) (see page 98)

[C++ Programming](#) (see page 113)

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[Sample Applications](#) (see page 122)

[Multi-Threaded Applications](#) (see page 171)

Embedded SQL Statement Syntax for C

This section describes the language specific issues inherent in embedding SQL database and forms statements in a C or C++ program. An embedded SQL database statement has the following general syntax:

*[margin] **exec sql** SQL_statement terminator*

The syntax of an embedded SQL/FORMS statement is almost identical:

*[margin] **exec frs** SQL/FORMS_statement terminator*

For information on SQL statements, see the *SQL Reference Guide*. For information on SQL/FORMS statements, see the *Forms based Application Development Tools User Guide*.

The following sections describe the various syntactical elements of these statements as implemented in C.

Margin

There are no specified margins for embedded SQL statements in C. The **exec** keyword can begin anywhere on the source line.

Terminator

The terminator for C is the semicolon (;). The following example shows a **select** statement embedded in a C program:

```
exec sql select ename
      into :namevar
      from employee
      where eno = :numvar;
```

Do not follow an embedded statement on the same line with a C statement or another embedded statement. This causes preprocessor syntax errors on the second statement. Use only comments and white space (blanks and tabs) after the C terminator to the end of the line.

Labels

Like C statements, embedded SQL statements can have a label prefix. The label must begin with an alphabetic character or an underscore. The label must be the first word on the line (optionally preceded by white space), and must be terminated with a colon (:).

Example: Valid label prefix usage

```
close_cursor: exec sql close cursor1;
```

The label can appear anywhere a C label can appear. However, although the preprocessor accepts a label before any `exec sql` or `exec frs` prefix, you cannot label some lines. Although the preprocessor accepts the following label prefix example, the compiler does not because labels are not allowed before declarations:

Example: Invalid label prefix usage

```
include_sqlca: exec sql include sqlca;
```

As a general rule, use labels only with executable statements.

Line Continuation

There are no line continuation rules for embedded SQL statements in C. Statements extend to the C terminator. Blank lines can also be included.

Comments

You can include C comments, delimited by `/*` and `*/` anywhere in an embedded SQL statement that a blank is allowed, with the following exceptions:

- Between the margin and the word `exec` (whether or not you have a C label prefix).
- Between the word `exec` and the word `sql` or `frs`. In the following example, comments cause both statements to be interpreted as C host code:

```
/* Initial comment */ exec sql include sqlca;  
exec /* Between */ sql commit;
```

- Between words that are reserved when they appear together. For the list of double reserved words contained in the list of keywords, see the *SQL Reference Guide*.
- In string constants.
- In parts of statements that are dynamically defined. For example, a comment in a string variable specifying a form name is interpreted as part of the form name.
- Between component lines of embedded SQL/FORMS block-type statements. All block-type statements (such as `activate` and `unloadtable`) are compound statements that include a statement section delimited by `begin` and `end`. Comment lines must not appear between the statement and its section. The preprocessor interprets such comments as C host code, which causes preprocessor syntax errors. (However, comments can appear on the same line as the statement.)

For example, the following statement causes a syntax error on the C comment:

```
exec frs unloadtable empform  
    employee (:namevar = ename);  
    /* Illegal comment before statement body */  
exec frs begin; /* Comment legal here */  
    strcat(msgbuf, namevar);  
exec frs end;
```

- Between any components in a statement composed of more than one compound statement. An example of such a statement is the `display` statement, which typically consists of the `display` clause, an `initialize` section, `activate` sections, and a `finalize` section. C comments are translated as host code and cause syntax errors on subsequent statement components.

You can also use the SQL comment delimiter (--) to indicate that the rest of the line is a comment.

Example: Comment delimiter usage

```
exec sql delete          --Delete all employees
    from employee;
```

String Literals

Use single quotes to delimit embedded SQL string literals. To embed a single quote in a string literal, you must double it.

Example: Quote usage in string literals

```
exec sql insert
into comments (anecdotes)
    values ('single' quote followed by double " quote');
```

This insert example writes the following string into the anecdotes column of the comments table:

```
single' quote followed by double " quote
```

In embedded SQL statements, the double quote and backslash need not be escaped because they have no special meaning.

To continue a string literal to additional lines, use the backslash (\) character. Any leading spaces on the next line are considered part of the string. This follows the C convention. The following message statement example shows valid use of the backslash character.

Example: Backslash usage in string literals

```
exec frs message 'Please correct errors found in\
    updating the  database tables.'
```

Use C conventions in the declaration section. You must use double quotes to delimit most C strings. For example:

```
char *dbname = "personnel";
```

String Literals and Statement Strings

The Dynamic SQL statements `prepare` and `execute immediate`, both use statement strings that specify an SQL statement. To specify the statement string, use a string literal or character string variable.

Example: Statement string usage

```
exec sql execute immediate 'drop employee';
str = "drop employee";
exec sql execute immediate :str;
```

As with regular embedded SQL string literals, the statement string delimiter is the single quote. However, quotes embedded in statement strings must conform to SQL runtime rules when the statement executes. For example, the following dynamic insert statement:

```
exec sql prepare s1 from
  'insert into t1 values ('single''double"slash\ ')';
```

is equivalent to the statement:

```
str = "insert into t1 values
      ('single' double\"slash\ ')";
exec sql prepare s1 from :str;
```

In fact, the string literal that the embedded SQL/C preprocessor generates for the first example matches the string literal assigned to the variable `str` in the second example. The runtime evaluation of the above statement string is:

```
insert into t1 values ('single' double"slash\ ');
```

Avoid using a string literal for a statement string whenever it contains quotes or the backslash character. Instead, build the statement string using the C language's rules for string literals together with the SQL rules for the runtime evaluation of the string.

The Create Procedure Statement

The `create procedure` statement has language-specific syntax rules for line continuation, string literal continuation, comments, and the final terminator. These syntax rules follow the rules discussed in this section. For example, the final terminator is a semicolon. Although the preprocessor treats the `create procedure` statement as a single statement which is terminated with a semicolon, you must terminate all statements in the body of the procedure with a semicolon.

The following example shows a create procedure statement that follows the embedded SQL for C (ESQL/C) syntax rules.

Example: Create procedure statement

```
exec sql
create procedure proc (parm integer) as
declare
    var integer;
begin
    if parm > 10 then /* Use C comment delimiter*/
        message 'C strings can continue (use backslash)    \over lines';
        insert into tab values (:parm);
    endif;
end;
```

Sub-Processes in ESQL/C Programs

Since child processes created by `fork()`, `vfork()`, or `exec()` system calls do not share the parent processes' status information, processes created in this way may experience protocol problems. The recommended method for creating sub-processes is to use `exec sql` call system.

C Variables and Data Types

This section describes how to declare and use C program variables and data types in embedded SQL.

Variable and Type Declarations

The following sections describe the various variable and type declarations

Embedded SQL Variable Declaration Sections

Embedded SQL statements use C variables to transfer data from the database or form into the program. You must declare C variables to SQL before you can use them in any embedded SQL statement.

Example: C variables declared to SQL in a declaration section

```
exec sql begin declare section;
```

C variable and type declarations

```
exec sql end declare section;
```

Do not place a label in front of the `exec sql end declare` section statement because it causes a preprocessor syntax error.

Embedded SQL variable declarations are global to the program file from the point of declaration onwards. You can incorporate multiple declaration sections into a single program, as is the case when a few different C procedures issue embedded statements using local variables. Each procedure can have its own declaration section. For more information on the declaration of variables and types that are local to C procedures, see *The Scope of Variables* (see page 46) in this chapter.

Reserved Words in Declarations

The following C keywords are reserved. Therefore, you cannot declare types or variables with the same name as these keywords:

auto	extern	int	typedef
char	float	long	union
const	globalconstdef	register	unsigned
define	globaldef	short	varchar
double	globalconstref	static	volatile
enum	globalref	struct	

Not all C compilers reserve every keyword listed. However, the embedded SQL/C preprocessor does reserve all these words.

The embedded SQL preprocessor does not distinguish between uppercase and lowercase in keywords. When it generates C code, it converts any uppercase letters in keywords to lowercase.

For example, although the following declarations are initially unacceptable to the C compiler, the preprocessor converts them into legitimate C code:

```
# define ARRSIZE 256; /*"defiNE"converts to "define" */
INT numarr[ARRSIZE]; /*"INT" is equivalent to "int" */
```

The rule just described is true only for keywords. The preprocessor does distinguish between case in program-defined types and variables.

Variable and type names must be legal C identifiers beginning with an underscore or alphabetic character.

Data Types

The embedded SQL/C preprocessor accepts the C data types shown in the following table. This table maps these types to their corresponding Ingres types. For further information on exact type mapping between Ingres and C data, see Data Type Conversion (see page 63) in this chapter.

C Data Type	Ingres Data Type
long	integer
int	integer
short	integer
char (no indirection)	integer
double	float
float	float
char * (character pointer)	character
char [] (character buffer)	character
unsigned	integer
unsigned int	integer
unsigned long	integer
unsigned short	integer
unsigned char	integer
long int	integer
short int	integer
long float	float
nvarchar	long nvarchar (<i>with embedded nulls</i>)
wchar_t[N+1]	nchar(N)
wchar_t[N+1]	nvarchar(N)

Integer Data Type

The embedded SQL preprocessor accepts all C integer data types. Even though some integer types do have C restrictions (for example, a variable of type short must have a value that can fit into two bytes) the preprocessor does not check these restrictions. At runtime, data type conversion is effected according to standard C numeric conversion rules. For details on numeric type conversion, see Data Type Conversion (see page 63) in this chapter.

The type adjectives long, short, or unsigned can qualify the integer type.

In the type mappings table previously shown, the C data type char has three possible interpretations, one of which is the Ingres integer data type. The adjective unsigned can qualify the char data type when using it as a single-byte integer. If you declare a variable of the char data type without any C indirection, such as an array subscript or a pointer operator (the asterisk), it is considered a single-byte integer variable.

Example: Declare char without C indirection

```
char age;
```

The above example is a legal declaration and can be used as an integer variable. If the variable is declared with indirection, then it is considered an Ingres character string.

You can use an integer variable with any numeric-valued object to assign or receive numeric data. For example, you can use it to set a field in a form or to select a column from a database table. You can also specify simple numeric objects, such as table field row numbers as shown here.

Example: Specify table field row numbers

```
char age;                /* Single-byte integer */
short empnums[MAXNUMS]; /* Array of 2-byte integers */
long *global_index;      /* Pointer to 4-byte integer */
unsigned int overtime;
```

Floating-Point Data Type

The preprocessor accepts float and double as legal floating-point data types. The internal format of double variables is the standard C runtime format.

VMS:

If you declare long floating variables to interact with the Ingres runtime routines, you should not compile your program with the g_float command line qualifier (assuming that you are using the VAX C compiler). This qualifier changes the long float internal storage format, causing runtime numeric errors. 🚫

You can only use a floating-point variable to assign or receive floating-point numeric data. You cannot use it to specify numeric objects, such as table field row numbers.

The preprocessor accepts long float as a synonym for double.

Example: Long float equivalent to double

```
float salary;  
double sales;
```

is equivalent to:

```
float salary;  
long float sales;
```

Both data types are accepted by the preprocessor.

Character String Data Type

Any variables built up from the char data type, except simple variables declared without any C indirection, are compatible with any Ingres character string objects. As previously mentioned, a variable of type char declared without any C indirection is considered an integer variable.

The preprocessor treats an array of characters and a pointer to a character string in the same way. Always null terminate a character string if you are assigning it to an Ingres object. Ingres automatically null terminates any character string values that are retrieved into C character string variables. Consequently, any variable that you use to receive Ingres values should be declared as the maximum object length, plus one extra byte for the C null character. For more information, see Runtime Character Type Conversion (see page 65) in this chapter.

The following example declares three character variables—one integer and two strings.

Example: Declare char variables

```
char age      /* Single byte integer */  
char *name;   /* Use as a pointer to a static string */  
char buf[16]; /* Use to receive string data */
```


Character strings containing embedded single quotes are legal in SQL.

Example: Embedded single quotes usage

```
mary's
```

User variables may contain embedded single quotes and need no special handling unless the variable represents the entire search condition of a where clause:

```
where :variable
```

In this case you must escape the single quote by reconstructing the *:variable* string so that any embedded single quotes are modified to double single quotes, as in:

```
mary''s
```

Otherwise, a runtime error will occur.

For more information on escaping single quotes, see String Literals (see page 18) in this chapter. For more information on character strings that contain embedded nulls, see Varying Length String Type (see page 34) in this chapter.

Define Declaration

The preprocessor accepts the # define directive, which defines a name to be a *constant_value*. The preprocessor accepts the *constant_name* when it is in an embedded SQL statement and treats it as if a *constant_value* had been given.

The syntax for the # define statement is:

```
# define constant_name constant_value
```

Syntax Notes:

- The *constant_value* must be an integer, floating-point, or character string literal. It cannot be an expression or another name. It cannot be left blank, as happens if you intend to use it later with the # ifdef statement. If the value is a character string constant, you must use double quotes to delimit it. Do not delimit it with single quotes to make the *constant_name* be interpreted as a single character constant, because the preprocessor translates the single quotes into double quotes. For example, the preprocessor interprets both of the following names as string constants, even though the first might be intended as a character constant:

```
# define quitflag 'Q'
# define errmsg "Fatal error occurred."
```

- The preprocessor does not accept casts before *constant_value*. In general, the preprocessor does not accept casts, and it interprets data types from the literal value.
- Do not terminate the statement with a semicolon.

You can only use a defined constant to assign values to Ingres objects. Attempting to retrieve Ingres values into a constant causes a preprocessor error as demonstrated in this example.

Example: Retrieving Ingres values into a constant

```
exec sql begin declare section;  
# define MINEMPNUM 1  
# define MAXSALARY 150000.00  
# define DEFAULTNM "No-name"  
exec sql end declare section;
```

Embedded SQL statements in the program can reference *:constant_name*.

Example: :constant_name usage

```
exec frs putform formname (salary= :MAXSALARY);
```

Variable Declarations Syntax

The syntax of a variable declaration is:

```
[storage_class] [class_modifier] type_specification  
    declarator {, declarator};
```

where each *declarator* is:


```
variable_name [= initial_value]
```

Syntax Notes:

- *Storage_class* is optional but, if specified, can be any of the following:

auto
extern
register
static
varchar

VMS: The following storage classes are VMS only:

globaldef
globalref 

The storage class provides no data type information to the preprocessor. The varchar storage class is described in more detail later.

- *Class_modifier* is optional, and can be one of the following:

const
volatile

The class modifier provides no information to the preprocessor, and is merely passed through to the C compiler. Use of const and volatile keywords in ESQL/C data declarations is supported to the extent specified in the ANSI/ISO SQL-92 standard for embedded SQL C. That does not include all the possible uses of const and volatile that are accepted by the C compiler.

- Begin a variable or type name with an alphabetic character, but follow it with alphanumeric characters or underscores.
- Although register variables are supported, be careful when using them in embedded SQL statements. In input/output statements, such as the insert and select statements, you can pass a variable by reference with the ampersand operator (&). Some compilers do not allow you to use register variables this way.
- The *type_specification* must be an embedded SQL/C type, a type built up with a typedef declaration (and known to the preprocessor), or a structure or union specification. Typedef declarations and structures are discussed in detail later.
- Precede the *variable_name* by an asterisk (*), to denote a pointer variable, or follow it with a bracketed expression ([*expr*]), to denote an array variable. Pointers and arrays are discussed in more detail later.
- Begin the *variable_name*, which must be a legal C identifier name, with an underscore or alphabetic character.
- Variable names are case sensitive; that is, a variable named empid is different from one named Empid.

- Do not use a previously defined typedef name for a variable name. This also applies to any variable name that is the name of a field in a structure declaration.
- The preprocessor does not parse *initial_value*. Consequently, the preprocessor accepts any initial value, even if it can later cause a C compiler error. For example, the preprocessor accepts both of the following initializations, even though only the first is a legal C statement:

```
char    *msg = "Try again";
int      rowcount = {0, 123};
```

Example: Variable declarations usage

```
extern int    first_employee;
auto long    update_mode = 1;
static char  *names[3] = {"neil", "mark", "barbara"};
static char  *names[3] = {"john", "bob", "tom"};
char         **nameptr = names;
short        name_counter;
float        last_salary = 0.0, cur_salary = 0.0;
double       stat_matrix[STAT_ROWS][STAT_COLS];
const char   xyz[] = "xyz";
```

Type Declarations Syntax

The syntax of a type declaration is:

```
typedef type_specification typedef_name {, typedef_name};
```

Syntax Notes:

- The typedef keyword acts somewhat like a storage class specifier in a variable declaration, the only difference being that the resulting *typedef_name* is marked as a type name and not as a variable name.
- The *type_specification* must be an embedded SQL/C type known to the preprocessor, a type built up with a typedef declaration, or a structure or union specification. Structures are discussed in more detail later.
- Use an asterisk (*) before the *typedef_name* to denote a pointer type, or follow it with a bracketed expression ([*expr*]) to denote an array type. Pointers and arrays are discussed in more detail later.
- The preprocessor accepts an *initial_value* after *typedef_name*, although you should avoid putting one there because it does not signify anything. Most C compilers allow an *initial_value* that is ignored after the *typedef_name*.
- Once you declare a typedef name, it is reserved for all subsequent declarations in the current scope. Thus variable names (including variable names that are names of fields in structure declarations) cannot have the same name as a previously defined typedef name.

Example: Type declarations usage

```
typedef short INTEGER2;
typedef char CHAR_BUF[2001], *CHAR_PTR;

INTEGER2 i2;
CHAR_BUF logbuf;
CHAR_PTR name_ptr = (char *)0;
```

Array Declarations Syntax

The syntax of a C array declaration is:

array_name[*dimension*] { [*dimension*] }

In the context of a simple variable declaration, the syntax is:

type_specification array_variable_name[*dimension*] { [*dimension*] };

In the context of a type declaration, the syntax is:

typedef *type_specification array_type_name*[*dimension*] { [*dimension*] };

Syntax Notes:

- The preprocessor does not parse the *dimension* specified in the brackets. Consequently, the preprocessor accepts any dimensions. However, it also accepts illegal dimensions, such as non-numeric expressions, although these later cause C compiler errors. For example, the preprocessor accepts both of the following declarations, even though only the second is legal C:

```
typedef int SQUARE["bad expression"];
/* Non-constant expression */
int cube_5[5][5][5];
```

- You can specify any number of dimensions. The preprocessor notes the number of dimensions when the variable or type is declared. When you later reference the variable, it must have the correct number of indices.
- You can initialize an array variable, but the preprocessor does not verify that the initial value is an array aggregate.
- Variables cannot have grouping parentheses in their references or declarations.
- An array of characters is considered to be the pseudo character string type.

Example: Array declarations usage

```
# define COLS 5

typedef short SQUARE[COLS][COLS];
SQUARE      sq;

static int  matrix[3][3] =
            { {11, 12, 13},
              {21, 22, 23},
              {31, 32, 33} };

char      buf[50];
```

Pointer Declarations Syntax

The syntax of a C pointer declaration is:

```
* {*} pointer_name
```

In the context of a simple variable declaration, the syntax is:

```
type_specification *{*} pointer_variable_name;
```

In the context of a type declaration, the syntax is:

```
typedef type_specification *{*} pointer_type_name;
```

Syntax Notes:

- You can specify any number of asterisks. The preprocessor notes the number specified when the variable or type is declared. When the variable is later referenced, it must have the correct number of asterisks.
- You can initialize a pointer variable, but the preprocessor does not verify that the initial value is an address.
- A pointer to the char data type is considered to be the pseudo character string type.
- Do not put grouping parentheses in variable references or variable declarations.
- You can use arrays of pointers.

Example: Pointer declarations usage

```
extern int  min_value;
int        *valptr = &min_value;
char       *tablename = "employee";
```

Structure Declarations Syntax

A C structure declaration has three variants, depending on whether it has a tag and/or a body. The following sections describe these variants.

A Structure with a Tag and a Body

The syntax of a C structure declaration with a tag and a body is:

```
struct tag_name {  
    structure_declaration {structure_declaration}  
}
```

where *structure_declaration* is:

```
type_specification member {, member};
```

In the context of a simple variable declaration, the syntax is:

```
struct tag_name {  
    structure_declaration {structure_declaration}  
} [structure_variable_name];
```

In the context of a type declaration, the syntax is:

```
typedef struct tag_name {  
    structure_declaration {structure_declaration}  
} structure_type_name;
```

Syntax Notes:

- Wherever the keyword **struct** appears, the keyword **union** can appear instead. The preprocessor treats them as equivalent.
- Each member in a *structure_declaration* has the same rules as a variable of its type. For example, as with variable declarations, the *type_specification* of each member must be a previously defined type or another structure. Also, you can precede the member name by asterisks or follow it with brackets. Because of the similarity between structure members and variables, the following discussion focuses only on those areas in which they differ.

```
struct person  
{  
    charname[40];  
    struct  
    {  
        int day, month, year;  
    } birth_date;  
    } owner;
```

- The preprocessor permits an initial value after each member name. Do not, however, put one there, because it causes a compiler syntax error.

- If you do not specify *structure_variable_name*, the declaration is considered a declaration of a structure tag.
- You can initialize a structure variable, but the preprocessor does not verify that the initial value is a structure aggregate.

Example: Structure with tags and body

```
# define MAX_EMPLOYEES 1500

typedef struct employee
{
    char    name[21];
    short   age;
    double  salary;
} employee_desc;
employee_desc employees[MAX_EMPLOYEES];
employee_desc *empdex = &employees[0];
```

A Structure with a Body and No Tag

The syntax of a C structure declaration with a body and no tag is:

```
struct {
    structure_declaration {structure_declaration}
}
```

where *structure_declaration* is the same as in the previous section.

In the context of a simple variable declaration, the structure's syntax is:

```
struct {
    structure_declaration {structure_declaration}
} structure_variable_name;
```

In the context of a type declaration, the structure's syntax is:

```
typedef struct {
    structure_declaration {structure_declaration}
} structure_type_name;
```

Syntax Notes:

- All common clauses have the same rules as in the previous section. For example, struct and union are treated as equivalent, and the same rules apply to each structure member as to variables of the same type.
- Specify the *structure_variable_name* when there is no tag. The actual structure definition applies only to the variable being declared.

Example: Structure with body and no tag

```
# define MAX_EMPLOYEES 1500

Struct
{
    char    name[21];
    short   age;
    double  salary;
} employees[MAX_EMPLOYEES];
```

A Structure with a Tag and No Body

The syntax of a C structure declaration with a tag and no body is:

```
struct tag_name
```

In the context of a simple variable declaration, the syntax is:

```
struct tag_name structure_variable_name;
```

In the context of a type declaration, the syntax is:

```
typedef struct tag_name structure_type_name;
```

Syntax Notes:

- All common clauses have the same rules as in the previous section. For example, struct and union are treated as equivalent, and you can initialize the structure without the preprocessor checking for a structure aggregate.
- The *tag_name* must refer to a previously defined structure or union. The preprocessor does not support *forward* structure declarations. Therefore, when referencing a structure tag in this type of declaration, you must have already defined the tag. In the declaration below, the tag `new_struct` must have been previously declared:

```
typedef struct new_struct *NEW_TYPE;
```

Example: Structure with tag and no body

```
union a_name
{
    char    nm_full[30];
    struct
    {
        char nm_first[10];
        char nm_mid[2];
        char nm_last[18];
    } nm_parts;
};

union a_name empnames[MAX_EMPLOYEES];
```

Enumerated Integer Types

An enumerated type declaration, `enum`, is treated as an integer declaration. The syntax of an enumerated type declaration is:

```
enum [enum_tag]
{ enumerator [= integer_literal]
  [, enumerator [= integer_literal]] } [enum_vars];
```

The outermost braces (`{` and `}`) represent braces that you have to type.

Syntax Notes:

- If you use the `enum_tag`, the list of enumerated literals (*enumerators*) and enum variables (*enum_vars*) is optional, like a structure tag without a body. The two declarations that follow are equivalent. The first declaration declares an `enum_tag`, while the second declaration uses that tag to declare a variable.

First declaration:

```
enum color {RED, WHITE, BLUE}; /* Tag,
no variable */
enum color col; /* Tag, no body,
has variable */
```

Second declaration:

```
enum color {RED, WHITE, BLUE} col; /* Tag, body,
has variable */
```

If you do not use the `enum_tag`, the declaration must include a list of enumerators, in the same way as a structure declaration.

- You can use the enum declaration with any other variable declaration, type declaration, or storage class. For example, the following declarations are all legal:

```
typedef enum {dbTABLE, dbCOLUMN, dbROW, dbVIEW,
dbGRANT} dbOBJ;
dbOBJ obj, objs[10];
extern dbOBJ *obj_ptr;
```

- Enumerated variables are treated as integer variables and enumerated literals are treated as integer constants.

Varying Length String Type

As mentioned in the section describing character strings, all C character strings are *null-terminated*. Ingres data of type `char` or `varchar` can contain random binary data including the zero-valued byte (the null byte or `\0` in C terms). If a program uses a C `char` variable to retrieve or set binary data that includes nulls, the runtime system is not able to differentiate between embedded nulls and the null terminator.

In order to set and retrieve binary data that can include nulls, a new C storage class, `varchar`, has been provided for varying length string variables. `varchar` identifies the following variable declaration as a structure that describes a varying length string, namely, a 2-byte integer representing the count, and a fixed length character array. Like other storage classes, described in a previous section, the keyword `varchar` must appear before the variable declaration:

```
varchar struct {
    short    current_length;
    char     data_buffer[MAX_LENGTH];
} varchar_structure;
```

Syntax Notes:

- The word `varchar` is reserved and can be in uppercase or lowercase.
- The `varchar` keyword is not generated to the output C file.
- The `varchar` storage class can only refer to a variable declaration, not to a type declaration. For example, the following declaration is legal because it declares the variable `vch`:

```
varchar struct {
    short    buf_size;
    char     buf[100];
} vch;
```

But the `varchar` declaration of the structure tag `vch` (without a variable) is not legal and generates an error:

```
varchar struct vch {
    short    buf_size;
    char     buf[100];
};
```

- You can replace the structure definition of a `varchar` variable declaration by a structure tag or typedef reference.

Example: Legal typedef and varchar declarations

```
typedef struct vch_ {
    short    vch_count;
    char     vch_data[VCH_MAX];
} VCH;
varchar VCH vch_1;           /* Typedef referenced */
varchar struct vch_ vch_2;   /* Structure tag */
                             /* referenced */
```

- You can use the varchar storage class for any type of variable declaration, including external and static variables, and to qualify nested structure members.

Example: Legal declarations

```
static varchar struct _txt {
    short      tx_len;
    char       tx_data[TX_MAX];
} txt_var, *txt_ptr, txt_arr[10];

struct {
    char       ename[20];
    int        eage;
    varchar struct _txt ecomments;
} emp;

typedef short  buf_size;
typedef char   buf[512];

varchar struct {
    buf_size   len;
    buf        data;
} vchar;
```

- **Caution!** The nvarchar struct is a Unicode version of the varchar struct. Using a pack pragma for nvarchar structures on platforms where `sizeof(wchar_t) == 4` causes data corruption. Do not use a pack pragma in this case. Use the following syntax to ensure proper compiler padding:

```
nvarchar struct {
    short      len;
    wchar_t    text[MAX_LENGTH];
} rmy_nvarchar ;
```

The following is an example for ESQL/C, using the demodb database included with Ingres:

```
exec sql begin declare section;

    nvarchar struct {
        short len;
        wchar_t text[31];
    } res_nvarchar \;

exec sql end declare section;

...

exec sql      select up_first into :res_nvarchar
              from user_profile
              where up_email = 'ac.fan@cool-hvac.net';

(res_nvarchar).text[(res_nvarchar).len] = L'\0';
/* NOTE: Requires Locale to be set up to display Unicode, for example,
UTF-8 encoding. */
printf("nvarchar col = <%S>\n", res_nvarchar.text);
...
```

Varying Length Binary Type

The Ingres data type varbyte behaves just like varchar except that it bypasses character set translation when transmitted across Heterogeneous Ingres/Net.

A special varbyte structure type exists, which behaves exactly like the varchar structure type except that the associated internal data type is varbyte instead of varchar. Typedefs and struct tag declarations are supported in exactly the same way as for varchar.

Note that when a retrieved byte value does not fit into the embedded variable provided it will be truncated and a "Warning - string data, right truncation" condition is set via SQLSTATE and sqlca.sqlwarn1. This is identical to the handling of string truncation for character data.

Syntax Notes:

- The word varbyte is reserved and can be in uppercase or lowercase.
- The varbyte keyword is not generated to the output C file.
- The varbyte storage class can only refer to a variable declaration, not to a type declaration. For example, the following declaration is legal because it declares the variable vbyt:

```
varbyte struct {
    short    buf_size;
    char     buf[100];
} vbyt;
```

But the **varbyte** declaration of the structure tag vbyt (without a variable) is not legal and generates an error:

```
varbyte struct vbyt {
    short    buf_size;
    char     buf[100];
};
```

- You can replace the structure definition of a varbyte variable declaration by a structure tag or typedef reference.

Example: Legal typedef and varbyte declarations

```
typedef struct vbyt_ {
    short    vbyt_count;
    char     vbyt_data[VCH_MAX];
} VBYT;

varbyte VBYT vbyt 1;          /* Typedef referenced */
varbyte struct vbyt_ vch_2;    /* Structure tag */
                               /* referenced */
```

- You can use the varbyte storage class for any type of variable declaration, including external and static variables, and to qualify nested structure members.

Example: Legal declarations

```
static varbyte struct _txt {
    short      tx_len;
    char       tx_data[TX_MAX];
} txt_var, *txt_ptr, txt_arr[10];
struct v_ {
    short      length;
    char       data[MAXLEN];
};
VARBYTE struct v_ my_varbyte;

typedef short  buf_size;
typedef char   buf[512];

varbyte struct {
    buf_size   len;
    buf        data;
} vbyte;
```

DCLGEN Utility

The DCLGEN (Declaration Generator) utility is a structure-generating utility that maps the columns of a database table into a structure that you can include in a declaration section.

The DCLGEN utility can be invoked from the operating system level by executing the following command:

```
dclgen language dbname tablename filename structurename
```

language

Defines the embedded SQL host language, in this case, C.

dbname

Defines the name of the database containing the table.

tablename

Defines the name of the database table.

filename

Defines the output file into which the structure declaration is placed.

structurename

Defines the name of the host language structure that the command generates. The structure tag is the structure name followed by an underscore character (_).

This command creates the declaration file *filename*, containing a structure corresponding to the database table. The file also includes a declare table statement that serves as a comment and identifies the database table and columns from which the structure was generated.

When the file is generated, use an embedded SQL include statement to incorporate it into the variable declaration section. The following example demonstrates how to use DCLGEN in a C program.

Assume the Employee table was created in the Personnel database as:

```
exec sql create table employee
    (eno      smallint not null,
     ename    char(20) not null,
     age      integer1,
     job      smallint,
     sal      decimal(14,2) not null,
     dept     smallint)
with journaling;
```

Also, assume the DCLGEN system-level command is:

```
dclgen c personnel employee employee.dcl emprec
```

This command creates the employee.dcl file, which contains a comment and two statements. The first statement is the declare table description of employee, which serves as a comment. The second statement is a declaration of the C structure emprec. The contents of the employee.dcl file are:

```
/* Table employee description from database personnel */
exec sql declare employee table
    (eno      smallint not null,
     ename    char(20) not null,
     age      integer1,
     job      smallint,
     sal      decimal(14,2) not null,
     dept     smallint);

struct emprec_ {
    short     eno;
    char      ename[21];
    short     age;
    short     job;
    double    sal;
    short     dept;
} emprec;
```

The length of the ename buffer is increased by one byte to accommodate the C null terminator. Also, the integer1 data type is mapped to short rather than char.

To include this file in an embedded SQL declaration section, use the embedded SQL include statement:

```
exec sql begin declare section;
    exec sql include 'employee.dcl';
exec sql end declare section;
```

You can then use the `emprec` structure in a select, fetch, or insert statement.

The field names in the structure that DCLGEN generates are identical to the column names in the specified table. Therefore, if the column names in the table contain any characters that are illegal for host language variable names, you must modify the name of the field before attempting to use the variable in an application.

DCLGEN and Large Objects

When a table contains a large object column, DCLGEN will issue a warning message and map the column to a zero length character string variable. You must modify the length of the generated variable before attempting to use the variable in an application.

For example, assume that the `job_description` table was created in the personnel database as:

```
create table job_description (job smallint,
    description long varchar);
```

Also, assume the DCLGEN system-level command is:

```
dclgen c personnel job_description jobs.dcl jobs_rec
```

The contents of the `jobs.dcl` file would be:

```
/*Table job_description description from database
personnel*/
exec sql declare job_description table
    (job            smallint,
     description    long varchar);
struct jobs_rec_ {
    short job;
    char  description[0];
} jobs_rec;
```

Indicator Variables

An *indicator variable* is a 2-byte integer variable. You can use an indicator variable in an application in three ways:

- In a statement that retrieves data from the database, you can use an indicator variable to determine if its associated host variable was assigned a null.

- In a statement that writes data to the database, or to a form field, you can use an indicator variable to assign a null to the database column, form field, or table field column.
- In a statement that retrieves character (or byte) data, you can use the indicator variable as a check that the associated host variable was large enough to hold the full length of the returned string. However you can also use SQLSTATE to do this and it is the preferred method.

The base type for a null indicator variable must be the integer type short. Any type specification built up from short is legal.

Example: Type specification built from short

```
short  ind;      /* Indicator variable */
typedef short    IND;

IND    ind_arr[10]; /* Array of indicators */
IND    *ind_ptr;    /* Pointer to indicator */
```

The word indicator is reserved and cannot be used to define a type in a typedef statement.

When using an indicator array with a host structure, as described in Indicator Variables Usage, you must declare the indicator array as an array of short integers (or a type built up from short). In the above example, you can use the variable ind_arr as an indicator array with a structure assignment.

How to Declare External Compiled Forms

You can precompile your forms in the Visual-Forms Editor (VIFRED). By doing so, you save the time otherwise required at runtime to extract the form's definition from the database forms catalogs. When you compile a form in VIFRED, VIFRED creates a file in your directory describing the form in the C language. The following system specific section contains the remaining information you will need to declare your forms.

Windows Forms

VIFRED prompts you for the name of the file with the description. After creating the file, you can use the following cl command to compile it into linkable object code:

```
cl -c filename
```

The C compiler usually returns warning messages during this operation. You can suppress these, if you wish, with the -w flag on the cl command line. This command results in an object file that contains a global symbol with the same name as your form.

Before the embedded SQL/FORMS statement `addform` can refer to this global object, you must declare it in an embedded SQL declaration section, with the following syntax:

```
extern int *formname;
```

Syntax Notes:

- The *formname* is the actual name of the form. VIFRED gives this name to the address of the external object. The *formname* is also used as the title of the form in other embedded SQL/FORMS statements.
- The `extern` storage class associates the object with the external form definition.
- Although you declare *formname* as a pointer, you should *not* precede it with an asterisk when using it in the `addform` statement.

The example below shows a typical form declaration and illustrates the difference between using the form's object definition and the form's name.

Example: Form declaration


```
exec sql begin declare section;
    extern int *empform;

    ...

exec sql end declare section;

    ...

exec frs addform :empform; /* the global object */
exec frs display empform; /* the name of the form */

    ... 
```

UNIX Forms

VIFRED prompts you for the name of the file with the description. After creating the file, you can use the following `cc` command to compile it into linkable object code:

```
cc -c filename
```

The C compiler usually returns warning messages during this operation. You can suppress these, if you wish, with the `-w` flag on the `cc` command line. This command results in an object file that contains a global symbol with the same name as your form.

Before the embedded SQL/FORMS statement `addform` can refer to this global object, you must declare it in an embedded SQL declaration section, with the following syntax:

```
extern int *formname;
```

Syntax Notes:

- The *formname* is the actual name of the form. VIFRED gives this name to the address of the external object. The *formname* is also used as the title of the form in other embedded SQL/FORMS statements.
- The `extern` storage class associates the object with the external form definition.
- Although you declare *formname* as a pointer, you should *not* precede it with an asterisk when using it in the `addform` statement.

The example below shows a typical form declaration and illustrates the difference between using the form's object definition and the form's name.

Example: Form declaration


```
exec sql begin declare section;
    extern int *empform;

    ...

exec sql end declare section;

    ...

exec frs addform :empform; /* the global object */
exec frs display empform; /* The name of the form */

    ... 
```

VMS Forms

After the file is created, you can use the following command to assemble it into a linkable object module.

```
macro filename
```

This command produces an object file that contains a global symbol with the same name as your form. Before the embedded SQL/FORMS statement `addform` can refer to this global object, you must declare it in an embedded SQL declaration section, with the following syntax:


```
globalref int *formname;
```

Syntax Notes:

- The *formname* is the actual name of the form. VIFRED gives this name to the address of the external object. The *formname* is also used as the title of the form in other embedded SQL/FORMS statements.
- The `globalref` storage class associates the object with the external form definition.
- Although you declare *formname* as a pointer, you should *not* precede it with an asterisk when using it in the `addform` statement.

The example below shows a typical form declaration and illustrates the difference between using the form's object definition and the form's name.

Example: Form declaration


```
exec sql begin declare section;  
    globalref int *empform;  
  
    ...  
  
exec sql end declare section;  
  
    ...  
  
exec frs addform :empform; /* The global object */  
exec frs display empform; /* The name of the form */  
  
    ... 
```

Embedded SQL/C Declarations Example


The following example demonstrates some simple embedded SQL/C declarations:

```
exec sql include sqlca; /* include error handling */
exec sql begin declare section;
# define max_persons 1000
typedef struct datatypes_ /* Structure of all types */
{
    char    d_byte;
    short   d_word;
    long    d_long;
    float    d_single;
    double   d_double;
    char    *d_string;
} datatypes;
datatypes d_rec;
char      *dbname = "personnel";
char      *formname, *tablename, *columnname;
varchar struct {
    short   len;
    char    binary_data[512];
} binary_chars;
enum color {RED, WHITE, BLUE} col;
unsigned int empid;
short int    vac_balance;
struct person_ /* Structure with a union */
{
    char    age;
    long    flags;
    union
    {
        char full_name[30];
        struct {
            char firstname[12], lastname[18];
        } name_parts;
    } person_name;
} person, *newperson, person_store[MAX_PERSONS];
exec sql include 'employee.dcl'; /* From DCLGEN */
```


Windows:

```
extern int *empform, *deptform; /* Compiled forms */
exec sql end declare section; 
```

UNIX:

```
extern int *empform, *deptform; /* Compiled forms */
exec sql end declare section; 
```

VMS:

```
globalref int *empform, *deptform; /* Compiled forms */
exec sql end declare section; 
```

The Scope of Variables

The preprocessor references all variables declared in an embedded SQL declaration section and accepts them from the point of declaration to the end of the file. This may not be true for the C compiler, which only allows variables to be referred to in the scope of the nearest enclosing program block in which they were declared. If you have two unrelated procedures in the same file, each of which contains a variable with the same name to be used by embedded SQL, you do not have to redeclare the variable in a declaration section. The preprocessor uses the data type information supplied by the first declaration.

If you *do* redeclare the variable, the preprocessor confirms that both declarations have compatible data types and the same *indirection level*. The indirection level is the sum of the number of pointer operators preceding the variable declaration name and the number of array dimensions following the name. This redeclaration can only occur for simple, non-structured variable or formal procedure parameter declarations. Do not redeclare structures, typedefs, enumerated types and arrays even if used in a different context.

If you declare a variable name in two incompatible instances, the preprocessor generates an error and continues to process any references to the variable using only its first declaration. You can solve the problem by renaming the variables declared in the second and any subsequent declarations.

In the following program fragment, the variable dbname is passed as a parameter between two procedures. In the first declaration section, the variable is a local variable. In the second declaration section, the variable is a formal parameter passed as a string to be used with the connect statement. In both cases, the data type attributes are compatible character strings.

Example: Variable declaration

```
exec sql include sqlca;
Access_Db()
{
    exec sql begin declare section;
        char dbname[20];
    exec sql end declare section;

    /* Prompt for and read database name */
    printf("Database: ");
    gets(dbname);
    Open_Db(dbname);
    ...
}

Open_Db(dbname)
exec sql begin declare section;
    char *dbname;
exec sql end declare section;
{
    exec sql whenever sqlerror stop;
    exec sql connect :dbname;
    ...
}
```

The previous example is the first to demonstrate a formal parameter to a procedure in a declaration section. In this particular example, you do not need to declare the parameter, in which case the preprocessor uses the character string data type of the initial declaration of dbname. For example:

```
Open_Db(dbname)
char *dbname;
{
    exec sql whenever sqlerror stop;
    exec sql connect :dbname;
    ...
}
```

To enhance the readability of the examples in this document, formal parameters are not declared. Instead, local variables are declared that can be initialized to formal parameters.

For example, the Open_Db procedure above could also be written as:

```
Open_Db(dbname)
char *dbname;
{
    exec sql begin declare section;
        char *dbnm = dbname;
    exec sql end declare section;

    exec sql whenever sqlerror stop;
    exec sql connect :dbnm;
    ...
}
```

Take special care when using variables in a declare cursor statement. The variables used in such a statement must also be valid in the scope of the open statement for that same cursor. The preprocessor actually generates the code for the declare at the point that the open is issued and, at that time, evaluates any associated variables. For example, in the following program fragment, even though the variable `number` is valid to the preprocessor at the point of both the declare cursor and open statements, it is not a valid variable name for the C compiler at the point that the open is issued.

```
Init_Csr1() /* This example contains an error */
{
    exec sql begin declare section;
        int number; /* A local variable */
    exec sql end declare section;

    exec sql declare cursor1 cursor for
        select ename, age
        from employee
        where eno = :number;

    /* Initialize "number" to a particular value */
    ...
}

Process_Csr1()
{
    exec sql begin declare section;
        char ename[16];
        int age;
    exec sql end declare section;

    exec sql open cursor1; /* Illegal evaluation of
                           "number" */
    exec sql fetch cursor1 into :ename, :age;
    ...
}
```

Variable Usage

C variables that you declare in an embedded SQL declaration section can substitute for most elements of embedded SQL statements that are not keywords. Of course, the variable and its data type must make sense in the context of the element. When you use a C variable in an embedded SQL statement, precede it with a colon. You must further verify that the statement using the variable is in the scope of the variable's declaration. As an example, the following select statement uses the variables `namevar` and `numvar` to receive data, and the variable `idno` as an expression in the where clause.

Example: C variables usage

```
exec sql select ename, eno
        into :namevar, :numvar
        from employee
        where eno = :idno;
```

Various rules and restrictions apply to the use of C variables in embedded SQL statements. The following sections describe the usage syntax of different categories of variables and provide examples of such use.

Simple Variables

The following syntax refers to a simple scalar-valued variable (integer, floating-point or character string):

:simplename

Syntax Notes:

- If you use the variable to send values to the database, or a field on a form, it can be any scalar-valued variable or **#** define constant, enumerated variable or enumerated literal.
- If you use the variable to receive values from the database or a field on a form, it can only be a scalar-valued variable or enumerated variable. Character strings that you declare as:

```
char *character_string_pointer;
```

or:

```
char character_string_buffer[];
```

are considered scalar-valued variables and must not include any indirection when referenced. External compiled forms that are declared as:

```
extern int *compiled_formname; (UNIX)
```

```
globalref int *compiled_formname; (VMS)
```

should not include any indirection when referenced in the addform statement:

```
exec fms addform :compiled_formname;
```

The following program fragment demonstrates a typical message handling routine. It passes two scalar-valued variables as parameters: "buffer", a character string, and "seconds", an integer variable.

Example: Simple variables usage

```
Print_Message(buffer, seconds)
exec sql begin declare section;
    char *buffer;
    short seconds;
exec sql end declare section;
{
    exec frs message :buffer;
    exec frs sleep :seconds;
    ...
}
```

Note: Ingres supports Unicode using Unicode Transformation Format 16 (UTF-16), representing Unicode code points in 16 bits (two octets). Embedded C for Ingres allows for variables of the C data type `wchar_t` to contain Ingres Unicode data. The C Standard does not specify a size for the `wchar_t` data type, however, if the compilation platform uses at least 16 bits for the data type `wchar_t`, it can be used for Ingres embedded C programs. When Ingres updates variables of the type `wchar_t`, only the low 16 bits are used; any extra high bits are set to zero. When Ingres reads values from `wchar_t` variables, only the low 16 bits are used and any extra high bits are ignored.

Array Variables

The following syntax refers to an array variable:

```
:arrayname [subscript] {[subscript]}
```

Syntax Notes:

- You must subscript the variable, because only scalar-valued elements (integers, floating-point and character strings) are legal SQL values.
- When you reference the array, the number of indices is noted but the embedded SQL preprocessor does not parse the subscript values. Consequently, even though the preprocessor confirms that you used the correct number of array indirections, the preprocessor accepts illegal subscript values. You must make sure that the subscript is legal. For example, the preprocessor accepts both of the following references, even though only the first is correct:

```
float salary_array[5];
:salary_array[0]
:salary_array[+-1-+]A character string, declared as an array of characters,
is not considered an array and cannot be subscripted in order to reference a
single character. In fact, single characters are illegal string values, as
all character string values must be null-terminated.
```

For example, if the following variable were declared:

```
static char abc[3] = {'a', 'b', 'c'};
```

you could not access the character "a" with the reference:

```
:abc[0]
```

To perform such a task, declare the variable as an array of three single character strings:

```
static char *abc[3] = {"a","b","c"};
```

- As with standard C, any variable that can be denoted with array subscripting can also be denoted with pointers. This is because the preprocessor only records the number of indirection levels used when referencing a variable. The indirection level is the sum of the number of pointer operators preceding the variable reference name and the number of array subscripts following the name. For example, if a variable is declared as an array:

```
int age_set[2];
```

it can be referenced as either an array:

```
:age_set[0]
```

or a pointer:

```
:*age_set
```

- Do not precede references to elements of an array with the ampersand operator (&) to denote the address of the element.
- Any arrays of indicator variables that you use with structure assignments must not include subscripts.

The following example uses the variable "i" as a subscript. This variable does not need to be declared in the declaration section, as it is not parsed.

Example: Variable as subscript usage

```
exec sql begin declare section;  
  char *formnames[3]={ "empform","deptform","helpform"};  
exec sql end declare section;  
int I;  
for (i = 0; i < 3; i++)  
  exec frs forminit :formnames[i];
```

Pointer Variables

The following syntax refers to a pointer variable:

```
:*{*}pointername
```

Syntax Notes:

- Refer to the variable indirectly, because only scalar-valued elements (integers, floating-point, and character strings) are legal SQL values.
- When you declare the variable, the preprocessor notes the number of preceding asterisks. Later references to the variable must have the same indirection level. The indirection level is the sum of the number of pointer operators (asterisks) preceding the variable declaration name and the number of array subscripts following the name.
- A character string, declared as a pointer to a character, is not considered a pointer and cannot be subscripted in order to reference a single character. As with arrays, single characters are illegal string values because any character string value *must* be null-terminated. For example, assuming the following declaration:


```
char *abc = "abc";
```

you could not access the character "a" with the reference:


```
:*abc
```

External compiled forms that you declare as:

UNIX:

```
extern int *compiled_formname; 
```

VMS:

```
globalref *compiled_formname; 
```

These external compiled forms must not include any indirection when referenced in the addform statement.

- As with standard C, any variable that you can denote with pointer indirection can also be denoted with array subscripting. This is true because the preprocessor only records the number of indirection levels used when referencing a variable. For example, if you declare a variable as a pointer:

```
int *age_pointer;
```

it can be referenced as either a pointer:

```
:*age_pointer;
```

or an array:

```
:age_pointer[0];
```

The following example uses a pointer to insert integer values into a database table.

Example: Pointer variable usage

```
exec sql begin declare section;
    int *numptr;
exec sql end declare section;
static int numarr[6] = {1, 2, 3, 4, 5, 0};

for (numptr = numarr; *numptr; numptr++)
    exec sql insert into items (number) values (:*numptr);
```

Structure Variables

You can use a structure variable in two different ways. First, you can use the structure as a simple variable, implying that all its members are used. This would be appropriate in the embedded SQL select, fetch, and insert statements. Second, you can use a member of a structure to refer to a single element. Of course, this member must be a scalar value (integer, floating-point or character string).

The syntax for referring to a complete structure is the same as referring to a simple variable:

:structurename

Syntax Notes:

- The *structurename* refers to a main or nested structure. It can be an element of an array of structures. Any variable reference that denotes a structure is acceptable. For example:

```
:emprec           /* A simple structure */
:struct_array[i]   /* An element of an array of structures */
:struct.minor2.minor3 /* A nested structure at level 3 */
```

- To use the final structure of the reference as a collection of variables, it must have no nested structures or arrays. The preprocessor enumerates all the members of the structure, which must have scalar values. The preprocessor generates code as though the program had listed each structure member in the order in which it was declared.

The following example uses the employee.dcl file generated by DCLGEN, to retrieve values into a structure.

Example: Structure variable usage

```
exec sql begin declare section;
      exec sql include 'employee.dcl'; /* See above for
      description */
exec sql end declare section;

exec sql select *
      into :emprec
      from employee
      where eno = 123;
```

The example above generates code as though the following statement had been issued instead:

```
exec sql select *
      into :emprec.eno, :emprec.ename, :emprec.age,
      :emprec.job, :emprec.sal, :emprec.dept
      from employee
      where eno = 123;
```

The following example fetches the values associated with all the columns of a cursor into a record:

```
exec sql begin declare section;
      exec sql include 'employee.dcl'; /* See above for
      description */
exec sql end declare section;

exec sql declare empcsr cursor for
      select *
      from employee
      order by ename;
      ...

exec sql fetch empcsr into :emprec;
```

The next example inserts values by looping through a locally declared array of structures whose elements have been initialized:

```
exec sql begin declare section;
    exec sql declare person table
        (pname      char(30),
         page       integer1,
         paddr      varchar(50));
    struct person_
    {
        char        name[31];
        short       age;
        char        addr[51];
    } person[10];
    int            i;
exec sql end declare section;

...

for (i = 0; i < 10; i++)
{
    exec sql insert into person
        values (:person[i]);
}
```

The insert statement in the example above generates code as though the following statement had been issued instead:

```
exec sql insert into person
    values (:person[i].name, :person[i].age,
           :person[i].addr);
```

Structure Member Usage

The syntax embedded SQL uses to refer to a structure member is the same as in C:

```
:structure.member{.member}
```

Syntax Notes:

- The *structure* member in the above statement must be a scalar value (integer, floating-point or character string). There can be any combination of arrays and structures, but the last object referenced must be a scalar value. Thus, the following references are all legal:

```
:employee.sal    /* Member of a structure */
:person[3].name  /* Element member of an array */
:structure.mem2.mem3.age /* Deeply nested member */
```

- Any array elements referred to *within* the structure reference, and not at the very end of the reference, are not checked by the preprocessor. Consequently, both of the following references are accepted, even though one must be wrong, depending on whether person is an array:

```
:person[1].age  
:person.age
```

Structure references can also include pointers to structures. The arrow operator (->) denotes these structures. The preprocessor treats the arrow operator exactly like the dot operator and does not check that the arrow is used when referring to a structure pointer and that the dot is used when referring to a structure variable.

For example, the preprocessor accepts both of the following references to a structure, even though only the second one is legal C:

```
Struct  
{  
    char *name;  
    int  number;  
} people[10], *one_person;  
  
:people[i]->name /* Should use the dot operator */  
:one_person->name /* Correct use of pointer  
                  qualifier */
```

In general, the preprocessor supports unambiguous and direct references to structure members, as in the following example:

```
:ptr1->struct2.mem3[ind4]->arr5[ind6][ind7]
```

In this case, the last object denoted, `arr5[ind6][ind7]`, must specify a scalar-valued object. References to structure variables cannot contain grouping parentheses. For example, assuming you declare `struct1` correctly, the following reference causes a syntax error on the left parenthesis:

```
:(struct1.mem2)->num3
```

The only exception to this rule occurs when grouping a reference to the first and main member of a structure by starting the reference with a left parenthesis followed by an asterisk. Note that the two operators, "(" and "*" must be bound together without separating spaces, as in the following example:

```
:(*ptr1)->mem2
```


The following example uses the `emprec` structure that DCLGEN generates to put values into the `empform` form.

Example: Structure member usage

```
exec sql begin declare section;
    struct emprec_ {
        short    eno;
        char      ename[21];
        short    age;
        short    job;
        double    sal;
        short    dept;
    } emprec;
exec sql end declare section;
...
```



```
exec frs putform empform
    (eno = :emprec.eno, ename = :emprec.ename,
     age = :emprec.age, job = :emprec.job,
     sal = :emprec.sal, dept = :emprec.dept);
```

Enumerated Variable (Envm) Usage

The syntax for referring to an enumerated variable or enumerated literal is the same as referring to a simple variable:

:enum_name;

Enumerated variables are treated as integer variables when referenced and you can use them to retrieve data from and assign data to Ingres. The enumerated literals are treated as declarations of integer constants and follow the same rules as integer constants declared with the `# define` statement. Use enumerated literals only to assign data to Ingres.

The following program fragment demonstrates a simple example of the enumerated type color.

Example: Enumerated variable usage

```
exec sql begin declare section;

    exec sql declare clr table (num integer,color integer);
    typedef enum {RED, WHITE, BLUE} color;
    color col_var, *col_ptr;
    static COLOR col_arr[3] = {BLUE, WHITE, RED};
    int i;
exec sql end declare section;
/* Mapping from color to string */

static char *col_to_str_arr[3] = {"RED","WHITE", "BLUE"};
#  define ctos(c) col_to_str_arr[(int)c]

/* Fill rows with color array */
for (i = 0; i < 3; i++)
    exec sql insert into clr values (:i+1, :col_arr[i]);

/*
** Retrieve the rows - demonstrating a COLOR variable
** and pointer, and arithmetic on a stored COLOR value.
** Results are:
**      [1] BLUE, RED
**      [2] WHITE, BLUE
**      [3] RED, WHITE
*/
col_ptr = &col_arr[0];
exec sql select num, color, color+1
        into :i, :col_var, :*col_ptr
        from clr;
exec sql begin;
    printf("[%d] %s, %s\n", i, ctos(col_var),
        ctos(*col_ptr%3));
exec sql end;
```

Varying Length String Variable (Varchar or Varbyte) Usage

The syntax for referring to a varchar (or varbyte) variable is the same as referring to a simple variable:

```
:varchar_name;
```

Syntax Notes:

- When using a variable declared with the varchar (or varbyte) storage class, you cannot reference the two members of the structure individually but only the structure as a whole. For example, the following declaration and select statement are legal:

```
varchar struct {  
    short    buf_size;  
    char     buf[100];  
  
} vch;  
select data into :vch from objects;
```

But the following statement generates an error on the use of the member "buf_size":

```
select data, length(data)  
into :vch, :vch.buf_size  
from objects;
```

- When you use the variable to retrieve Ingres data, the 2-byte length field is assigned the length of the data, and the data is copied into the fixed length character array. The data is not null-terminated. You can use a varchar (or varbyte) variable to retrieve data in the select, fetch, inquire_sql, getform, finalize, unloadtable, getrow, and inquire_frs statements.
- When you use the variable to set Ingres data, the program must assign the length of the data (in the character array) to the 2-byte length field. You can use a varchar (or varbyte) variable to set data in the insert, update, putform, initialize, loadtable, putrow, and set_frs statements.

Indicator Variables Usage

The syntax for referring to an indicator variable is the same as for a simple variable, except that an indicator variable is always associated with a host variable:

```
:host_variable:indicator_variable;
```

or

```
:host_variable indicator :indicator_variable;
```

Syntax Notes:

- The indicator variable can be a simple variable, an array element or a structure member that yields a short integer. For example:

```
short      ind_var, *ind_ptr, ind_arr[5];
```

```
          :var_1:ind_var  
          :var_2:*ind_ptr  
          :var_3:ind_arr[2]
```

- If the host variable associated with the indicator variable is a structure, the indicator variable should be an array of short integers. In this case, the array should *not* be dereferenced with a subscript.
- When you use an indicator array, the first element of the array corresponds to the first member of the structure, the second element to the second member, and so on. Array elements begin at subscript 0, and not at 1 as in other languages.

The following example uses the employee.dcl file that DCLGEN generated to retrieve values into a structure and null indicators into the empind array:

```
exec sql begin declare section;  
    exec sql include 'employee.dcl';  
    /* See above for description */  
    short      empind[10];  
exec sql end declare section;  
  
exec sql select *  
    into :emprec:empind  
    from employee;
```

The above example generates code as though the following statement had been issued:

```
exec sql select *  
    into:emprec.eno:empind[0], :emprec.ename:empind[1],  
        :emprec.age:empind[2], :emprec.job:empind[3],  
        :emprec.sal:empind[4], :emprec.dept:empind[5],  
    from employee;
```

Varchar Variables for Logical Key Data Types

It is recommended that you use varchar variables to retrieve or insert Ingres logical key data types instead of char(8) or char(16) compatible variables. If logical key data contain embedded nulls, the Ingres runtime system may not be able to detect the end-of-string terminator on char variables; using varchar will eliminate this confusion between null-terminated strings and null data. System maintained logical keys are very likely to contain binary data including null bytes; therefore, you should always use a varchar variable when dealing with system maintained logical keys.

Example: Varchar variable usage

```
exec sql begin declare section;

exec sql declare keytab table
    (tkey table_key with system_maintained,
     okey object_key with sytem_maintained,
     row integer);

exec sql declare savetab table
    (tsave table_key not system_maintained,
     osave object_key not system_maintained);

#define tablen 8 /* Table_key length */
#define objlen 16 /* Object_key length */
varchar struct
{
    short    obj_len;
    char     obj_data[OBJLEN];
} objvar;

varchar struct
{
    short    tab_len;
    char     tab_data[TABLEN];
} tabvar;

int         indx;
short       tabind, objind;

exec sql end declare section;
. . .

exec sql insert into keytab (row) values (1);
/*
** Retrieve the table key and object key values
** that were just inserted by the system. Then
** INSERT the table key and object key values into
** another table with non-system maintained logical keys.
**/
```

```
exec sql inquire_sql (:tabvar:tabind = table_key,
                    :objvar:objind= object_key);
if (tabind == -1 || objind == -1)
    printf ("No logical key values available.\n");
else
    exec sql insert into savetab (tsave, osave)
        values (table_key(:tabvar), object_key(:objvar));

/*
** Select data from a table that contains logical key
** data types.
*/
exec sql select tsave, osave into :tabvar, :objvar
    from savetab;
exec sql begin;
    /*Print out the table key value in Hex */
    printf (" Table key value = 0x");
    for (indx = 0; indx < tabvar.tab_len; indx++)
    {
        printf ("%02x", (unsigned char)
            tabvar.tab_data[indx]);
    }
    printf ("\n");
exec sql end;
```

How Function Arguments are Declared

If you intend to use function arguments in ESQL statements, you must declare the variable to the ESQL/C compiler. In non-ANSI style C functions, you can declare function arguments directly.

Example: Function arguments usage (non-ANSI style functions)

```
void myfunct(arg1, arg2)

exec sql begin declare section;
    int arg1;

exec sql end declare section;
    int arg2;
```

In ANSI style functions, you cannot use the function argument variable directly. You must declare a local variable for use in ESQL statements, and copy the value from the function argument to the variable.

Example: Function arguments usage (ANSI style functions)

```

void myANSIfunct(int arg1, int arg2)

exec sql begin declare section;
    int localarg1;

exec sql end declare section;
    int localarg2;
    localarg1 = arg1;

/* Now use localarg1 in your ESQL statements */
...

```

Data Type Conversion

A C variable declaration must be compatible with the Ingres value it represents. Numeric Ingres values can be set by and retrieved into numeric variables, and Ingres character values can be set by and retrieved into character variables.

Data type conversion occurs automatically for different numeric types such as from floating-point database column values into integer C variables, and for character strings, such as from varying-length Ingres character fields into fixed-length C character string buffers.

Ingres does *not* automatically convert between numeric and character types. You must use the Ingres type conversion operators, the Ingres `ascii` function, or a C conversion routine for this purpose.

The following table shows the default type compatibility for each Ingres data type.

Ingres Type	C Type
<code>char(N)</code>	<code>char [N+1]</code>
<code>varchar(N)</code>	<code>char [N+1]</code>
<code>char(N)(with embedded nulls)</code>	<code>varchar</code>
<code>varchar(N)(with embedded nulls)</code>	<code>varchar</code>
<code>integer1</code>	<code>short</code>
<code>integer2</code>	<code>short</code>
<code>smallint</code>	<code>short</code>
<code>integer</code>	<code>int</code>
<code>integer</code>	<code>long</code>

Ingres Type	C Type
float4	float
bigint	long (64-bit); long long (32-bit)
float	double
date or ingresdate	char [26]
ansidate	char [11]
time without time zone	char [22]
time with time zone	char [32]
time with local time zone	char [32]
timestamp without time zone	char [40]
timestamp with time zone	char [50]
timestamp with local time zone	char [50]
interval year to month	char [16]
interval day to second	char [46]
money	double
table_key	char[8]
object_key	char[16]
decimal	double
long varchar	char[]
long varchar (<i>with embedded nulls</i>)	char[]
byte	char[]
varbyte	char[]
long byte	char[]
nchar(<i>N</i>)	wchar_t[<i>N</i> +1]
nvarchar(<i>N</i>)	wchar_t[<i>N</i> +1]
long nvarchar (<i>with embedded nulls</i>)	nvarchar

Runtime Numeric Type Conversion

The Ingres runtime system provides automatic data type conversion between numeric-type values in the database and the forms system and numeric C variables. It follows the standard type conversion rules (according to standard C numeric conversion rules). For example, if you assign a float variable to an integer-valued field, the digits after the decimal point of the variable's value are truncated. Runtime errors are generated for overflow on conversion.

Unsigned integers can be assigned to and retrieved from the database wherever plain integers are used. However, take care when using an unsigned integer whose positive value is large enough to cause the high order bit to be set. Integers such as these are treated as negative numbers in Ingres arithmetic expressions and are displayed as negative numbers by the Forms Runtime system.

The Ingres money type is represented as an 8-byte floating-point value compatible with a C double.

Runtime Character Type Conversion

Automatic conversion occurs between Ingres character string values and C character string variables. The string-valued Ingres objects that can interact with character string variables are:

- Ingres names, such as form and column names
- Database columns of type character
- Database columns of type varchar
- Form fields of type character
- Database columns of type long varchar

Several considerations apply when dealing with character string conversions, both to and from Ingres.

References in this section to *character string variables* do not refer to single byte integers declared with the char type, but to the character string pointer:

```
char *character_string_pointer;
```

or to the character string buffer:

```
char character_string_buffer[length];
```

Character string pointers are always assumed to be pointing at legal string values. Any pointer that has not been initialized to point at a string value causes a runtime error, resulting in program failure or the overwriting of space in memory.

The conversion of C character string variables used to represent Ingres names is simple: trailing blanks are truncated from the variables, because the blanks make no sense in that context. For example, the string literals `empform` and `empform` refer to the same form.

The conversion of other Ingres objects is a bit more complicated. First, the storage of character data in Ingres differs according to whether the medium of storage is a database column of type `character`, a database column of type `varchar`, or a character form field. Ingres pads columns of type `character` with blanks to their declared length. Conversely, it does not add blanks to the data in columns of type `varchar` or `long varchar`, or in form fields.

Second, the C convention is to *null terminate* character strings, and the Ingres runtime system assumes that all strings *are* null-terminated. For example, the character string `abc` is stored as the string literal `abc` followed by the C null character, `\0`, requiring four bytes.

Fixed length character string variables cannot contain embedded nulls, because the runtime system cannot differentiate between embedded nulls and the trailing null terminator. For a complete description of variables that contain embedded nulls and the C `varchar` storage class, see *Varying Length String Type* (see page 34) in this chapter.

When retrieving character data from an Ingres database column or form field into a C character string variable, be sure to always supply enough room in the variable to accommodate the maximum size of the particular object, plus one byte for the C null character. (Consider the maximum size to be the length of the database column or the form field.) If the character string buffer is too small to contain the complete string value together with the null character, the runtime system may overwrite other space in memory.

If the length of a character string variable is known to the preprocessor, as in the declaration:

```
char character_string_buffer[fixed_length];
```

then the runtime system copies at most the specified number of characters including the trailing null character. In cases where the fixed length of the variable (less one for the null) is smaller than the data to be copied, the data is truncated. The specified length must be *at least 2*, because one character and the terminating null are retrieved. If the length is exactly 1, the data is overwritten by the terminating null.

Furthermore, take note of the following conventions:

- Data stored in a database column of type character is padded with blanks to the length of the column. The variable receiving such data will contain those blanks, followed by the null character. If the receiving variable was declared with a fixed length known to the preprocessor, such as:

```
char myvar[25]
```

and the data retrieved is longer than the buffer, the variable will receive only as many characters as will fit (including the terminating null). If the data received is shorter than the variable, the behavior is determined by the setting of the `-blank_pad` preprocessor flag. By default, the terminating null is placed at the end of the retrieved data, without padding out any space remaining in the variable. But if a module is preprocessed with the `-blank_pad` flag then receiving variables are blank padded to their full defined length (less one space reserved for the terminating null). The `-blank_pad` behavior is specified by the ANSI SQL92 standard.

- Data stored in a database column of type varchar is not padded with blanks. The character string variable receives only the actual characters in the column, plus the terminating null character.
- Data stored in a character form field contains no trailing blanks. The character string variable receives only the actual characters in the field, plus the terminating null character.

When inserting character data into an Ingres database column or form field from a C variable, the following conventions are in effect:

- When data is inserted from a C variable into a database column of type character and the column is longer than the variable, the column is padded with blanks. If the column is shorter than the variable, the data is truncated to the length of the column.
- When data is inserted from a C variable into a database column of type varchar or long varchar and the column is longer than the variable, no padding of the column takes place. However, all characters in the variable, including trailing blanks, are inserted. Therefore, you may want to truncate any trailing blanks in character string variables before storing them in varchar columns. If the column is shorter than the variable, the data is truncated to the length of the column.
- When data is inserted from a C variable into a character form field and the field is longer than the variable, no padding of the field takes place. In addition, all trailing blanks in the data are truncated before the data is inserted into the field. If the field is shorter than the data (even after all trailing blanks have been truncated), the data is truncated to the length of the field.
- When comparing data in character or varchar database columns with data in a character variable, all trailing blanks are ignored. Initial and embedded blanks are significant.

For a more complete discussion of the significance of blanks in string comparisons, see the *SQL Reference Guide*.

Caution! As just described, the conversion of character string data between Ingres objects and C variables often involves the trimming or padding of trailing blanks, with resultant change to the data. If trailing blanks have significance in your application, give careful consideration to the effect of any data conversion. Take care not to use the standard `strcmp` function to test for a change in character data, since blanks are significant.

The Ingres date data type is represented as 25-byte character string. Your program should allow 26 characters to accommodate the C null.

How Varchar is Used to Receive and Set Character Data

You can also use the C varchar storage class to retrieve and set character data. Typically, varchar variables are used when simple C char variables are not sufficient, as when null bytes are embedded in the character data. In those cases the runtime system cannot differentiate between embedded nulls and the null terminator of the string.

When using varchar variables, the 2-byte length specifier indicates how many bytes are used in the fixed length character array. The runtime system sets this length after a data retrieval, or the program sets it before assigning data to Ingres. This length does *not* include a null terminator, as the null terminator is not copied or included in the data. The runtime system copies, at most, the size of the fixed length data buffer into the variable.

You can also use varchar variables to retrieve character data that does not contain embedded nulls. Here too, the null terminator is not included in the data.

Because varchar variables never include a null terminator, the program should avoid sending the data member of varchar variables to C functions that assume null-terminated strings (such as `strlen` and `strcmp`).

The following program fragment demonstrates the use of the varchar storage class for C variables.

Example: Varchar storage class usage

```

exec sql begin declare section;
    exec sql declare vch table
        (row integer,
         data varchar(10));      /* Note the VARCHAR type */
    static varchar struct vch_ {
        short   vch_length;
        char    vch_data[10];
    } vch_store[3] = {
        /* Statically initialized data with nulls */
        {3, {'1', '2', '3'}},
        {6, {'1', '2', '3', '\0', '5', '6'}},
        {8, {'\0', '2', '3', '4', '\0', '6', '7', '8'}}
    };
    varchar struct vch_ vch_res;
    int i, j;
exec sql end declare section;

exec sql whenever sqlerror call sqlprint;
/*
** Add all three rows of data from table above (including nulls).
** Note that the members of the varchar structure are not mentioned.
*/
for (i = 0; i < 3; i++)
{
    exec sql insert into vch
        values (:i+1, :vch_store[i]);
}
/*
** Now SELECT the data back. Note that the runtime system implicitly
** assigns to the length field the size of the data.
*/
exec sql select *
    into :i, :vch_res
    from vch;
exec sql begin;

/*
** Print the values of each row. Before printing the values,
** convert all embedded nulls to the '?' character for printing.
** The results are:
**      [1] '123'
**      [2] '123?56'
**      [3] '?234?678'
*/

```

```
for (j = 0; j < vch_res.vch_length; j++)
{
    if (vch_res.vch_data[j] == '\0')
        vch_res.vch_data[j] = '?';
}
printf("[%d] '%s'\n", i, vch_res.vch_length,
        vch_res.vch_data);
/*
** Note the printf format used here is %.*s rather than %s
** because Ingres does not null terminate varchar data.
*/

exec sql end;
```

The SQL Communications Area

This section describes the SQL Communications Area (SQLCA) as implemented in C.

The Include SQLCA Statement

In order to handle SQL database errors, you can issue the `include sqlca` statement at the outermost scope of your C file. If the file is made up of one main procedure that issues embedded SQL statements, it must be the first embedded SQL statement in the procedure:

```
Emp_Update()
{
    exec sql include sqlca;
    /* Declarations and embedded statements */
}
```

If the file is made up of a few procedures that issue embedded SQL statements, the `include sqlca` must be issued outside any of the procedures:

```
exec sql include sqlca;
Emp_Util_1()
{
    /*
    ** Declarations & embedded statements for Emp_Util_1
    */
}
Emp_Util_2()
{
    /*
    ** Declarations & embedded statements for Emp_Util_2
    */
}
```

The `include sqlca` statement instructs the preprocessor to generate code that includes references to the SQLCA structure for error handling on database statements. It generates a C include directive to a file that defines the SQLCA structure.

You only need to issue the `include sqlca` statement if you intend to use the SQLCA for error handling. Some error handling mechanism should be included before all executable embedded SQL database statements because the default action is to ignore errors, which is rarely desirable.

Contents of the SQLCA

One of the results of issuing the `include sqlca` statement is the declaration of the SQLCA structure, which you can use for error handling in the context of database statements. You need to issue the statement only once per source file because it generates an extern structure declaration.

The structure declaration for the SQLCA is:

```
typedef struct {
    char    sqlcaid[8];
    long    sqlcabc;
    long    sqlcode;
    struct {
        short    sqlerrml;
        char    sqlerrmc[70];
    } sqlerrm;
    char    sqlerrp[8];
    long    sqlerrd[6];
    struct {
        char    sqlwarn0;
        char    sqlwarn1;
        char    sqlwarn2;
        char    sqlwarn3;
        char    sqlwarn4;
        char    sqlwarn5;
        char    sqlwarn6;
        char    sqlwarn7;
    } sqlwarn;
    char    sqltext[8];
} IISQLCA;

extern IISQLCA sqlca;
```

The nested structure `sqlerrm` is a varying length character string consisting of the two variables `sqlerrml` and `sqlerrmc` described in the *SQL Reference Guide*. For a full description of all the SQLCA structure members, see the *SQL Reference Guide*.

The SQLCA is initialized at load-time. The `sqlcaid` and `sqlcabc` fields are initialized to the string `SQLCA` and the constant `136`, respectively.

Note: The preprocessor is not aware of the structure declaration. Therefore, you cannot use members of the structure in an embedded SQL statement.

For example, the following statement, attempting to insert the string SQLCA into a table, generates an error:

```
exec sql insert into employee (ename)
/* This statement is illegal */
values (:sqlca.sqlcaid);
```

Note that the string-valued fields in the SQLCA are not *null-terminated*. Consequently, if you copy their values into other C variables, you must add the C *null* character afterwards.

All modules linked together share the same SQLCA.

Error Handling Using the SQLCA

User-defined error, message and dbevent handlers offer the most flexibility for handling errors, database procedure messages, and database events. For more information, see the Advanced Processing (see page 89) section in this chapter.

However, you can do error handling with the SQLCA implicitly by using **whenever** statements, or explicitly by checking the contents of the SQLCA fields `sqlcode`, `sqlerrd`, and `sqlwarn0`.

Error Handling with the Whenever Statement

The syntax of the **whenever** statement is:

```
exec sql whenever condition action;
```

condition

Specifies the error condition. Valid error conditions are **dbevent**, **sqlwarning**, **sqlerror**, **sqlmessage**, and **not found**.

action

Specifies the action to be taken. Valid actions are **continue**, **stop**, **goto** a label, and **call** a C procedure.

For a detailed description of this statement, see the *SQL Reference Guide*.

In C, all labels and procedure names must be legal C identifiers, beginning with an alphabetic character or an underscore. If the label is an embedded SQL reserved word, specify it in quotes. The label targeted by the **goto** action must be in the scope of all subsequent embedded SQL statements until another whenever statement is encountered for the same action. This is necessary because the preprocessor may generate the C statement:

```
if (condition) goto label;
```

after an embedded SQL statement. If the scope of the label is invalid, the C compiler generates an error.

The same scope rules apply to procedure names used with the **call** action. The reserved procedure `sqlprint`, which prints errors or database procedure messages and then continues, is always in the scope of the program. When a whenever statement specifies a call as the action, the target procedure is called, and after its execution, control returns to the statement following the statement that caused the procedure to be called. Consequently, after handling the whenever condition in the called procedure, you may want to take some action, instead of merely issuing a C return statement. The C return statement causes the program to continue execution with the statement following the embedded SQL statement that generated the error.

You can also use user-defined handlers for error handling. For more information, see the *SQL Reference Guide*.

The following example demonstrates use of the **whenever** statement in the context of printing some values from the Employee table. The comments do not relate to the program but to the use of error handling.

Example: whenever statement usage

```
exec sql include sqlca;

Db_Test()
{
    exec sql begin declare section;
        short eno;
        char  ename[21];
        char  age;
    exec sql end declare section;
    exec sql declare empcsr cursor for
        select eno, ename, age
        from employee;
    /*
    ** An error when opening the personnel database will
    ** cause the error to be printed and the program
    ** to abort.
    */
    exec sql whenever sqlerror stop;
    exec sql connect personnel;
```

```
/* Errors from here on will cause the program to
** clean up
*/

exec sql whenever sqlerror call Clean_Up;

exec sql open empcsr;

printf("Some values from the \"employee\" table.\n");
/*
** When no more rows are fetched, close the cursor
*/
exec sql whenever not found goto close_csr;
/*
** The last executable embedded SQL statement was an
** OPEN, so we know that the value of "sqlcode"
** cannot be SQLERROR or NOT FOUND.
*/
while (1) /* Loop is broken by NOT FOUND */
{
    exec sql fetch empcsr
        into :eno, :ename, :age;
    /*
    ** This "printf" does not execute after the
    ** previous FETCH returns the NOT FOUND
    ** condition.
    */
    printf("%d, %s, %d\n", eno, ename, age);
}
/*
** From this point in the file onwards, ignore all
** errors. Also turn off the NOT FOUND condition,
** for consistency
*/
exec sql whenever sqlerror continue;
exec sql whenever not found continue;
Close_Csr:

exec sql close empcsr;

exec sql disconnect;

}
/*
** Clean_Up: Error handling procedure (print error and disconnect).
*/
Clean_Up()
{
    exec sql begin declare section;
        char errmsg[101];
    exec sql end declare section;
    exec sql inquire_sql (:errmsg = ERRORTEXT);
    printf("Aborting because of error:\n%s\n", errmsg);
    exec sql disconnect;

    exit(-1); /* Do not return to Db_Test */
}
```

Whenever Goto Action In Embedded SQL Blocks

An embedded SQL block-structured statement is delimited by the words `begin` and `end`. For example, the `select` loop and `unloadtable` loops are all block-structured statements. You can only terminate these statements by the methods specified for the particular statement in the *SQL Reference Guide*. For example, the `select` loop is terminated either when all the rows in the database result table are processed or by an `endselect` statement. The `unloadtable` loop is terminated either when all the rows in the forms table field are processed or by an `endloop` statement.

Therefore, if you use a `whenever` statement with the `goto` action in an SQL block, you must avoid going to a label outside the block. Such a `goto` causes the block to be terminated without issuing the runtime calls necessary to clean up the information that controls the loop. (For the same reason, you must not issue a C `return` or `goto` statement that causes control to leave or enter the middle of an SQL block.) The target label of the `whenever goto` statement should be a label in the block. However, if it is a label for a block of code that cleanly exits the program, the above precaution need not be taken.

The above information does not apply to error handling for database statements issued outside an SQL block, or to explicit hard-coded error handling. See the example of hard-coded error handling in The Table Editor Table Field Application (see page 130) in this chapter.

Explicit Error Handling

Programs can also handle errors by inspecting values in the SQLCA structure at various points. For further details, see the *SQL Reference Guide*.

The following example is functionally the same as the previous example, except that the error handling is hard-coded in C statements.

Example: Explicit error handling

```
exec sql include sqlca;

# define NOT_FOUND 100

Db_Test()
{
    exec sql begin declare section;
        short    eno;
        char      ename[21];
        char      age;
    exec sql end declare section;

    exec sql declare empcsr cursor for
        select eno, ename, age
        from employee;

    /* Exit if database cannot be opened */
    exec sql connect personnel;
    if (sqlca.sqlcode < 0)
    {
        printf("Cannot access database.\n");
        exit(-1);
    }
    /* Error if cannot open cursor */
    exec sql open empcsr;
    if (sqlca.sqlcode < 0)
        Clean_Up("OPEN \"empcsr\"");

    printf("Some values from the \"employee\"
        table.\n");

    /*
    ** The last executable embedded SQL statement was an OPEN, so we know
    ** that the value of "sqlcode" cannot be SQLERROR or NOT FOUND.
    */
    while (sqlca.sqlcode == 0)
        /* Loop broken by NOT FOUND */
        {

            exec sql fetch empcsr
                into :eno, :ename, :age;

            if (sqlca.sqlcode < 0)
                Clean_Up("FETCH <\"empcsr\"");

            /* Do not print the last values twice */
            else if (sqlca.sqlcode != NOT_FOUND)
                printf("%d, %s, %d\n", eno, ename, age);
        }

    exec sql close empcsr;
    exec sql disconnect;
}
```

```
/*
** Clean_Up: Error handling procedure
*/

Clean_Up(stmt)
char    *stmt;
{
    exec sql begin declare section;
        char *err_stmt = stmt;
        char errmsg[101];
    exec sql end declare section;

    exec sql inquire_sql (:errmsg = ERRORTXT);
    printf("Aborting because of error in %s:\n%s\n",
        err_stmt, errmsg);
    exec sql disconnect;

    exit(-1); /* Do not return to Db_Test */
}
```

How to Determine the Number of Affected Rows

The third element of the SQLCA array `sqlerrd` indicates how many rows were affected by the last row-affecting statement. This element is referenced by `sqlerrd[2]` rather than `sqlerrd[3]` as in other languages, because C subscripts begin at number 0.

The following program fragment, which deletes all employees whose employee numbers are greater than a given number, demonstrates how to use `sqlerrd`.

Example: `sqlerrd` usage

```
exec sql include sqlca;
Delete_Rows(lower_bound)
int lower_bound;
{
    exec sql begin declare section;
        int lower_bound_num = lower_bound;
    exec sql end declare section;

    exec sql delete from employee
        where eno > :lower_bound_num;

    /* Print the number of employees deleted */
    printf("%d row(s) were deleted.\n",
        sqlca.sqlerrd[2]);
}
```

SQLSTATE Variable Usage

You can use the SQLSTATE variable in an embedded SQL for C (ESQL/C) program to return status information about the last SQL statement that was executed. SQLSTATE must be declared in a declaration section and must be in uppercase. Also, it is valid across all sessions, so you only need to declare one SQLSTATE per application.

To declare this variable, use:

```
char SQLSTATE [6];
```

or:

```
char *SQLSTATE;  
/* Where SQLSTATE points to a buffer 6 bytes long. */
```

Dynamic Programming for C

Ingres provides Dynamic SQL and Dynamic FRS to allow you to write generic programs. Dynamic SQL allows a program to build and execute SQL statements at runtime. For example, an application can include an expert mode in which the runtime user can type in select queries and browse the results at the terminal. Dynamic FRS allows a program to interact with any form at runtime. For example, an application can load in any form, allowing the runtime user to retrieve new data from the form and insert it into the database.

The Dynamic SQL and Dynamic FRS statements are described in the *SQL Reference Guide* and the *Forms-based Application Development Tools User Guide*, respectively. This section discusses the C-dependent issues of dynamic programming. For a complete example of using Dynamic SQL to write an SQL Terminal Monitor application, see The SQL Terminal Monitor Application (see page 147) in this chapter. For an example of using both Dynamic SQL and Dynamic FRS to browse and update a database using any form, see A Dynamic SQL/Forms Database Browser (see page 160) in this chapter.

SQLDA Structure Usage

The SQL Descriptor Area (SQLDA) is used to pass type and size information about an SQL statement, an Ingres form, or a table field, between Ingres and your program.

In order to use the SQLDA, issue the include sqlda statement at the outermost scope of the source file. The include sqlda statement generates a C include directive to a file that defines the SQLDA type. The file does *not* declare an SQLDA variable; the program must declare a variable of the specified type. You can also code this structure directly instead of using the include sqlda statement. You can choose any name for the structure.

The definition of the SQLDA (as specified in the include file) is:

```
# define IISQ_MAX_COLS 1024 /*Maximum number of columns*/
typedef struct sqlvar
{
    /* Single SQLDA variable */
    short sqltype;
    short sqllen;
    char *sqldata;
    short *sqlind;
    struct {
        short sqlname1;
        char sqlnamec[34];
    } sqlname;
} IISQLVAR;

typedef struct sqda
{
    /* SQLDA structure */
    char    sqldaaid[8];
    long    sqldabc;
    short    sqln;
    short    sqld;
    IISQLVAR sqlvar[IISQ_MAX_COLS];
} IISQLDA;

/* Structure for Data handlers */
```

```
typedef struct sq_datahdr_ {
    char *sqlarg;           /*optional argument to pass*/
    int (*sqlhdr)(); /*user-defined datahandler function*/
} IISQLHDR
/* Type codes */
# define IISQ_DTE_TYPE    3  /* Date:Output */
# define IISQ_MNY_TYPE    5  /* Money:Output */
# define IISQ_DEC_TYPE    10 /* Decimal:Output*/
# define IISQ_CHA_TYPE    20 /* Char:Input,Output */
# define IISQ_VCH_TYPE    21 /* Varchar:Input,Output */
# define IISQ_LVCH_TYPE   22 /* LongVarchar:Input,Output*/
# define IISQ_BYTE_TYPE   23 /* Byte:Input,Output*/
# define IISQ_VBYTE_TYPE  24 /* Varbyte:Input,Output*/
# define IISQ_LBYTE_TYPE  25 /* Long Byte:Input,Output*/
# define IISQ_INT_TYPE    30 /* Integer:Input,Output */
# define IISQ_FLT_TYPE    31 /* Float:Input,Output */
# define IISQ_CHR_TYPE    32 /* C - not seen.*/
# define IISQ_TXT_TYPE    37 /* Text - not seen */
# define IISQ_OBJ_TYPE    45 /* 4GL Object: Output */
# define IISQ_HDLR_TYPE   46 /* IISQLHDR: Datahandler */
# define IISQ_TBL_TYPE    52 /* Table field: Output */
# define IISQ_DTE_LEN     25 /* Date length */
/* Allocation sizes */
# define IISQDA_HEAD_SIZE 16
# define IISQDA_VAR_SIZE  sizeof(IISQLVAR)
```

The actual definition in the included file is a C macro, which you can use to declare your own sized SQLDA. For more detail, see How SQLDA Variables are Declared and Allocated (see page 81) in this chapter.

Structure Definition and Usage Notes:

- The type definition of the SQLDA is called IISQLDA. This is done so that an SQLDA variable can be called SQLDA without causing a compile-time conflict.
- The sqlvar array is a varying length array, which has a default dimension of IISQ_MAX_COLS (1024) elements. The real dimension is determined when the structure is dynamically allocated. Dynamic allocation is described later. If a variable of type IISQLDA is statically declared, then by default the program has a variable of IISQ_MAX_COLS or 1024 sqlvar elements.
- The sqlvar array begins at subscript 0, not at 1.
- If your program defines its own SQLDA type, you must confirm that the structure layout is identical to that of the IISQLDA type, although you can declare a different number of sqlvar elements.
- The nested structure sqlname is a varying length character string consisting of a length and data area. The sqlnamec field contains the name of a result field or column after the describe (or prepare into) statement. The length of the name is specified by sqlnamel. Unlike regular C character data, the characters in the sqlnamec field are *not* null-terminated. You can also set the sqlname structure by a program using Dynamic FRS. (See How to Set SQLNAME for Dynamic FRS (see page 88) in this chapter.)

- The list of type codes represent the types that are returned by the describe statement, and the types used by the program when retrieving or setting data using an SQLDA. The type code IISQ_TBL_TYPE indicates a table field, and is set by the FRS when describing a form which contains a table field.
- The allocation sizes are defined so that a program can allocate a sequential block of memory with one SQLDA *head* and any number of SQLDA variables. Dynamic allocation is described later.

How to Declare an SQLDA Variable

Once the SQLDA definition has been included (or hard coded), the program can declare an SQLDA variable. You must declare this variable outside a declare section, because the preprocessor does not understand the special meaning of the SQLDA. When you use the variable, the preprocessor accepts any object name and assumes that the variable *points* at a legal SQLDA. The actual SQLDA area must be either dynamically allocated or statically declared and pointed at by the variable.

Dynamic Allocation of an SQLDA

In order to dynamically allocate an SQLDA, you must call an allocation routine (such as the C `calloc` function) and cast the result as a pointer to an SQLDA. The allocation call must include one header (`IISQDA_HEAD_SIZE`) and any number of variables (`N * IISQDA_VAR_SIZE`). For example, the following program fragment dynamically allocates an SQLDA with number variables, and points the variable `sqlda` at the allocated memory. As soon as the SQLDA is allocated, the `sqln` field is set to record how many array elements were allocated:

```
exec sql include sqlda;

IISQLDA *sqlda;      /* Pointer to an SQLDA */
...

/*
** 'number' has been assigned a positive number.
** Note that the result of the allocation call, calloc,
** is cast to be a pointer to an SQLDA.
** The calloc routine is passed 2 parameters
** (number of objects, and size of a single object).
*/
sqlda = (IISQLDA *)calloc(1, IISQDA_HEAD_SIZE +
                          (number * IISQDA_VAR_SIZE));

if (sqlda == (IISQLDA *)0)      /* Memory error */
{
    /* Print error and exit */
    err_exit("Failure allocating %d SQLDA elements\n",
            number);
}

sqlda->sqln = number;           /* Set the size */
...

exec sql describe s1 into :sqlda;
```

If you change the above allocation call to:

```
sqlda = (IISQLDA *)calloc(1, sizeof(IISQLDA));
```

then `IISQ_MAX_COLS` elements is allocated. This number of elements is the current maximum for data retrievals. In this case, the `sqln` field should be set to `IISQ_MAX_COLS`.

Static Declaration of an SQLDA

As previously mentioned, you can statically declare an SQLDA as well as dynamically allocate one. The C file that is included when issuing the `include sqlda` statement specifies some C macros that help a program tailor the size of the statically declared SQLDA. In fact, the `IISQLDA` type definition is derived from that macro.

If a program requires a statically declared SQLDA with the same number of variables as the `IISQLDA` type, then it can use code like the following:

```
exec sql include sqlda;

IISQLDA  _sqlda;
IISQLDA  *sqlda = &_sqlda;

sqlda->sqln = IISQ_MAX_COLS; /* Set the size */
...

exec sql describe s1 into :sqlda;
```

Even though a pointer to an SQLDA is required when describing or executing a statement, it is also acceptable to use the syntax:

```
exec sql describe s1 into :&_sqlda;
```

You must confirm that the SQLDA object being used is a pointer to a valid SQLDA.

If a program requires a statically declared SQLDA with a *different* number of variables (not `IISQ_MAX_COLS`), it can use the macro `IISQLDA_TYPE`. This macro is described in more detail in the `eqsqla.h` include file that is generated by `include sqlda`. (If you are not familiar with C macros then skip the following discussion). The syntax of `IISQLDA_TYPE` is:

```
IISQLDA_TYPE(tag_name, sqlda_name, number_of_sqlvars);
```

`IISQLDA_TYPE` is a macro that declares object *sqlda_name* (a type definition or a variable) of an SQLDA-like structure with tag *tag_name*, and with *num_of_sqlvars* SQLDA variables. For example, the following declaration declares a local SQLDA, called `sqlda10` with 10 variables. The variable `sqlda10` is *not* a pointer.

```
IISQLDA_TYPE(da10_, sqlda10, 10);
```

The following example declares a static SQLDA with 32 variables, and a pointer to the SQLDA.

Example: Static declaration of an SQLDA

```
static IISQLDA_TYPE(da32_, sqlda32, 32);
struct da32_ *da32_ptr = &sqlda32;
```

The SQLVAR Array

The *SQL Reference Guide* discusses the legal values of the sqlvar array. The describe and prepare into statements assign type, length, and name information into the SQLDA. This information refers to the result columns of a prepared select statement, the fields of a form, or the columns of a table field. When the program uses the SQLDA to retrieve or set Ingres data, it must assign the type and length information that now refers to the variables being pointed at by the SQLDA.

C Variable Type Codes

The type codes shown in SQLDA Structure Usage are the types that describe Ingres result fields and columns. For example, the SQL types long varchar, date, decimal and money do not describe a program variable, but rather data types that are compatible with the C types char and double. When these types are returned by the describe statement, the type code must be changed to a compatible C or SQL/C type.

The following table describes the type codes to use with C variables that will be pointed at by the sqldata pointers:

ESQL/C Type Codes (sqltype)	Length (sqlen)	C Variable Type
IISQ_INT_TYPE	1	char
IISQ_INT_TYPE	2	short
IISQ_INT_TYPE	4	int, long
IISQ_FLT_TYPE	4	float
IISQ_FLT_TYPE	8	double
IISQ_CHA_TYPE	LEN	char var[LEN +1]
IISQ_VCH_TYPE	LEN	varchar with data array [LEN]
IISQ_HDLR_TYPE	0	IISQHDLR

One-byte integer data types are specified as a char variable with no specified array dimension. Do not confuse this data type with string data types that are specified as a char variable with a fixed array dimension.

You can specify nullable data types (those variables that are associated with a null indicator) by assigning the negative of the type code to the sqltype field. If the type is negative, a null indicator must be pointed at by using the sqlind field.

Character Data and the SQLDA

As with regular embedded SQL statements, there are special rules for C character data. The describe statement returns IISQ_CHA_TYPE for fixed length character strings (char), IISQ_VCH_TYPE for varying length character strings (varchar), and IISQ_LVCH_TYPE for long strings (long varchar). For example, two columns of type char(5) and varchar(100) return types and lengths IISQ_CHA_TYPE:5 and IISQ_VCH_TYPE:100. The lengths specify the maximum lengths for both columns and do not include the C null terminator.

A column of type long varchar will return IISQ_LVCH_TYPE: 0. The length returned is zero because this character type may be of any size up to 2 gigabytes. Long varchar is an Ingres SQL datatype, so when using the SQLDA to retrieve or set data of a long varchar column into a host variable, IISQ_CHA_TYPE or IISQ_VCH_TYPE must be used. For information on how to specify user-defined data handlers for retrieving or setting large object data through the SQLDA, see Data Handlers and the SQLDA (see page 92) in this chapter.

When using the SQLDA to retrieve character data, the length you supply for fixed length C char variables must include the space for the null terminator. As with normal retrieval of character data, the data is copied (up to the specified length) and a null terminator is then added.

For example, the type specification:

```
/*
** Assume 'sqlda' is a pointer to a dynamically allocated SQLDA
*/

sqlda->sqlvar[0].sqltype = IISQ_CHA_TYPE;
sqlda->sqlvar[0].sqlllen = 5;
```

assumes that 5 bytes of data can be copied, and that there is one extra byte for the null terminator, such as in the declaration:

```
char buf[6];
```

If there are more than five bytes to copy, the data is truncated at five bytes and the null terminator is put into the sixth byte. If there are less than five bytes to copy, fewer bytes are copied and a null terminator is added. This rule is identical to the normal rule of character retrieval. The specified length must be *at least* 2 because one character and the terminating null are retrieved. If the length is exactly 1, data is overwritten.

If you may be retrieving character data with embedded nulls (such as binary streams of data), then you must use the embedded SQL/C varchar storage class. You can also use varchar variables to retrieve any character data even if there are no embedded nulls. The Dynamic SQL rules for retrieving into varchar variables are the same as the normal retrieval rules: the runtime system sets the 2-byte length field of the varchar data to the amount of data that was copied. The length specified in the `sqllen` field must be the size of the fixed length data buffer in the varchar variable.

For example, the type specification:

```
sqllda->sqlvar[0].sqltype = IISQ_VCH_TYPE;
sqllda->sqlvar[0].sqllen = 100;
```

assumes that up to 100 bytes of data can be copied, such as in the declaration:

```
varchar struct {
    short    len;
    char     buf[100];
} vch;
```

In the case of varchar, the data is not null-terminated.

You can also use the SQLDA to set Ingres data, as in the statements:

```
exec sql execute statement_name USING DESCRIPTOR
    descriptor_name;

exec frs putform form_name USING DESCRIPTOR
    descriptor_name;
```

When setting character data using pointers to fixed C char data, the data must be null-terminated, and the length specified in `sqllen` is ignored. It is good programming style to set the length to zero. For example, the type specification:

```
sqllda->sqlvar[0].sqltype = IISQ_CHA_TYPE;
sqllda->sqlvar[0].sqllen = 0;
```

can refer to the *any* C string value.

When setting character data using pointers to varchar variables, the `sqllen` must specify the size of the fixed size data array, and the 2-byte length field must specify the current length of data.

Binary Data and the SQLDA

The describe statement may return any of the three binary types: IISQ_BYTE_TYPE, IISQ_VBYTE_TYPE or IISQ_LBYTE_TYPE. However, only IISQ_BYTE_TYPE AND IISQ_VBYTE_TYPE can be used when actually sending and retrieving data. The long byte data type must be changed to byte or varbyte if it is less than 32K, or else replaced by a data handler reference type.

Pointer Usage with C Variables

In order to fill an element of the sqlvar array, you must set the type information and assign a valid address to sqldata. The address can be that of a dynamically allocated data area or a legal variable address. The address should always be cast to a pointer to a character (char *), as that is the base type of the sqldata field.

For example, the following fragment sets the type information and points at a dynamically allocated 4-byte integer and an 8-byte nullable floating-point variable.

Example: Pointer usage

```
/* Assume sqlda is a pointer to a dynamically allocated SQLDA */
```

```
sqlda->sqlvar[0].sqltype = IISQ_INT_TYPE;
sqlda->sqlvar[0].sqllen  = sizeof(long);
sqlda->sqlvar[0].sqldata = (char *)calloc(1,
    sizeof(long));
sqlda->sqlvar[0].sqlind  = (short *)0;

sqlda->sqlvar[1].sqltype = -IISQ_FLT_TYPE;
sqlda->sqlvar[1].sqllen  = sizeof(double);
sqlda->sqlvar[1].sqldata = (char *)calloc(1,
    sizeof(double));
sqlda->sqlvar[1].sqlind  = (short *)calloc(1,
    sizeof(short));
```

You can replace the three calls to the calloc allocation routine by references to program variables, such as:

```
...
sqlda->sqlvar[0].sqldata = (char *)&long_var;
...
sqlda->sqlvar[1].sqldata = (char *)&double_var;
sqlda->sqlvar[1].sqlind  = (short *)&short_var;
```

Of course, in the latter case, it is appropriate to maintain a pool of available variables to use, such as arrays of differently typed variables.

When pointing at character data, you should allocate `sqlen` bytes plus one for the null, as in:

```
/* Assume 'sqltype' and 'sqlen' are set by DESCRIBE */
sqlda->sqlvar[0].sqltype = IISQ_CHA_TYPE;
sqlda->sqlvar[0].sqlen   = some length;
sqlda->sqlvar[0].sqldata = (char*)calloc(1,sqlda->sqlvar[0].sqlen + 1);
```

When pointing at varchar data, you should allocate `sqlen` bytes plus two (or `sizeof(short)`) for the 2-byte length field. For example:

```
sqlda->sqlvar[0].sqltype = IISQ_VCH_TYPE;
sqlda->sqlvar[0].sqlen   = 50;
sqlda->sqlvar[0].sqldata = (char *)calloc(1,
    sizeof(short) + 50);
```

You may also set the SQLVAR to point to a data handler for large object columns. For details, see Advanced Processing (see page 89) in this chapter.

How to Set SQLNAME for Dynamic FRS

Using the sqlvar with Dynamic FRS statements requires a few extra steps. These extra steps relate to the differences between Dynamic FRS and Dynamic SQL and are described in the *Forms-based Application Development Tools User Guide* and *SQL Reference Guide* respectively.

When using the SQLDA in a forms input or output using clause, the value of `sqlname` must be set to a valid field or column name. If a previous describe statement set the name, the program must retain or reset it. If the name refers to a hidden column in a table field, the program must set it directly. If your program sets `sqlname` directly, it must also set `sqlname1` and `sqlnamec`. You do not need to pad the name portion with blanks or null-terminate it.

For example, a dynamically named table field has been described, and the application always initializes any table field with a hidden 6-byte character column called `rowid`.

The code used to retrieve a row from the table field including the hidden column and `_state` variable has to construct the two named columns:

```
...

char rowid[6+1];
int rowstate;

...

exec frs describe table :formname :tablename
into :sqlda;

...

/* C is zero-based so save before incrementing */
col_num = sqlda-sqld++;

/* Set up to retrieve rowid */
sqlda->sqlvar[col_num].sqltype = IISQ_CHA_TYPE;
sqlda->sqlvar[col_num].sqllen = 6;
sqlda->sqlvar[col_num].sqldata = rowid;
sqlda->sqlvar[col_num].sqlind = (short *)0;
sqlda->sqlvar[col_num].sqlname.sqlnamel = 5;
strcpy(sqlda->sqlvar[col_num].sqlname.sqlnamec,
"rowid");

col_num = sqlda-sqld++;

/* Set up to retrieve _STATE */
sqlda->sqlvar[col_num].sqltype = IISQ_INT_TYPE;
sqlda->sqlvar[col_num].sqllen = sizeof(int);
sqlda->sqlvar[col_num].sqldata = &rowstate;
sqlda->sqlvar[col_num].sqlind = (short *)0;
sqlda->sqlvar[col_num].sqlname.sqlnamel = 6;
strcpy(sqlda->sqlvar[col_num].sqlname.sqlnamec,
"_state");
...

exec frs getrow :formname :tablename using descriptor :sqlda;
```

Advanced Processing

This section describes user-defined handlers. It includes information about user-defined error, dbevent, and message handlers as well as data handlers for large objects.

User-Defined Error, DBevent, and Message Handlers

You can use user-defined handlers to capture errors, messages, or events during the processing of a database statement. Use these handlers instead of the sql **whenever** statements with the SQLCA when you want to do the following:

- Capture more than one error message on a single database statement.
- Capture more than one message from database procedures fired by rules.
- Trap errors, events, and messages as the DBMS raises them. If an event is raised when an error occurs during query execution, the WHENEVER mechanism detects only the error and defers acting on the event until the next database statement is executed.

User-defined handlers offer you flexibility. If, for example, you want to trap an error, you can code a user-defined handler to issue an inquire_sql to get the error number and error text of the current error. You can then switch sessions and log the error to a table in another session; however, you must switch back to the session from which the handler was called before returning from the handler. When the user handler returns, the original statement continues executing. User code in the handler cannot issue database statements for the session from which the handler was called.

The handler must be declared to return an integer. However, the preprocessor ignores the return value.

Syntax Notes:

Use the following syntax to specify the three types of handlers:

```
exec sql set_sql (errorhandler   = error_routine|0);
exec sql set_sql (dbeventhandler = event_routine|0);
exec sql set_sql (messagehandler = message_routine|0);
```

- The errorhandler, dbeventhandler, and messagehandler denote a user-defined handler to capture errors, events, and database messages respectively, as follows:

error_routine

Specifies the name of the function the Ingres runtime system calls when an error occurs.

event_routine

Specifies the name of the function the Ingres runtime system calls when an event is raised.

message_routine

Specifies the name of the function the Ingres runtime system calls whenever a database procedure generates a message.

- Errors that occur in the error handler itself do not cause the error handler to be re-invoked. You must use `inquire_sql` to handle or trap any errors that may occur in the handler.
- Unlike regular variables, you must not declare the handler in an ESQL declare section; therefore, do not use a colon before the handler argument. (However, you must declare the handler to the compiler.)
- If you specify a zero (0) instead of a name, the zero will unset the handler.

User-defined handlers are also described in the *SQL Reference Guide*.

How to Declare User-Defined Handlers

The following example shows how to declare a handler for use in the `set_sql errorhandler` statement for ESQL/C.

Example: Declaring a handler

```
exec sql include sqlca;

main()
{
    int error_func();
    exec sql connect dbname;
    exec sql set_sql (errorhandler = error_func);
    ...
}

int
error_func()
{
    exec sql begin declare section;
        int errnum;
    exec sql end declare section;

    exec sql inquire_sql (:errnum = ERRORNO);
    printf ("Error number is %d", errnum);
    return 0;
}
```

If you are using ANSI C function prototypes, declare the handler function prototype as follows:

```
int error_func(void);
```

where the handler is defined as follows:

```
int error_func(void)
{
    ...
}
```

User-Defined Data Handlers for Large Objects

You can use user-defined data handlers to transmit large object column values to or from the database a segment at a time. For more details on large objects, the data handler clause, the get data statement and the put data statement, see the *SQL Reference Guide* and the *Forms-based Application Development Tools User Guide*.

ESQL/C Usage Notes

When using ESQL/C, the following notes apply:

- The data handler, and the data handler argument, should not be declared in an ESQL declare section. Therefore do not use a colon before the data handler or its argument.
- You must ensure that the data handler argument is a valid C pointer. ESQL will not do any syntax or datatype checking of the argument.
- The data handler must be declared to return an integer. However, the actual return value will be ignored.

Data Handlers and the SQLDA

You may specify a user-defined data handler as an SQLVAR element of the SQLDA, to transmit large objects to/from the database. The eqsqllda.h file included via the include sqllda statement defines an IISQLHDLR type that may be used to specify a data handler and its argument. It is defined:

```
typedef struct sq_datahdlr
{
    char *sqlarg;    /* optional argument to pass */
    int  (*sqlhdlr)(); /* user-defined datahandler */
} IISQLHDLR;
```

The file does not declare an IISQLHDLR variable; the program must declare a variable of the specified type and set the values:

```
IISQLHDLR    data_handler;
char         *arg;
int          Get_Handler();
data_handler.sqlarg = arg;
data_handler.sqlhdlr = Get_Handler;
```

The sqltype, sqllen and sqldata fields of the SQLVAR element of the SQLDA should then be set as follows:

```
/*
** assume sqllda is a pointer to a dynamically allocated ** SQLDA
*/
sqllda->sqlvar[i].sqltype = IISQ_HDLR_TYPE;
sqllda->sqlvar[i].sqllen  = 0;
sqllda->sqlvar[i].sqldata = (char*)&data_handler;
```

To indicate nullability for a column set `sqltype` to negative `IISQ_HDLR_TYPE`, as shown in the following code fragment:

```
sqllda->sqlvar[i].sqltype = -IISQ_HDLR_TYPE;
```

Sample Programs

The programs in this section are examples of how to declare and use user-defined data handlers in an ESQL/C program. Program examples include a handler, a put handler, a get handler and a dynamic SQL handler.

If you precompile these examples using the `-prototypes` flag (for ANSI C style function declarations), you must declare the functions using a generic pointer argument. For example:

```
int Put_Handler(void *hdlr_arg)
```

Handler

This example assumes that the book table was created with the statement:

```
exec sql create table book (chapter_num integer,
                           chapter_name char(50), chapter_text long
                           varchar);
```

This program inserts a row into the book table using the data handler `Put_Handler` to transmit the value of column `chapter_text` from a text file to the database in segments. Then it selects the column `chapter_text` from the table `book` using the data handler `Get_Handler` to retrieve the `chapter_text` column a segment at a time.

```
/*
** For this example the argument to the datahandlers
** will be a pointer to a HDLR_PARAM structure.
*/
typedef struct hdlr_arg_struct
{
    char *arg_str;
    int  arg_int;
} HDLR_PARAM;
main()
{
    /* Do not declare the datahandlers or the datahandler argument to the ESQL
    ** preprocessor. The argument passed to a datahandler must be a pointer.
    */
    int Put_Handler();
    int Get_Handler();
```

```
HDLR_PARAM hdlr_arg;
/*
** The indicator variable must be declared to ESQL.
*/
    exec sql begin declare section;
        short indvar;
        int   chapter_num;
    exec sql end declare section;
/*
** Insert a long varchar value chapter_text into the table book
** using the datahandler Put_Handler. The argument passed to the
** datahandler is the address of structure hdlr_arg.
*/
    . . .
    . . .
    exec sql insert into book (chapter_num,
        chapter_name,
        chapter_text)
        values (5,'One dark and stormy night',
        datahandler(Put_Handler(&hdlr_arg)));
    .
    .
/*
** Select the column chapter_num and the long
** varchar column chapter_text from the table
** book. The Datahandler (Get_Handler) will be
** invoked for each non null value of the column
** chapter_text retrieved. For null values the
** indicator variable will be set to "-1" and the
** datahandler will not be called
*/
    .
    .
    .
    exec sql select chapter_num, chapter_text into
        :chapter_num,
        datahandler(Get_Handler(&hdlr_arg)):indvar
        from book;
    exec sql begin;
        process row...
    exec sql end;
    . . .
}
```

Put Handler

This example shows how to read the long varchar `chapter_text` from a text file and insert it into the database a segment at a time.

```

Int
Put_Handler(hdlr_arg)
HDLR_PARAM *hdlr_arg;
{
    /*
    ** Host variables in the put data statement must
    ** be declared to the ESQL preprocessor
    */
    exec sql begin declare section;
        char seg_buf[1000];
        int  seg_len;
        int  data_end;
    exec sql declare section;
    int more_data;
    open file...
    data_end = 0;
    more_data = 1;
    while (more_data == 1)
    {
        read segment of less than 1000 chars from
        file into seg_buf...
        if (end_of_file)
        {
            data_end = 1;
            more_data = 0;
        }
        seg_len = number_of_bytes_read;
        exec sql put data (segment      = :seg_buf,
                           segmentlength = :seg_len,
                           dataend       = :data_end);

    };
    . . .
    close file...
    set hdlr_arg fields to return appropriate
    values...
    . . .
}

```

Get Handler

This example shows how to get the long varchar `chapter_text` from the database and write it to a text file.

```
Get_Handler(hdlr_arg)
HDLR_PARAM *hdlr_arg;
{
    /* Host variables in the get data statement must
    ** be declared to the ESQL preprocessor
    */
    exec sql begin declare section;
        char seg_buf[2000];
        int seg_len;
        int data_end;
        int max_len;
    exec sql end declare section;
    . . .
    process information passed in via the
        hdlr_arg...
    open file...

    /* Get a maximum segment length of 2000 bytes. */
    max_len = 2000;
    data_end = 0;
    while (data_end == 0)
    {
        /*
        ** segmentlength: will contain the length of the
        ** segment retrieved
        ** seg_buf: will contain a segment of the column
        ** chapter_text
        ** data_end: will be set to '1' when the entire
        ** value in chapter_text has been retrieved
        */
        exec sql get data (:seg_buf = segment,
                        :seg_len = segmentlength,
                        :data_end = dataend)
                        with maxlength = :max_len;
        write segment to a file...
    }
    . . .
    set hdlr_arg fields to return appropriate
        values...
    . . .
}
```


Dynamic SQL Handler

This example shows how to declare and use a data handler in a dynamic SQL program, using the SQLDA. It uses the data handler `Get_Handler()` and the `HDLR_PARAM` structure described in the previous example.

```
main()
{
    exec sql include sqlda;
    /* Declare the SQLDA and IISQLHDLR structures */
    IISQLDA    _sqlda;
    IISQLDA    *sqlda = &_sqlda;
    IISQLHDLR datahdlr_struct;
    /*
    ** Do not declare the datahandlers or the
    ** datahandler argument to the ESQL preprocessor
    */
    int Get_Handler();
    HDLR_PARAM hdlr_arg;
    int base_type;
    int col_num;
    /* Declare null indicator to ESQL */
    exec sql begin declare section;
        short indvar;
        char stmt_buf[100];
    exec sql end declare section;
    . . .
    /*
    ** Set the IISQLHDLR structure with the appropriate
    ** datahandler and datahandler argument.
    */
    datahdlr_struct.sqlarg = &hdlr_arg;
    datahdlr_struct.sqlhdlr = Get_Handler;
    sqlda->sqln = IISQ_MAX_COLS;
    /* Describe the statement into the SQLDA */
    strcpy(stmt_buf, "select * from book");
    exec sql prepare stmt from :stmt_buf;
    exec sql describe stmt into sqlda;
    . . .
    /*
    ** Determine the base_type of the SQLDATA
    ** variables
    */
    for (col_num = 0; col_num < sqlda->sqln;
        col_num++)
    {
        base_type = abs(sqlda->
            sqlvar[col_num].sqltype);
        /*
        ** Set the sqltype, sqldata and sqlind for
        ** each column. The long varchar column
        ** chapter text will be set to use a
        ** datahandler
        */
    }
}
```

```
    if (base_type == IISQ_LVCH_TYPE)
    {
        sqlda->sqlvar[col_num].sqltype = -IISQ_HDLR_TYPE
        sqlda->sqlvar[col_num].sqldata =
            (char *)&datahdlr_struct;
        sqlda->sqlvar[col_num].sqlind = &indvar;
    }
    Else
        . . .
}
/*
** The datahandler (Get_Handler) will be
** invoked for each non null value of column
** chapter_text retrieved. For null values
** the indicator variable will be set to
** "-1" and the datahandler will not be called
*/
. . .
exec sql execute immediate :stmt_buf using :sqlda;
exec sql begin;
    process rows...
exec sql end;
. . .
```

Preprocessor Operation

This section describes the embedded SQL preprocessor for C and the steps required to create, compile, and link an embedded SQL program.

Include File Processing

The embedded SQL include statement provides a means to include external files in your program's source code. Its syntax is:

```
exec sql include filename;
```

where *filename* is a quoted string constant specifying a file name, or a system environment variable (UNIX) or a logical name (VMS) that points to the file name. If you do not give an extension to the filename (or to the file name pointed at by the environment variable), the default C input file extension .sc is assumed.

This statement is normally used to include variable declarations, although it is not restricted to such use. For more details on the include statement, see the *SQL Reference Guide*.

The included file is preprocessed and an output file with the same name but with the default output extension `.c` is generated. You can override this default output extension with the `-o.ext` flag on the command line. The reference in the original source file to the included file is translated in the output file to the specified include output file. If the `-o` flag is used (without an extension), then the output file is not generated for the include statement. This is useful for program libraries that are using make or VMS dependencies.

If you use both the `-o.ext` and the `-o` flags, then the preprocessor generates the specified extension for the translated include statements in the program but does not generate new output files for the statements.

For example, assuming that no overriding output extension is explicitly given on the command line. The embedded SQL statement:

```
exec sql include 'employee.dcl';
```

is preprocessed to the C statement:

```
# include "employee.c"
```

The `employee.dcl` file is translated into the C file `employee.c`.

As another example, assume that a source file called `inputfile` contains the following include statement:

```
exec sql include 'mydecls';
```

Windows

The name `MYDECLS` can be defined as a system environment variable pointing to the file `c/dev/headers/myvars.sc` by means of the following command at the system level:

```
setenv MYDECLS="c:\dev\headers\myvars"
```

Because the extension `.sc` is the default input extension for embedded SQL include files, you do not need to specify it when defining an environment variable for the file.

Assume now that `inputfile` is preprocessed with the command:

```
esqlc -o.h inputfile
```

The command line specifies .h as the output file extension for include files. As the file is preprocessed, the include statement shown earlier is translated into the C statement:

```
# include "c:\dev\headers\myvars.h"
```

The C file c:\dev\headers\myvars.h is generated as output for the original include file, c:\dev\headers\myvars.sc.

You can also specify include files with a relative path. For example, if you preprocess the file c:\dev\mysource\myfile.sc. the embedded SQL statement:

```
exec sql include '..\headers\myvars.sc';
```

is preprocessed to the C statement:

```
# include "..\headers\myvars.c"
```

The C file c:\dev\headers\myvars.c is generated as output for the original include file, c:\dev\headers\myvars.sc. 🗑

UNIX

The name MYDECLS can be defined as a system environment variable pointing to the file /dev/headers/myvars.sc by means of the following command at the system level:

```
setenv MYDECLS "/dev/headers/myvars"
```

Because the extension .sc is the default input extension for embedded SQL include files, you do not need to specify it when defining an environment variable for the file.

Assume now that inputfile is preprocessed with the command:

```
esqlc -o.h inputfile
```

The command line specifies .h as the output file extension for include files. As the file is preprocessed, the include statement shown earlier is translated into the C statement:

```
# include "/dev/headers/myvars.h"
```

The C file /dev/headers/myvars.h is generated as output for the original include file, /dev/headers/myvars.sc.

You can also specify include files with a relative path. For example, if you preprocess the file `/dev/mysource/myfile.sc`, the embedded SQL statement:

```
exec sql include '../headers/myvars.sc';
```

is preprocessed to the C statement:

```
# include "../headers/myvars.c"
```

The C file `/dev/headers/myvars.c` is generated as output for the original include file, `/dev/headers/myvars.sc`. 🗑

VMS

The name `mydecls` can be defined as a system logical name pointing to the file `dra1:[headers]myvars.sc` by means of the following command at the system level:

```
define mydecls dra1:[headers]myvars
```

Because the extension `.sc` is the default input extension for embedded SQL include files, it need not be specified when defining a logical name for the file.

Assume now that `inputfile` is preprocessed with the command:

```
esqlc -o.h inputfile
```

The command line specifies `.h` as the output file extension for include files. As the file is preprocessed, the include statement shown earlier is translated into the C statement:

```
# include "dra1:[headers]myvars.h"
```

The C file `dra1:[headers]myvars.h` is generated as output for the original include file, `dra1:[headers]myvars.sc`.

You can also specify include files with a relative path. For example, if you preprocess the file `dra1:[mysource]myfile.sc`, the embedded SQL statement:

```
exec sql include '[-.headers]myvars.sc'
```

is preprocessed to the C statement:

```
# include "[-.headers]myvars.c"
```

The C file `dra1:[headers]myvars.c` is generated as output for the original include file, `dra1:[headers]myvars.sc`. 🗑

Source Code with Labels

Some embedded SQL statements generate labels in the output code. If you include a file containing such statements, you must be careful to include the file only once in a given C scope. Otherwise, you may find that the compiler later complains that the generated labels are defined more than once in that scope.

The statements that generate labels are the select statement and all the embedded SQL/Forms block-type statements, such as display and unloadtable.

Coding Requirements for Embedded SQL Programs

The following sections describe coding requirements for writing embedded SQL programs.

Comments Embedded in C Output

Each embedded SQL statement generates one comment and few lines of C code. You may find that the preprocessor translates 50 lines of embedded SQL into 200 lines of C. This can confuse you if you are trying to debug the original source code. To facilitate debugging, a comment corresponding to the original embedded SQL source precedes each group of C statements associated with a particular statement. (Note that a comment precedes only executable embedded SQL statements.) Each comment is one line long and informs the reader of the file name line number and the type of statement in the original sources file.

The `-#` flag to the `esqlc` command makes the C comment a C compiler directive, causing any error messages generated by the C compiler to refer to the original file and line number; this can be useful in some cases.

One consequence of the generated comment is that you cannot comment out embedded statements by putting the opening comment delimiter on an earlier line. You have to put the delimiter on the same line, before the `exec` word, to cause the preprocessor to treat the complete statement as a C comment.

How Statements are Embedded Inside C If Blocks

As previously mentioned, the preprocessor can produce several C statements for a single embedded SQL statement. However, all of the statements that the preprocessor generates are delimited by left and right braces, composing a C block. Thus the statement:

```
if (!dba)
    exec sql select passwd
        into :passwd
        from security
        where username = :userid;
```

produces legal C code, even though the SQL select statement produces more than one C statement. However, two or more embedded SQL statements generate multiple C blocks, so you must delimit them yourself, just as you delimit two C statements in a single if block.

For example:

```
if (!dba)
{
    exec frs message 'Confirming your user id';
    exec sql select passwd
        into :passwd
        from security
        where username = :userid;
}
```

VMS:

Because the preprocessor generates a C block for every embedded SQL statement, the VAX C compiler may generate the Internal Table Overflow error when a single procedure has a very large number of embedded SQL statements and local variables. You can correct this problem by splitting the file or procedure into smaller components. ■

Embedded SQL Statements that Do Not Generate Code

The following embedded SQL declarative statements do not generate any C code:

declare cursor

declare table

declare statement

whenever

These statements must not contain labels and must not be coded as the only statements in C constructs that do not allow *null* statements. For example, coding a declare cursor statement as the only statement in a C if statement not bounded by left and right braces causes compiler errors:

```
if (using_database)
    exec sql declare empcsr cursor for
        select ename from employee;
else
    printf("You have not accessed the database.\n");
```

The preprocessor generates the code:

```
if (using_database)
else
    printf("You have not accessed the database.\n");
```

This is an illegal use of the C **else** clause.

Command Line Operations

The following sections describe commands that you can use to turn your embedded SQL/C source program into an executable program. These commands preprocess, compile, and link your program.

esqlc Command – Invoke Embedded SQL Preprocessor for C

The following command line invokes the C preprocessor:




```
esqlc {flags} {filename}
```

where *flags* are those shown in the following table:

Flag	Description
-blank_pad	Informs the preprocessor to generate code that complies with ANSI and ISO Entry SQL92 data retrieval rules for fixed length char variables. At runtime, data selected into fixed length char host variables will be padded with blanks up to the declared length of the variable less one byte for the C null terminator.
-noblack_pad	Informs the preprocessor to generate code that complies with current Ingres data retrieval rules. At runtime, data selected into fixed length char host variables will not be blank-padded, it will be null terminated to the length of the data retrieved. The default is -noblack_pad.

Flag	Description
-check_eo	Causes ESQL/C applications to check fixed length host string variables for an end of string null terminator. If one is not found an error condition is raised. This feature is provided for ISO Entry SQL92 conformity.
-nocheckeos	Turns off the above checking. This option is the default.
-d	Adds debugging information to the runtime database error messages generated by embedded SQL. The source file name, line number and the erroneous statement itself are printed along with the error message.
-f[filename]	Writes preprocessor output to the named file. If you do not specify <i>filename</i> , the output is sent to standard output, one screen at a time.
-iN	Sets integer size to <i>N</i> bytes. <i>N</i> is 1, 2, or 4. The default is 4.
-l	Writes preprocessor error messages to the preprocessor's listing file, as well as to the terminal. The listing file includes preprocessor error messages and your source text in a file named <i>filename.lis</i> , where <i>filename</i> is the name of the input file.
-lo	Like -l, but the generated C code also appears in the listing file.
-o	Directs the preprocessor not to generate output files for include files. This flag does not affect the translated include statements in the main program. The preprocessor generates a default extension for the translated include file statements unless you use the -o.ext flag.
-o. ext	Specifies the extension the preprocessor gives to both the translated include statements in the main program and the generated output files. If you do not specify this flag, the default extension is .c. If you use this flag in combination with the -o flag, then the preprocessor generates the specified extension for the translated include statements but does not generate output files for the include statements.
-prototypes	Directs the preprocessor to include a header file containing ANSI style function prototypes for the Ingres runtime routines. The default is -noprotoypes (the prototypes in the header file are not ANSI style).

Flag	Description
-s	Reads input from standard input and generates C code to standard output. This is useful for unfamiliar testing statements. If you specify the -l option with this flag, the listing file is called stdin.lis. To terminate the interactive session, type Ctrl + D (UNIX) or Ctrl + Z (VMS).
-sqlcode	Indicates the file declares an integer variable named SQLCODE to receive status information from SQL statements. That declaration need not be in an exec sql begin/end declare section. This feature is provided for ISO Entry SQL92 conformity. However, the ISO 92 specification describes SQLCODE as a deprecated feature and recommends using the SQLSTATE variable.
-nosqlcode	Tells the preprocessor not to assume the existence of a status variable named SQLCODE. The default is -nosqlcode.
-w	Prints warning messages.
-wopen	This flag is identical to -wsql=open. However, -wopen is supported only for backwards capability. For more information, see -wsql=open.
-# -p	Generates # line directive to the C compiler (by default, they are in comments). This flag can prove helpful when debugging the error messages from the C compiler.
-wsql=entry_SQL92	Causes the preprocessor to flag any usage of syntax or features that do not conform to the ISO Entry SQL92 entry level standard. (This is also known as the FIPS flagger option.)
-wsql=open	Use open only with OpenSQL syntax. -wsql = open generates a warning if the preprocessor encounters an embedded SQL statement that does not conform to OpenSQL syntax. (For OpenSQL syntax, see the <i>OpenSQL Reference Guide</i> .) This flag is useful if you intend to port an application across different Enterprise Access products. The warnings do not affect the generated code and the output file may be compiled. This flag does not validate the statement syntax for any Enterprise Access product whose syntax is more restrictive than that of OpenSQL.

Flag	Description
-?	Windows Shows the command line options for esqlc. 
--	Unix Shows the command line options for esqlc. 
-?	VMS Shows the command line options for esqlc. 

The embedded SQL/C preprocessor assumes that input files are named with the extension.sc. You can override this default by specifying the file extension of the input file(s) on the command line. The output of the preprocessor is a file of generated C statements with the same name and the extension.c.

If you enter the command without specifying any flags or a filename, a list of flags available for the command are displayed.

esqlc Command Options

The following table presents the command options available with **esqlc**:

Command	Comment
esqlc file1	Preprocesses file1.sc to file1.c
esqlc -l file2.xc	Preprocesses file2.xc to file2.c and creates listing file2.lis
esqlc -s	Accepts input from standard input
esqlc -ffile3.out file3	Preprocesses file3.sc to file3.out
esqlc	Displays a list of flags available for this command

The C Compiler

The preprocessor generates C code. You can then use the following platform-specific commands to compile this code.

Windows

You can use the Windows **cl** command to compile this code. All of the compiler options can be used.

The following example preprocesses and compiles the file test1:

```
esqlc test1.sc  
cl -c test1.c
```

UNIX

You can use the UNIX **cc** command to compile the code. All of the cc command line options can be used.

The following example preprocesses and compiles the file test1:

```
esqlc test1.sc  
cc -c test1.c
```

VMS

You can use the VMS **cc** command to compile the code. Most of the cc command line options can be used. You should *not* use the `g_float` qualifier (to the VAX C compiler) if floating-point values in the file are interacting with Ingres floating-point objects.

As of Ingres II 2.0/0011 (axm.vms/00) Ingres uses member alignment and IEEE floating-point formats. Embedded programs must be compiled with member alignment turned on. In addition, embedded programs accessing floating-point data (including the MONEY data type) must be compiled to recognize IEEE floating-point formats.

The VMS default qualifier `/g_float` is not a standard and should not be used.

On Alpha systems, hardware support for `D_float` is only partial, the default has changed to `G_float`, and support for IEEE (IEEE 754-1985 standard for floating point arithmetic) has been added. Because of this, and because IEEE is available on other platforms and is recognized as an industry standard, Ingres for OpenVMS Alpha uses the IEEE format.


All programs and libraries should be compiled using the IEEE qualifier. Do not mix programs or libraries compiled with different qualifiers.

For example:

```
esqlc prog.sc  
cc /float=ieee prog
```

Failure to use the `/float=ieee` qualifier or the use of non-IEEE float numbers will result in unpredictable results when non-IEEE floats are used as keys or in restrictions.

The following example preprocesses and compiles the file `test1`. Note that both the embedded SQL preprocessor and the C compiler assume the default extensions.

```
esqlc test1  
cc/list test1 
```

Note: For operating system specific information on compiling and linking ESQL/C programs, see the Readme file.

How Embedded SQL Programs are Linked—Windows

Embedded SQL programs require procedures from an Ingres library. The required library is listed below and must be included in your compile or link command after all user modules. You must specify the library in the order shown in the following examples.

Programs Without Embedded Forms

The following example demonstrates the link command of an embedded SQL program called dbentry that was preprocessed and compiled.

```
link -out:dbentry.exe dbentry.obj ^  
%II_SYSTEM%\ingres\lib\libingres.lib
```

Link Precompiled Forms

In order to use a precompiled form in your program, you must follow the steps described here.

To link a precompiled form

1. In VIFRED, select a menu item to compile a form. VIFRED then creates a file in your directory describing the form in C. Select a name for the file.
2. After creating the C file, compile it into linkable object code using, for example, the cl compiler:

```
cl -c filename
```

3. The output of this command is a file with the extension .obj. Link this object file with your program by listing it in the link command, as shown in the following example, which includes the compiled form empform.obj:

```
link -out:formentry.exe formentry.obj empform.obj ^  
%II_SYSTEM%\ingres\lib\libingres.lib
```

How Embedded SQL Programs are Linked—UNIX

Embedded SQL programs require procedures from an Ingres library. The required library is listed below and must be included in your compile or link command after all user modules. You must specify the library in the order shown in the following examples.

Programs Without Embedded Forms

The following example demonstrates the link command of an embedded SQL program called dbentry that was preprocessed and compiled.

```
cc -o dbentry dbentry.o\  
$II_SYSTEM/ingres/lib/libingres.a \  
-lm -lc
```

You must include both the math library and the C runtime library.

Ingres shared libraries are available on some Unix platforms. To link with these shared libraries replace `libingres.a` in your link command with:

```
-L $II_SYSTEM/ingres/lib -linterp.1 -lframe.1 -lq.1 \
-lcompat.1
```

To verify if your release supports shared libraries check for the existence of any of these four shared libraries in the `$II_SYSTEM/ingres/lib` directory. For example:

```
ls -l $II_SYSTEM/ingres/lib/libq.1.*
```

Link Precompiled Forms

The technique of declaring a precompiled form to the FRS is discussed in the *Forms-based Application Development Tools User Guide*. To use such a form in your program, you must also follow the steps described here.

To link a precompiled form

1. In VIFRED, Select a menu item to compile a form. VIFRED then creates a file in your directory describing the form in C. Select the name for the file.
2. After creating the C file, compile it into linkable object code with the `cc` command:

```
cc -c filename
```

3. The output of this command is a file with the extension `.o`. Link this object file with your program by listing it in the link command, as shown in the following example, which includes the compiled form `empform.o`:

```
cc -o formentry formentry.o \
    empform.o \
    $II_SYSTEM/ingres/lib/libingres.a \
    -lm -lc
```

How Embedded SQL Programs are Linked—VMS

Embedded SQL programs require procedures from several VMS shared libraries in order to run properly. Once you have preprocessed and compiled an embedded SQL program, you can link it. Assuming the object file for your program is called `dbentry`, use the following link command:

```
$link dbentry.obj,-
    ii_system:[ingres.files]esql.opt/opt,-
    sys$library:vaxcrtl.olb/library
```

The last line in the link command shown above serves to link the C runtime library for certain basic C functions, such as `printf`. You need to include this line only if you use those functions in your program.

Link Precompiled Forms

The technique of declaring a precompiled form to the FRS is discussed in the *Forms-based Application Development Tools User Guide*. To use such a form in your program, you must also follow the steps described here.

To link a precompiled form

1. In VIFRED, select a menu item to compile a form. VIFRED then creates a file in your directory describing the form in the VAX-11 MACRO language. Select a name for the file.
2. Once you have created the MACRO file, assemble it into linkable object code with the VMS command:
3. The output of this command is a file with the extension .obj. Link this object file with your program by listing it in the link command, as shown in the following example:

```
macro filename
```

```
$link formentry,-  
  empform.obj,-  
  ii_system:[ingres.files]esql.opt/opt,-  
  sys$library:vaxcrtl.olb/library
```

How Embedded SQL Programs are Linked Without Shared Libraries

While the use of shared libraries in linking embedded SQL programs is recommended for optimal performance and ease of maintenance, non-shared versions of the libraries have been included in case you require them. Non-shared libraries required by embedded SQL are listed in the esql.noshare options file. The options file must be included in your link command *after* all user modules. Libraries must be specified in the order given in the options file.

The following example demonstrates the link command of an embedded SQL program called dbentry that has been preprocessed and compiled:


```
$link dbentry,-  
  ii_system:[ingres.files]esql.noshare/opt
```

User-Written Embedded SQL Routines in Shareable Images

When you plan to place your code in a shareable image, note the following about the psect attributes of your global or external variables:

- As a default, some compilers mark global variables as shared (SHR: every user who runs a program linked to the shareable image sees the same variable) and others mark them as not shared (NOSHR: every user who runs a program linked to the shareable image gets a private copy of the variable).

- Some compilers support modifiers you can place in your source code variable declaration statements to explicitly state which attributes to assign a variable.
- The attributes that a compiler assigns to a variable can be overridden at link time with the `psect_attr` link option. This option overrides attributes of all variables in the psect.

Consult your compiler reference manual for further details. 

Embedded SQL/C Preprocessor Errors

To correct most errors, you may wish to run the embedded SQL preprocessor with the listing (`-l`) option on. The listing is sufficient for locating the source and reason for the error.

For preprocessor error messages specific to C and C++, see Preprocessor Error Messages (see page 120) in this chapter.

C++ Programming

This section tells you how to embed ESQL statements in C++ programs, how to build ESQL/C++ programs, and what restrictions to observe in ESQL/C++ programs. The ESQL/C++ preprocessor is available only on the UNIX platform.

How to Create ESQL/C++ Programs

The ESQL/C++ precompiler supports the same features as the ESQL/C precompiler, plus the additional features described in this section.

Program Comments

You can use either C-style comment delimiters (`/* */`) or C++ comment delimiters (`//`) in ESQL/C++ programs.

Example: Comment delimiters usage

```
/* Declare data */
exec sql begin declare section;
    int idno;
    // identification number
exec sql end declare section;
```

How Data is Declared

ESQL/C++ supports C data types, including pointers and structures. To declare data in ESQL/C++ applications, use the data types and techniques described in C Variables and Data Types (see page 20) in this chapter.

You cannot declare an entire class to ESQL/C++; however, you can declare the class members. For example:

Wrong:

```
exec sql begin declare section;
class Employee {
char *   name;      // Name
char *   address;   // Address
char *   title;     // Title
int      age;
public:
    Employee();      // Constructor
    ~Employee();     // Destructor
    void operator=(const Employee&); // Assignment
    void print();     // Print
    void select(char *); // Select
};
exec sql end declare section;
```

Right:

```
class Employee {
exec sql begin declare section;
char *   name;      // Name
char *   address;   // Address
char *   title;     // Title
int      age;
exec sql end declare section;
public:
    Employee();      // Constructor
    ~Employee();     // Destructor
    void operator=(const Employee&); // Assignment
    void print();     // Print
    void select(char *); // Select
};
```

How to Transfer Data Between Programs and the Database

To transfer data between your application and the database, you can use either of the following techniques:

- Declare class members to ESQL, and use them in ESQL DML statements (select, update, insert, and delete) in class member functions.
- Copy data between class members and local variables. Use the local variables in ESQL statements to transfer data between your application and the database.

Names of variables that are declared to the ESQL/C++ precompiler must be unique in the scope of the source file. If you declare class members, avoid using the same name for members in different classes.

How to Declare Function Parameters

To declare function parameters to ESQL/C++, use local variables. In the following example, the local variables `ptrsqlvar1` and `locsqlvar2` are declared to the ESQL precompiler. The function parameters `sqlvar1` and `sqlvar2` are copied to `ptrsqlvar1` and `locsqlvar2` when their values are required for use in ESQL statements.

```
int myfunc (int sqlvar1, int sqlvar2)
{
    exec sql begin declare section
        int *ptrsqlvar1; /* Use local pointer */
        int locsqlvar2; /*Use local variable */
    exec sql end declare section
    ptrsqlvar1 = &sqlvar1;
    locsqlvar2 = sqlvar2;
    // Use local variables in SQL statement:
    exec sql insert into mytable
        values (ptrsqlvar1, locsqlvar2);
    ...
}
```

DCLGEN and ESQL/C++

DCLGEN does not generate classes for C++. DCLGEN generates structures as it does for C. However, you can specify C++ as the language parameter (by specifying `cc`).

For example:

```
dclgen cc mydatabase mytable myfile.dcl mystructure
```

Ingres Runtime Library Prototypes

In each ESQL/C++ file you precompile, the precompiler automatically includes header files containing function prototypes for the Ingres runtime library routines.

4GL Restriction

You cannot call an ESQL/C++ routine from 4GL, Vision, or OpenROAD.

How to Create User-Defined Handlers

To declare user-defined handlers in ESQL/C++ programs, you must declare them to the C++ compiler as C functions. For example:

```
// Function prototype for event handler
extern "C" int event_func(void);
```

To direct the DBMS to call the handler routine when a database event is raised, your application must issue the following SQL statement:

```
exec sql set_sql(dbeventhandler=event_func);
```

You cannot overload a function that you intend to use as a handler routine.

User-defined handlers (*data handlers*) for long varchar and long byte I/O require an argument to be passed to the data handler. The argument must be defined as a generic pointer (void *) in the function prototype, and must be cast to the correct data type in the data handler routine.

The following example illustrates the construction of a data handler in C++:

```
// Handler prototype
// ESQL/C++ requires extern "C"
extern "C" int Put_Handler(void *hdlr_arg);
typedef struct hdlr_param_
{
    char * arg_str;
    int arg_int;
} HDLR_PARAM;
void
main()
{
    HDLR_PARAM hdlr_arg;
    // Connect to the database
    exec sql connect testdatabase;
    exec sql insert into book(idno, long_text) values (1,
        datahandler(Put_Handler(&hdlr_arg)));
    exec sql disconnect;
}

// Argument is declared as a generic pointer
int Put_Handler(void *hdlr_arg)
{
    exec sql begin declare section;
        char seg_buf[50];
        int seg_length;
        int data_end;
    exec sql end declare section;
```

```
// Cast argument for ESQL/C++
((HDLR_PARAM *)hdlr_arg)->arg_int = 0;
rloop:
    read data from a file
    fill seg_buf and set seg_length
    at end of loop sent data_end to 1
    exec sql put data (segment = :seg_buf,
                      segmentlength = :seg_length,
                      dataend = :data_end);
end rloop
    return 0;
}
```

How to Build ESQL/C++ Programs

To build an ESQL/C++ program, you must precompile the ESQL/C++ source into a C++ program, compile the resulting C++ program, and link it with the Ingres runtime library.

To precompile ESQL/C++ programs, use the `esqlcc` command. The default extension for ESQL/C++ source files is `.scc`. The default extension for the C++ file generated by the precompiler is `.cc`.

The syntax of the C++ precompiler command is:

esqlcc *flags filename*

where *filename* is the name of the file containing the ESQL/C++ source for your application, and *flags* are one or more of the flags described in Command Line Operations in the Preprocessor Operation section, or the following ESQL/C++ flag:

-extension = ext

This flag specifies the extension for the C++ file created by the precompiler.

To display a list of valid ESQL/C++ precompiler flags, issue the `esqlcc` command with no arguments.

To compile and link the resulting C++ program, invoke your C++ compiler. You must link the program with `libingres.a` (the Ingres runtime library). The following example illustrates the commands you must issue to build an ESQL/C++ application named `inventory`:

```
esqlcc -extension=cpp inventory.scc
CC -c inventory inventory.cpp
CC -o inventory inventory.o \
$II_SYSTEM/ingres/lib/libingres.a -lC
```

Sample ESQL/C++ Application

The following code is a sample ESQL/C++ application that illustrates the requirements described in this section:

```
***** Main Routine *****
# include <stream.h>
// Simple ESQL/C++ program that uses the class Employee
// declared in employee.h.
// This program asks for a employee id, and then retrieves and prints
// that employee's information.
#include "employee.h"
main()
{
// Connect to the database
exec sql connect testdatabase;
char    buf[20];    // Input buffer
// Prompt for Employee id
while (1)
{
    Employee    a;    // Declare Employee object
    cout << "\nPlease enter employee id (or 'e' to exit): " << flush;
    cin >> buf;
    if (buf[0] == 'e')
        break;
    a.select(buf);    // Select employee info from database
    a.print();    // Print employee info
}
exec sql disconnect;
}

***** Member functions *****
# include <string.h>
# include <stream.h>
exec sql include 'employee.sh';
// Employee member routines

// Constructor - declare storage for all the character fields and
// Initialize to empty.
//
Employee::Employee()
{
    name = new char[MAXDATA];
    name[0] = '\0';
    address = new char[MAXDATA];
    address[0] = '\0';
    title = new char[MAXDATA];
    title[0] = '\0';
    age = 0;
}
// Destructor
Employee::~Employee()
```

```

{
    delete name;
    delete address;
    delete title;
}
// Assignment Operator
void Employee::operator=(const Employee& a)
{
    int n;
    n = strlen(a.name);
    for ( int i = 0; i < n ; i++)
        name[i] = a.name[i];
}
//Member functions
void Employee::print()
{
    cout << "Employee Info \n";
    cout << "----- \n";
    if (name[0] == '\0')
        cout << "*** Employee Not found **\n";
    else
    {
        cout << "Name    = " << name << '\n';
        cout << "Address = " << address << '\n';
        cout << "Title = " << title << '\n';
        cout << "Age = " << age << '\n';
    }
}
void Employee::select(char *empid)
{
    // Use a local variable to store function argument so it can
    // be declared to ESQL
    exec sql begin declare section;
        char      *sqlempid;
    exec sql end declare section;
    sqlempid = empid;
    exec sql select name, address, title, age into
        :name, :address, :title, :age
        from employee where empid = :sqlempid;
}

***** Class header file employee.h *****
// Declare an employee class for C++
class Employee {
    exec sql begin declare section;
    char *    name;      // Name
    char *    address;   // Address
    char *    title;     // Title
    int      age;
    exec sql end declare section;
public:
    Employee();          // Constructor
    ~Employee();         // Destructor
    void operator=(const Employee&);    // Assignment
    void print();        // Print
    void select(char *);  // Select
};
const int      MAXDATA = 60

```

Preprocessor Error Messages

The following is a list of error messages specific to the C language:

E_DC000A

"Table 'employee' contains column(s) of unlimited length."

Reason:

Character strings(s) of zero length have been generated. This causes a compile-time error.

Action:

Modify the output file to specify an appropriate length.

E_E00001

"The #define statement may be used only with values, not names. Use typedef if you wish to make '%0c' a synonym for a type."

Reason:

The #define directive accepts only integer, floating-point or string literals as the replacement token. You may not use arbitrary text as the replacement token.

Action:

To define type names you should use typedef. The embedded preprocessor #define is not as versatile as the C #define.

E_E00002

"Cast of #define value is ignored."

Reason:

The preprocessor ignores a cast of the replacement value in a #define statement. Casts, in general, are not supported by the embedded C preprocessor.

Action:

Remove the cast from the #define statement.

E_E00003

"Incorrect indirection on variable '%0c'. Variable is subscripted, [], or dereferenced, *, %1c time(s) but declared with indirection of %2c."

Reason:

This error occurs when the address or value of a variable is incorrectly expressed because of faulty indirection. For example, the name of an integer array has been given instead of a single array element, or, in the case of character string variables, a single element of the string (that is, a character) has been given instead of a pointer to the string or the name of the array.

Action:

Either redeclare the variable with the intended indirection or change its use in the current statement.

E_E00004

"Last component of structure reference '%0c' is illegal."

Reason:

This error occurs when the preprocessor encounters an unrecognized name in a structure reference. The user may have incorrectly typed the name of structure element or may have failed to declare it to the preprocessor.

Action:

Check for misspellings in component names and that all of the structure components have been declared to the preprocessor.

E_E00008

"Incorrect declaration of C varchar variable is ignored. The members of a varchar structure variable may consist only of a short integer and a fixed length character array."

Reason:

Varchar variables (variables declared with the varchar storage class) must conform to an exact varying length string template so that Ingres can map to and from them at runtime. The length field must be exactly two bytes (derived from a short), and the character string field must be a single-dimensioned C character array. The varchar clause must be associated with a variable declaration and not with a type definition or structure tag declaration.

Action:

Check the varchar structure declaration. Make sure that both structure members are declared properly.

E_E00009

"Missing"=' in the initialization part of a C declaration."

Reason:

The preprocessor allows automatic initialization of variables and expects the regular C syntax.

Action:

Insert an equals sign between the variable and the initializing value.

Sample Applications

This section contains sample applications.

The Department-Employee Master/Detail Application

This application uses two database tables joined on a specific column. This typical example of a department and its employees demonstrates how to process two tables as a master and a detail.

The program scans through all the departments in a database table, in order to reduce expenses. Based on certain criteria, the program updates department and employee records. The conditions for updating the data are the following:

Departments

- If a department has made less than \$50,000 in sales, the department is dissolved.

Employees

- If an employee was hired since the start of 1998, the employee is terminated.
- If the employee's yearly salary is more than the minimum company wage of \$14,000 and the employee is not nearing retirement (over 58 years of age), the employee takes a 5% pay cut.
- If the employee's department is dissolved and the employee is not terminated, the employee is moved into a state of limbo to be resolved by a supervisor.

This program uses two cursors in a master/detail fashion. The first cursor is for the Department table, and the second cursor is for the Employee table. The declare table statements at the beginning of the program describe both tables. The cursors retrieve all the information in the tables, some of which is updated. The cursor for the Employee table also retrieves an integer date interval whose value is positive if the employee was hired after January 1, 1998. The tables contain no null values.

Each row that is scanned, from both the Department table and the Employee table, is recorded into the system output file. This file serves both as a log of the session and as a simplified report of the updates that were made.

Each section of code is commented for the purpose of the application and also to clarify some of the uses of the embedded SQL statements. The program illustrates table creation, multi-statement transactions, all cursor statements, direct updates, and error handling.

Note: The application uses function prototypes and ifdef statements to enable you to build it using either the ESQL/C or ESQL/C++ precompiler.

Sample Application

```
# include <stdio.h>
EXEC SQL INCLUDE SQLCA;
/* The department table */
EXEC SQL DECLARE dept TABLE
    (name          char(12) NOT NULL,      /* Department name */
     totalsales    money NOT NULL,        /* Total sales */
     employees     smallint NOT NULL);     /* Number of employees */

/* The employee table */
EXEC SQL DECLARE employee TABLE
    (name          char(20) NOT NULL,      /* Employee name */
     age           integer1 NOT NULL,      /* Employee age */
     idno          integer NOT NULL,       /* Unique employee id */
     hired         date NOT NULL,          /* Date of hire */
     dept          char(12) NOT NULL,      /* Department of work */
     salary        money NOT NULL);        /* Yearly salary */

/* "State-of-Limbo" for employees who lose their department */
EXEC SQL DECLARE toberesolved TABLE
    (name          char(20) NOT NULL,
     age           integer1 NOT NULL,
     idno          integer NOT NULL,
     hired         date NOT NULL,
     dept          char(12) NOT NULL,
     salary        money NOT NULL);
EXEC SQL BEGIN DECLARE SECTION;
# define MIN_DEPT_SALES    50000.00      /* Minimum sales of department */
# define MIN_EMP_SALARY    14000.00      /* Minimum employee salary */
# define NEARLY_RETIRED    58
# define SALARY_REDUCE     0.95
EXEC SQL END DECLARE SECTION;
/*
** Function prototypes for C++ only so that this is compatible
** with old-style C compilers
*/
# ifdef __cplusplus
void Init_Db(void);
void End_Db(void);
void Process_Depts(void);
void Process_Employees( char *dept_name, short deleted_dept, short *emps_term );
void Close_Down(void);
# endif /* __cplusplus */
/*
** Procedure: MAIN
** Purpose:   Main body of the application. Initialize the database,
**           process each department and terminate the session.
** Parameters:
**           None
*/main()
```

```
{
    printf( "Entering application to process expenses.\n" );
    Init_Db();
    Process_Depts();
    End_Db();
    printf( "Successful completion of application.\n" );
}

/*
** Procedure: Init_Db
** Purpose:   Initialize the database.
**           Connect to the database, and abort if an error. Before
**           processing employees, create the table for employees
**           who lose their department, "toberesolved".
** Parameters:
**           None
*/

#ifdef __cplusplus
void
Init_Db(void)
#else
Init_Db()

#endif /* __cplusplus */
{

    EXEC SQL WHENEVER SQLERROR STOP;
    EXEC SQL CONNECT personnel;

    printf( "Creating \"To_Be_Resolved\" table.\n" );
    EXEC SQL CREATE TABLE toberesolved
        (name          char(20) NOT NULL,
         age            integer1 NOT NULL,
         idno           integer NOT NULL,
         hired          date NOT NULL,
         dept           char(12) NOT NULL,
         salary         money NOT NULL);

}

/*
** Procedure: End_Db
** Purpose:   Commit the multi-statement transaction and access
**           to the database.
** Parameters:
**           None
*/

#ifdef __cplusplus
void
End_Db(void)
#else
End_Db()

#endif /* __cplusplus */
```

```
{
    EXEC SQL COMMIT;
    EXEC SQL DISCONNECT;
}

/*
** Procedure: Process_Depts
** Purpose:   Scan through all the departments, processing each one.
**           If the department has made less than $50,000 in sales,
**           the department is dissolved. For each department, process
**           all employees (they may even be moved to another table).
**           If an employee was terminated, then update the department's
**           employee counter.
** Parameters:
**           None
*/

# ifdef __cplusplus
void
Process_Depts(void)
# else
Process_Depts()
# endif /* __cplusplus */
{
    EXEC SQL BEGIN DECLARE SECTION;
    struct dept_ {                /* Corresponds to the "dept" table */
        char    name[13];
        double  tosales;
        short   employees;
    } dept;
    short   emps_term = 0;        /* Employees terminated */
    EXEC SQL END DECLARE SECTION;
    short   deleted_dept;         /* Was the dept deleted? */
    char    *dept_format;         /* Formatting value */

    EXEC SQL DECLARE deptcsr CURSOR FOR
        SELECT name, tosales, employees
        FROM dept
        FOR DIRECT UPDATE OF name, employees;

    /* All errors from this point on close down the application */
    EXEC SQL WHENEVER SQLERROR CALL Close_Down;
    EXEC SQL WHENEVER NOT FOUND GOTO Close_Dept_Csr;

    EXEC SQL OPEN deptcsr;

    while (sqlca.sqlcode == 0)
    {
        EXEC SQL FETCH deptcsr INTO :dept;
        /* Did the department reach minimum sales? */
        if (dept.totsales < MIN_DEPT_SALES)
        {
            EXEC SQL DELETE FROM dept
                WHERE CURRENT OF deptcsr;
            deleted_dept = 1;
            dept_format = "  --  DISSOLVED  --";
        }
        else
        {

```

```

        deleted_dept = 0;
        dept_format = "";
    }

    /* Log what we have just done */
    printf( "Department: %14s, Total Sales: %12.3f %s\n",
        dept.name, dept.totsales, dept_format );

    /* Now process each employee in the department */
    Process_Employees( dept.name, deleted_dept, &emps_term );

    /* If employees were terminated, record this fact */
    if (emps_term > 0 && !deleted_dept)
    {
        EXEC SQL UPDATE dept
            SET employees = :dept.employees - :emps_term
            WHERE CURRENT OF deptcsr;
    }
}

Close_Dept_Csr:
EXEC SQL WHENEVER NOT FOUND CONTINUE;
EXEC SQL CLOSE deptcsr;
}

/*
** Procedure: Process_Employees
** Purpose:  Scan through all the employees for a particular department.
**           Based on given conditions the employee may be terminated or
**           given a salary reduction:
**           1. If an employee was hired since 1998, the employee is
**              terminated.
**           2. If the employee's yearly salary is more than minimum
**              company wage of $14,000 and the employee is not close to
**              retirement (over 58 years of age), the employee
**              takes a 5% salary reduction.
**           3. If the employee's department is dissolved and the employee
**              is not terminated, then the employee is moved into the
**              "toberesolved" table.
** Parameters:
**           dept_name      - Name of current department.
**           deleted_dept   - Is current department being dissolved?
**           emps_term      - Set locally to record how many employees
**                           were terminated for the current department.
*/

# ifdef __cplusplus
void
Process_Employees( char *dept_name, short deleted_dept, short *emps_term )
# else
Process_Employees( dept_name, deleted_dept, emps_term
)
char    *dept_name;
short    deleted_dept;
short    *emps_term;
# endif /* __cplusplus */
{
    EXEC SQL BEGIN DECLARE SECTION;
    struct emp_ {          /* Corresponds to "employee" table */

```

```
        char    name[21];
        short   age;
        int     idno;
        char    hired[26];
        float    salary;
        int     hired_since_98;
    } emp;
    char    *dname = dept_name;

EXEC SQL END DECLARE SECTION;
char        *title;           /* Formatting values */
char        *description;

/*
** Note the use of the INGRES function to find out who has been
** hired since 1998.
*/
EXEC SQL DECLARE empcsr CURSOR FOR
    SELECT name, age, idno, hired, salary,
           int4(interval('days', hired-date('01-jan-1998')))
    FROM employee
    WHERE dept = :dname
    FOR DIRECT UPDATE OF name, salary;

/* All errors from this point on close down the application */
EXEC SQL WHENEVER SQLERROR CALL Close_Down;
EXEC SQL WHENEVER NOT FOUND GOTO Close_Emp_Csr;

EXEC SQL OPEN empcsr;

*emps_term = 0;                /* Record how many */
while (sqlca.sqlcode == 0)
{
    EXEC SQL FETCH empcsr INTO :emp;

    if (emp.hired_since_98 > 0)
    {
        EXEC SQL DELETE FROM employee
            WHERE CURRENT OF empcsr;
        title = "Terminated:";
        description = "Reason: Hired since 1998.";
        (*emps_term)++;
    }
    else
    {
        /* Reduce salary if not nearly retired */
        if (emp.salary > MIN_EMP_SALARY)
        {
            if (emp.age < NEARLY_RETIRED)
            {
                EXEC SQL UPDATE employee
                    SET salary = salary * :SALARY_REDUCE
                    WHERE CURRENT OF empcsr;
                title = "Reduction: ";
                description = "Reason: Salary.";
            }
            else

```



```

        {
            /* Do not reduce salary */
            title = "No Changes:";
            description = "Reason: Retiring.";
        }

    }

    else /* Leave employee alone */
    {
        title = "No Changes:";
        description = "Reason: Salary.";
    }

    /* Was employee's department dissolved? */
    if (deleted_dept)
    {
        EXEC SQL INSERT INTO toberesolved
            SELECT *
            FROM employee
            WHERE idno = :emp.idno;

        EXEC SQL DELETE FROM employee
            WHERE CURRENT OF empcsr;
    }
}

/* Log the employee's information */
printf( " %s %6d, %20s, %2d, %8.2f; %s\n",
        title, emp.idno, emp.name, emp.age, emp.salary,
        description );
}

Close_Emp_Csr:
EXEC SQL WHENEVER NOT FOUND CONTINUE;
EXEC SQL CLOSE empcsr;
}

/*
** Procedure: Close_Down
** Purpose: Error handler called any time after Init_Db has been
**           successfully completed. In all cases, print the cause of
**           the error and abort the transaction, backing out changes.
**           Note that disconnecting from the database will implicitly
**           close any open cursors.
** Parameters:
**           None
*/

#ifdef __cplusplus
void
Close_Down(void)
#else
Close_Down()
#endif /* __cplusplus */
{
    EXEC SQL BEGIN DECLARE SECTION;
    char errbuf[101];

```

```
EXEC SQL END DECLARE SECTION;

EXEC SQL WHENEVER SQLERROR CONTINUE; /* Turn off error handling */

EXEC SQL INQUIRE_INGRES (:errbuf = ERRORTXT);
printf( "Closing Down because of database error:\n" );
printf( "%s\n", errbuf );

EXEC SQL ROLLBACK;
EXEC SQL DISCONNECT;
exit( -1 );
}
```

The Table Editor Table Field Application

This application edits the Person table in the Personnel database. It is a forms application that allows the user to update a person's values, remove the person, or add new persons. Various table field utilities are provided with the application to demonstrate how they work.

The objects used in this application are shown in the following table:

Object	Description
personnel	The program's database environment.
person	A database table with three columns: Name (char(20)) Age (smallint) Number (integer) Number is unique.
personfrm	The VIFRED form with a single table field.
persontbl	A table field in the form, with two columns: name (char(20)) age (integer) When initialized the table file includes the hidden column number (integer).

At the start of the application, a database cursor is opened to load the table field with data from the Person table. After loading the table field, you can browse and edit the displayed values. You can add, update, or delete entries. When finished, the values are unloaded from the table field, and your updates are transferred back into the Person table.

Note: The application uses function prototypes and `ifdef` statements to enable you to build it using either the ESQL/C or ESQL/C++ precompiler.

Sample Application

```
# include <stdio.h>
# include <string.h>

EXEC SQL INCLUDE SQLCA;

EXEC SQL DECLARE person TABLE
    (name      char(20),      /* Person name */
     age       smallint,     /* Age */
     number    integer);     /* Unique id number */

/*
** Function prototypes for C++ only so that this is compatible
** with old-style C compilers
*/
# ifdef __cplusplus
int Load_Table(void);
# endif /* __cplusplus */

/*
** Procedure: MAIN
** Purpose:   Entry point into Table Editor program.
*/

main()
{
    /* Table field row states */
    # define stUNDEF      0    /* Empty or undefined row */
    # define stNEW        1    /* Appended by user */
    # define stUNCHANGED  2    /* Loaded by program - not updated */
    # define stCHANGE     3    /* Loaded by program - since changed */
    # define stDELETE     4    /* Deleted by program */

    # define NOT_FOUND  100    /* SQLCA value for no rows */

    EXEC SQL BEGIN DECLARE SECTION;

        /* Person information */
        char pname[21];      /* Full name (with C null) */
        int  page,          /* Age of person */
             pnumber;        /* Unique person number */
        int  maxid;         /* Max person id number */

        /* Table field entry information */
        int  state,          /* State of data set entry */
             record,         /* Record number */
             lastrow;        /* Last row in table field */

        /* Utility buffers */
        char msgbuf[100],    /* Message buffer */
             respbuf[256];   /* Response buffer */
    EXEC SQL END DECLARE SECTION;
```

```

int update_error;          /* Update error from database */
int xact_aborted;          /* Transaction aborted */

/* Set up error handling for main program */
EXEC SQL WHENEVER SQLWARNING CONTINUE;
EXEC SQL WHENEVER NOT FOUND CONTINUE;
EXEC SQL WHENEVER SQLERROR STOP;

/* Start up INGRES and the INGRES/FORMS system */
EXEC SQL CONNECT 'personnel';

EXEC FRS FORMS;

/* Verify that the user can edit the "person" table */
EXEC FRS PROMPT NOECHO ('Password for table editor: ', :respbuf);

if (strcmp(respbuf, "MASTER_OF_ALL") != 0)
{
    EXEC FRS MESSAGE 'No permission for task. Exiting . . .';
    EXEC FRS ENDFORMS;
    EXEC SQL DISCONNECT;
    exit( 1 );
}

/* We assume no SQL errors can happen during screen updating */
EXEC SQL WHENEVER SQLERROR CONTINUE;

EXEC FRS MESSAGE 'Initializing Person Form . . .';
EXEC FRS FORMINIT personfrm;

/*
** Initialize "persontbl" table field with a data set in FILL mode,
** so that the runtime user can append rows. To keep track of
** events occurring to original rows loaded into the table field,
** hide the unique person number.
*/

EXEC FRS INITTABLE personfrm persontbl FILL (number = integer);

maxid = Load_Table();

EXEC FRS DISPLAY personfrm UPDATE;
EXEC FRS INITIALIZE;

EXEC FRS ACTIVATE MENUITEM 'Top';
EXEC FRS BEGIN;
/*
** Provide menu items, as well as the system FRS key,
** to scroll to both extremes of the table field.
*/
EXEC FRS SCROLL personfrm persontbl TO 1;
EXEC FRS END;

```

```
EXEC FRS ACTIVATE MENUITEM 'Bottom';
EXEC FRS BEGIN;
    EXEC FRS SCROLL personfrm persontbl TO END; /* Forward */ EXEC FRS END;

EXEC FRS ACTIVATE MENUITEM 'Remove';
EXEC FRS BEGIN;
    /*
    ** Remove the person in the row the user's cursor is on.
    ** If there are no persons, exit operation with message.
    ** Note that this check cannot really happen, as there is
    ** always an UNDEFINED row in FILL mode.
    */
    EXEC FRS INQUIRE_FRS table personfrm
        (:lastrow = lastrow(persontbl));
    if (lastrow == 0)
    {
        EXEC FRS MESSAGE 'Nobody to Remove';
        EXEC FRS SLEEP 2;
        EXEC FRS RESUME FIELD persontbl;
    }
    EXEC FRS DELETEROW personfrm persontbl; /* Record later */
EXEC FRS END;

EXEC FRS ACTIVATE MENUITEM 'Find';
EXEC FRS BEGIN;
    /*
    ** Scroll user to the requested table field entry.
    ** Prompt the user for a name, and if one is typed in,
    ** loop through the data set searching for it.
    */
    EXEC FRS PROMPT ('Person's name : ', :respbuf);
    if (respbuf[0] == '\0')
        EXEC FRS RESUME FIELD persontbl;

    EXEC FRS UNLOADTABLE personfrm persontbl
        (:pname = name,
         :record = _record,
         :state = _state);
    EXEC FRS BEGIN;

        /* Do not compare with deleted rows */
        if ((strcmp(pname, respbuf) == 0) &&
            (state != stDELETE))
        {
            EXEC FRS SCROLL personfrm persontbl
                TO :record;
            EXEC FRS RESUME FIELD persontbl;
        }

    EXEC FRS END;

    /* Fell out of loop without finding name */
    sprintf(msgbuf,
        "Person \"%s\" not found in table [HIT RETURN] ",
        respbuf);
    EXEC FRS PROMPT NOECHO (:msgbuf, :respbuf);
EXEC FRS END;
```

```

EXEC FRS ACTIVATE MENUITEM 'Exit';
EXEC FRS BEGIN;
    EXEC FRS VALIDATE FIELD persontbl;
    EXEC FRS BREAKDISPLAY;
EXEC FRS END;
EXEC FRS FINALIZE;

/*
** Exit person table editor and unload the table field. If any
** updates, deletions or additions were made, duplicate these
** changes in the source table. If the user added new people,
** assign a unique id to each person before adding the person to
** the table. To do this, increment the previously-saved maximum
** id number with each insert.
*/

/* Do all the updates in a transaction */
EXEC SQL SAVEPOINT savept;

/*
** Hard code the error handling in the UNLOADTABLE loop, as
** we want to cleanly exit the loop.
*/
EXEC SQL WHENEVER SQLERROR CONTINUE;

update_error = 0;
xact_aborted = 0;

EXEC FRS MESSAGE 'Exiting Person Application . . .';
EXEC FRS UNLOADTABLE personfrm persontbl
    (:pname = name, :page = age,
     :pnumber = number, :state = _state);
EXEC FRS BEGIN;

/* Appended by user. Insert with new unique id. */
if (state == stNEW)
{
    maxid = maxid + 1;
    EXEC SQL INSERT INTO person (name, age, number)
        VALUES (:pname, :page, :maxid);
}
/* Updated by user. Reflect in table. */
else if (state == stCHANGE)
{
    EXEC SQL UPDATE person SET
        name = :pname, age = :page
        WHERE number = :pnumber;
}
/*
** Deleted by user, so delete from table. Note that only
** original rows, not rows appended at runtime, are
** saved by the program.
*/
else if (state == stDELETE)
{
    EXEC SQL DELETE FROM person
        WHERE number = :pnumber;
}

```

```
    }
    /* Else UNDEFINED or UNCHANGED - No updates */

    /*
    ** Handle error conditions -
    ** If an error occurred, abort the transaction.
    ** If no rows were updated, inform user and prompt
    ** for continuation.
    */
    if (sqlca.sqlcode < 0)      /* Error */
    {
        EXEC SQL INQUIRE_INGRES (:msgbuf = ERRORTXT);
        EXEC SQL ROLLBACK TO savept;
        update_error = 1;
        xact_aborted = 1;
        EXEC FRS ENDLOOP;
    }
    else if (sqlca.sqlcode == NOT_FOUND)
    {
        sprintf(msgbuf,
            "Person \"%s\" not updated. Abort all updates? ",
            pname);
        EXEC FRS PROMPT (:msgbuf, :respbuf);
        if (respbuf[0] == 'Y' || respbuf[0] == 'y')
        {
            EXEC SQL ROLLBACK TO savept;
            xact_aborted = 1;
            EXEC FRS ENDLOOP;
        }
    }
}

EXEC FRS END;

if (!xact_aborted)
    EXEC SQL COMMIT;      /* Commit the updates */

EXEC FRS ENDFORMS;      /* Terminate the FORMS and INGRES */
EXEC SQL DISCONNECT;

if (update_error)
{
    printf( "Your updates were aborted because of error:\n" );
    printf( msgbuf );
    printf( "\n" );
}

} /* Main Program */

/*
** Procedure: Load_Table
** Purpose:   Load the table field from the "person" table. The
**            columns "name" and "age" will be displayed, and
**            "number" will be hidden.
** Parameters:
**            None
** Returns:
**            Maximum employee number
*/
```



```
# ifdef __cplusplus
int
Load_Table(void)
# else
int
Load_Table()
# endif /* __cplusplus */

{
    EXEC SQL BEGIN DECLARE SECTION;
    /* Person information */
    char pname[21];      /* Full name */
    int  page,           /* Age of person */
        pnumber;        /* Unique person number */
    int  maxid;          /* Max person id number to return */
    EXEC SQL END DECLARE SECTION;

    EXEC SQL DECLARE loadtab CURSOR FOR
        SELECT name, age, number
        FROM person;

    /* Set up error handling for loading procedure */
    EXEC SQL WHENEVER SQLERROR GOTO Load_End;
    EXEC SQL WHENEVER NOT FOUND GOTO Load_End;

    EXEC FRS MESSAGE 'Loading Person Information . . .';

    /* Fetch the maximum person id number for later use */
    EXEC SQL SELECT max(number)
        INTO :maxid
        FROM person;

    EXEC SQL OPEN loadtab;

    while (sqlca.sqlcode == 0)
    {
        /* Fetch data into record and load table field */
        EXEC SQL FETCH loadtab INTO :pname, :page, :pnumber;

        EXEC FRS LOADTABLE personfrm persontbl
            (name = :pname, age = :page, number = :pnumber);
    }

    Load_End:
        EXEC SQL WHENEVER SQLERROR CONTINUE;
        EXEC SQL CLOSE loadtab;

    return maxid;
} /* Load_Table */
```

The Professor-Student Mixed Form Application

This application lets the user browse and update information about graduate students who report to a specific professor. The program is structured in a master/detail fashion, with the professor being the master entry, and the students the detail entries. The application uses two forms—one to contain general professor information and another for detailed student information.

The objects used in this application are shown in the following table:

Object	Description
personnel	The program's database environment.
professor	A database table with two columns: pname (char(25)) pdept (char(10)) See its declare table statement for a full description.
student	A database table with seven columns: sname (char(25)) sage (integer1) sdate (char(25)) sgpa (float4) sidno (integer) scomment (varchar(200)) sadvisor (char(25)) See its declare table statement for a full description. The sadvisor column is the join field with the pname column in the Professor table.
masterfrm	The main form has fields pname and pdept, which correspond to the information in the Professor table and the studenttbl table field. The pdept field is display-only. This form is a compiled form.
studenttbl	A table field in masterfrm with the sname and sage columns. When initialized, it also has five hidden columns corresponding to information in the Student table.
studentfrm	The detail form, with seven fields, which corresponds to information in the Student table. Only the sgpa, scomment, and sadvisor fields are updatable. All other fields are display-only. This form is a compiled form.
grad	A global structure, whose members correspond in name

Object	Description
	and type to the columns of the Student database table, the studentfrm form, and the studenttbl table field.

The program uses the masterfrm as the general-level master entry, in which you can only retrieve and browse data, and the studentfrm as the detailed screen, in which you can update specific student information.

Enter a name in the pname field and then select the Students menu operation. The operation fills the studenttbl table field with detailed information of the students reporting to the named professor. The studentcsr database cursor in the Load_Students procedure does this. The program assumes that each professor is associated with exactly one department. You can then browse the table field (in read mode), which displays only the names and ages of the students. You can request more information about a specific student by selecting the Zoom menu operation. This operation displays the studentfrm form (in update mode). The fields of studentfrm are filled with values stored in the hidden columns of studenttbl. You can make changes to the sgpa, scomment, and sadvisor fields. If validated, these changes are written back to the database table (based on the unique student id), and to the table field's data set. You can repeat this process for different professor names.

Note: The application uses function prototypes and ifdef statements to enable you to build it using either the ESQL/C or ESQL/C++ precompiler.

Sample Application

```
# include <stdio.h>
# include <string.h>
EXEC SQL INCLUDE SQLCA;
EXEC SQL DECLARE student TABLE      /* Graduate student table */
(sname      char(25),                /* Name */
 sage       integer1,                /* Age */
 sbdate     char(25),                /* Birth date */
 sgpa       float4,                  /* Grade point average */
 sidno      integer,                 /* Unique student number */
 scomment   varchar(200),            /* General comments */
 sadvisor   char(25));               /* Advisor's name */
EXEC SQL DECLARE professor TABLE    /* Professor table
*/
(pname      char(25),                /* Professor's name */
 pdept     char(10));               /* Department */

EXEC SQL BEGIN DECLARE SECTION;
/* Global grad student record maps to database table */
struct {
    char  sname[26];
    short sage;
    char  sbdate[26];
    float sgpa;
    int   sidno;
    char  scomment[201];
    char  sadvisor[26];
} grad;

EXEC SQL END DECLARE SECTION;
/*
** Function prototypes for C++ only so that this is compatible
** with old-style C compilers
*/
# ifdef __cplusplus
void Master(void);
void Load_Students(char *adv);
int  Student_Info_Changed(void);
# endif /* __cplusplus */

/*
** Procedure: MAIN
** Purpose:   Start up program and call Master driver.
*/
```

```

main()
{
    /* Start up INGRES and the FORMS system */
    EXEC FRS FORMS;

    EXEC SQL WHENEVER SQLERROR STOP;
    EXEC FRS MESSAGE 'Initializing Student Administrator . . .';

    EXEC SQL CONNECT personnel;

    Master();

    EXEC FRS CLEAR SCREEN;
    EXEC FRS ENDFORMS;
    EXEC SQL DISCONNECT;
}

/*
** Procedure: Master
** Purpose:  Drive the application, by running "masterfrm" and
**           allowing the user to "zoom" into a selected student.
** Parameters:
**           None - Uses the global student "grad" record.
*/

# ifdef __cplusplus
void
Master(void)
# else
Master()
# endif /* __cplusplus */
{
    EXEC SQL BEGIN DECLARE SECTION;
    /* Professor info maps to database table */
    struct {
        char  pname[26];
        char  pdept[11];
    } prof;

    /* Useful forms system information */
    int  lastrow, /* Lastrow in table field */
        istable; /* Is a table field? */

    /* Local utility buffers */
    char  msgbuf[100]; /* Message buffer */
    char  respbuf[256]; /* Response buffer */
    char  old_advisor[26]; /* Old advisor before ZOOM */

```

```
/* Externally compiled master form */
extern int *masterfrm;
EXEC SQL END DECLARE SECTION;

EXEC FRS ADDFORM :masterfrm;

/*
** Initialize "studenttbl" with a data set in READ mode.
** Declare hidden columns for all the extra fields that
** the program will display when more information is
** requested about a student. Columns "sname" and "sage"
** are displayed. All other columns are hidden, to be
** used in the student information form.
*/
EXEC FRS INITTABLE masterfrm studenttbl READ
(sbdate = char(25),
 sgpa = float4,
 sidno = integer4,
 scomment = char(200),
 sadvisor = char(20));

EXEC FRS DISPLAY masterfrm UPDATE;

EXEC FRS INITIALIZE;
EXEC FRS BEGIN;
EXEC FRS MESSAGE 'Enter an Advisor name . . .';
EXEC FRS SLEEP 2;
EXEC FRS END;

EXEC FRS ACTIVATE MENUITEM 'Students', FIELD 'pname';

EXEC FRS BEGIN;

/* Load the students of the specified professor */
EXEC FRS GETFORM (:prof.pname = pname);

/* If no professor name is given, resume */
if (prof.pname[0] == '\0')
EXEC FRS RESUME FIELD pname;

/*
** Verify that the professor exists. Local error handling
** just prints the message and continues. Assume that each
** professor has exactly one department.
*/
EXEC SQL WHENEVER SQLERROR CALL SQLPRINT;
EXEC SQL WHENEVER NOT FOUND CONTINUE;
prof.pdept[0] = '\0';
EXEC SQL SELECT pdept
INTO :prof.pdept
FROM professor
WHERE pname = :prof.pname;

if (prof.pdept[0] == '\0')
{
sprintf(msgbuf,
"No professor with name \"%s\" [RETURN]",
```

```

        prof.pname);
EXEC FRS PROMPT NOECHO (:msgbuf, :respbuf);
EXEC FRS CLEAR FIELD ALL;
EXEC FRS RESUME FIELD pname;
}

/* Fill the department field and load students */
EXEC FRS PUTFORM (pdept = :prof.pdept);
EXEC FRS REDISPLAY;      /* Refresh for query */

Load_Students(prof.pname);

EXEC FRS RESUME FIELD studenttbl;

EXEC FRS END;          /* "Students" */

EXEC FRS ACTIVATE MENUITEM 'Zoom';
EXEC FRS BEGIN;

/*
** Confirm that user is in "studenttbl" and that
** the table field is not empty. Collect data from
** the row and zoom for browsing and updating.
*/
EXEC FRS INQUIRE_FRS field masterfrm
(:istable = table);

if (istable == 0)
{
    EXEC FRS PROMPT NOECHO
        ('Select from the student table [RETURN]',
         :respbuf);
    EXEC FRS RESUME FIELD studenttbl;
}

EXEC FRS INQUIRE_FRS table masterfrm
(:lastrow = lastrow);

if (lastrow == 0)
{
    EXEC FRS PROMPT NOECHO
        ('There are no students [RETURN]',
         :respbuf);
    EXEC FRS RESUME FIELD pname;
}

/* Collect all data on student into global record
*/
EXEC FRS GETROW masterfrm studenttbl
(:grad.sname = sname,
 :grad.sage = sage,
 :grad.sbdate = sbdate,
 :grad.sgpa = sgpa,
 :grad.sidno = sidno,
 :grad.scomment = scomment,
 :grad.sadvisor = sadvisor);

/*

```

```
    ** Display "studentfrm," and if any changes were made,
    ** make the updates to the local table field row.
    ** Only make updates to the columns corresponding to
    ** writable fields in "studentfrm". If the student
    ** changed advisors, then delete the row from the display.
    */
    strcpy(old_advisor, grad.sadvisor);
    if (Student_Info_Changed())
    {
        if (strcmp(old_advisor, grad.sadvisor) != 0)
            EXEC FRS DELETEROW masterfrm studenttbl;
        Else
            EXEC FRS PUTROW masterfrm studenttbl
                (sgpa = :grad.sgpa,
                 scomment = :grad.scomment,
                 sadvisor = :grad.sadvisor);
    }

EXEC FRS END;          /* "Zoom" */

EXEC FRS ACTIVATE MENUITEM 'Exit';
EXEC FRS BEGIN;
    EXEC FRS BREAKDISPLAY;
EXEC FRS END;          /* "Exit" */
EXEC FRS FINALIZE;

} /* Master */

/*
** Procedure: Load_Students
** Purpose:   Given an advisor name, load into the "studenttbl"
**            table field all the students who report to the
**            professor with that name.
** Parameters:
**            advisor - User-specified professor name.
**            Uses the global student record.
*/

# ifdef __cplusplus
void
Load_Students(char *adv)
# else
Load_Students(adv)
char *adv;
# endif /* __cplusplus */
{
    EXEC SQL BEGIN DECLARE SECTION;
        char *advisor = adv;
    EXEC SQL END DECLARE SECTION;

    EXEC SQL DECLARE studentcsr CURSOR FOR
        SELECT sname, sage, sbdate, sgpa, sidno, scomment, sadvisor
        FROM student
        WHERE sadvisor = :advisor;

    /*
    ** Clear previous contents of table field. Load the table
    ** field from the database table based on the advisor name.
    */
}
```



```

** Columns "sname" and "sage" will be displayed, and all
** others will be hidden.
*/
EXEC FRS MESSAGE 'Retrieving Student Information . . .';

EXEC FRS CLEAR FIELD studenttbl;

EXEC SQL WHENEVER SQLERROR GOTO Load_End;
EXEC SQL WHENEVER NOT FOUND GOTO Load_End;

EXEC SQL OPEN studentcsr;

/*
** Before we start the loop, we know that the OPEN was
** successful and that NOT FOUND was not set.
*/
while (sqlca.sqlcode == 0)
{
    EXEC SQL FETCH studentcsr INTO :grad;

    EXEC FRS LOADTABLE masterfrm studenttbl
        (sname = :grad.sname,
         sage = :grad.sage,
         sbdate = :grad.sbdate,
         sgpa = :grad.sgpa,
         sidno = :grad.sidno,
         scomment = :grad.scomment,
         sadvisor = :grad.sadvisor);
}

Load_End:          /* Clean up on an error, and close
cursors */
    EXEC SQL WHENEVER NOT FOUND CONTINUE;
    EXEC SQL WHENEVER SQLERROR CONTINUE;
    EXEC SQL CLOSE studentcsr;

} /* Load_Students */

/*
** Procedure: Student_Info_Changed
** Purpose:   Allow the user to zoom in on the details of a selected
**            student. Some of the data can be updated by the user.
**            If any updates were made, then reflect these back into
**            the database table. The procedure returns TRUE if any
**            changes were made.
** Parameters:
**            None - Uses data in the global "grad" record.
** Returns:
**            TRUE/FALSE - Changes were made to the database.
**            Sets the global "grad" record with the new data. */

# ifdef __cplusplus
int
Student_Info_Changed(void)
# else
int
Student_Info_Changed()
# endif /* __cplusplus */

```

```
{
EXEC SQL BEGIN DECLARE SECTION;
    int changed;          /* Changes made to data in form */
    int valid_advisor;    /* Valid advisor name? */
    extern int *studentfrm; /* Compiled form */

EXEC SQL END DECLARE SECTION;

/* Control ADDFORM to only initialize once */
static int loadform = 0;

if (!loadform)
{
    EXEC FRS MESSAGE 'Loading Student form . . .';
    EXEC FRS ADDFORM :studentfrm;
    loadform = 1; }

/* Local error handler just prints error and continues */
EXEC SQL WHENEVER SQLERROR CALL SQLPRINT;
EXEC SQL WHENEVER NOT FOUND CONTINUE;

EXEC FRS DISPLAY studentfrm FILL;
EXEC FRS INITIALIZE
    (sname = :grad.sname,
     sage = :grad.sage,
     sbdate = :grad.sbdate,
     sgpa = :grad.sgpa,
     sidno = :grad.sidno,
     scomment = :grad.scomment,
     sadvisor = :grad.sadvisor);

EXEC FRS ACTIVATE MENUITEM 'Write';
EXEC FRS BEGIN;

/*
** If changes were made, then update the database
** table. Only bother with the fields that are not
** read-only.
*/
EXEC FRS INQUIRE_FRS form (:changed = change);

if (changed == 1)
{
    EXEC FRS VALIDATE;
    EXEC FRS MESSAGE 'Writing changes to database. . .';

    EXEC FRS GETFORM
        (:grad.sgpa = sgpa,
         :grad.scomment = scomment,
         :grad.sadvisor = sadvisor);

    /* Enforce integrity of professor name */
    valid_advisor = 0;
    EXEC SQL SELECT 1 INTO :valid_advisor
        FROM professor
        WHERE pname = :grad.sadvisor;
```

```
        if (valid_advisor == 0)
        {
            EXEC FRS MESSAGE 'Not a valid advisor name';
            EXEC FRS SLEEP 2;
            EXEC FRS RESUME FIELD sadvisor;
        }

        else
        {
            EXEC SQL UPDATE student SET
                sgpa = :grad.sgpa,
                scomment = :grad.scomment,
                sadvisor = :grad.sadvisor
            WHERE sidno = :grad.sidno;
            EXEC FRS BREAKDISPLAY;
        }
    }
EXEC FRS END;                                /* "Write" */

EXEC FRS ACTIVATE MENUITEM 'Quit';
EXEC FRS BEGIN;
    /* Quit without submitting changes */
    changed = 0;
    EXEC FRS BREAKDISPLAY;
EXEC FRS END;                                /* "Quit" */

EXEC FRS FINALIZE;
return (changed == 1);
} /* Student_Info_Changed *
```

The SQL Terminal Monitor Application

This application executes SQL statements that are read in from the terminal. The application reads statements from input and writes results to output. Dynamic SQL is used to process and execute the statements.

When the application starts, it prompts the user for the database name. The program then prompts for an SQL statement. Each SQL statement can continue over multiple lines and must end with a semicolon. No SQL comments are accepted. The SQL statement is processed using Dynamic SQL, and results and SQL errors are written to output. At the end of the results, an indicator of the number of rows affected is displayed. The loop is then continued and the program prompts for another SQL statement. When the user types in end-of-file, the application rolls back any pending updates and disconnects from the database.

The user's SQL statement is prepared using prepare and describe. If the SQL statement is not a select statement, then it is run using execute and the number of rows affected is printed. If the SQL statement is a select statement, a Dynamic SQL cursor is opened, and all the rows are fetched and printed. The routines that print the results do not try to tabulate the results. A row of column names is printed, followed by each row of the results.

Keyboard interrupts are not handled. Fatal errors such as allocation errors and boundary condition violations are handled by means of rolling back pending updates and disconnecting from the database session.

Note: The application uses function prototypes and `ifdef` statements to enable you to build it using either the ESQL/C or ESQL/C++ precompiler.

Sample Application

```
# include <stdio.h>
# include <malloc.h>

/* Declare the SQLCA structure and the SQLDA typedef */
EXEC SQL INCLUDE SQLCA;
EXEC SQL INCLUDE SQLDA;
EXEC SQL DECLARE stmt STATEMENT;
/* Dynamic SQL statement */
EXEC SQL DECLARE csr CURSOR FOR stmt; /* Cursor for dynamic SQL statement */
/*
** Default number of result columns for a dynamic SELECT. If a SELECT
** statement returns more than DEF_ELEMS, a new SQLDA will be allocated
** */
# define DEF_ELEMS 5

/* Size of a DATE string variable */
# define DATE_SIZE 25

/* The SQL code for the NOT FOUND condition */
# define SQL_NOTFOUND 100
/* Buffer lengths */
# define DBNAME_MAX 50 /* Max database name */
# define INPUT_SIZE 256 /* Max input line length */
# define STMT_MAX 1000 /* Max SQL statement length */

/* Global SQL variables */

IISQLDA *sqlda = (IISQLDA *)0; /* Pointer to the
SQL dynamic area */
/* Result storage buffer for dynamic SELECT statements */
struct {
    int res_length; /* Size of mem_data */
    char *res_data; /* Pointer to allocated result buffer */
} res_buf = {0, NULL};

/*
** Function prototypes for C++ only so that this is compatible
** with old-style C compilers
** */
# ifdef __cplusplus
void Run_Monitor(void); /* Run SQL Monitor */
void Init_Sqlda(int num_elems); /* Initialize SQLDA */
int Execute_Select(void); /* Execute dynamic SELECT */
void Print_Header(void); /* Print SELECT column headers */
void Print_Row(void); /* Print SELECT row values */
void Print_Error(void); /* Print a user error */
char *Read_Stmt(int stmt_num, char *stmt_buf, int stmt_max);
/* Read statement from terminal */
char *Alloc_Mem(int mem_size, char *error_string);
/* Allocate memory */
char *calloc(unsigned nelem, unsigned elsize);
/* C allocation routine */
```

```
# else

void Run_Monitor();    /* Run SQL Monitor */
void Init_Sqllda();    /* Initialize SQLDA */
int  Execute_Select(); /* Execute dynamic SELECT */
void Print_Header();   /* Print SELECT column headers */
void Print_Row();      /* Print SELECT row values */
void Print_Error();    /* Print a user error */
char *Read_Stmt();     /* Read statement from terminal */
char *Alloc_Mem();     /* Allocate memory */
char *calloc();        /* C allocation routine */
# endif /* __cplusplus */

/*
** Procedure: main
** Purpose:  Main body of SQL Monitor application. Prompt for database
**           name and connect to the database. Run the monitor and
**           disconnect from the database. Before disconnecting roll
**           back any pending updates.
** Parameters:
**           None
*/

main()
{
    EXEC SQL BEGIN DECLARE SECTION;
    char dbname[DBNAME_MAX +1];    /* Database name */
    EXEC SQL END DECLARE SECTION;

    /* Prompt for database name - could be command line parameter */
    printf("SQL Database: ");
    if (fgets(dbname, DBNAME_MAX, stdin) == NULL)
        exit(1);

    printf( "-- SQL Terminal Monitor --\n" );

    /* Treat connection errors as fatal */
    EXEC SQL WHENEVER SQLERROR STOP;
    EXEC SQL CONNECT :dbname;

    Run_Monitor();

    EXEC SQL WHENEVER SQLERROR CONTINUE;

    printf("SQL: Exiting monitor program.\n");
    EXEC SQL ROLLBACK;
    EXEC SQL DISCONNECT;
} /* main */
```

```

/*
** Procedure: Run_Monitor
** Purpose: Run the SQL monitor. Initialize the first SQLDA with the
**          default size (DEF_ELEMS 'sqlvar' elements). Loop while
**          prompting the user for input, and processing the statement.
**          If it is not a SELECT statement then execute it, otherwise
**          open a cursor a process a dynamic SELECT statement.
** Parameters:
**          None
*/

#ifdef __cplusplus
void
Run_Monitor(void)
#else
void
Run_Monitor()
#endif /* __cplusplus */
{
    EXEC SQL BEGIN DECLARE SECTION;
    char stmt_buf[STMT_MAX + 1]; /* SQL statement input buffer */
    EXEC SQL END DECLARE SECTION;

    int stmt_num; /* SQL statement number */
    int rows; /* Rows affected */

    /* Allocate a new SQLDA */
    Init_Sqlda(DEF_ELEMS);

    /* Now we are set for input */
    for (stmt_num = 1; ; stmt_num++)
    {
        /*
        ** Prompt and read the next statement. If Read_Stmt
        ** returns NULL then end-of-file was detected.
        */
        if (Read_Stmt(stmt_num, stmt_buf, STMT_MAX) == NULL)
            break;

        /* Errors are non-fatal from here on out */
        EXEC SQL WHENEVER SQLERROR GOTO Stmt_Err;

        /*
        ** Prepare and describe the statement. If we cannot fully describe
        ** the statement (our SQLDA is too small) then allocate a new one
        ** and redescribe the statement.
        */
        EXEC SQL PREPARE stmt FROM :stmt_buf;
        EXEC SQL DESCRIBE stmt INTO :sqlda;
        if (sqlda->sqld > sqlda->sqln)
        {
            Init_Sqlda(sqlda->sqld);
            EXEC SQL DESCRIBE stmt INTO :sqlda;
        }

        /* If 'sqld' = 0 then this is not a SELECT */
        if (sqlda->sqld == 0)

```

```
        {
            EXEC SQL EXECUTE stmt;
            rows = sqlca.sqlerrd[2];
        }
        else /* SELECT */
        {
            rows = Execute_Select();
        }
        printf("[%d row(s)]\n", rows);
        continue; /* Skip error handler */

Stmt_Err:
    EXEC SQL WHENEVER SQLERROR CONTINUE;
    /* Print error messages here and continue */
    Print_Error();
} /* for each statement */
} /* Run_Monitor */

/*
** Procedure: Init_Sqllda
** Purpose: Initialize SQLDA. Free any old SQLDA's and allocate a new
** one. Set the number of 'sqlvar' elements.
** Parameters:
**   num_elems - Number of elements.
*/

#ifdef __cplusplus
void
Init_Sqllda(int num_elems)
#else
void
Init_Sqllda(num_elems)
    int num_elems;
#endif /* __cplusplus */
{
    /* Free the old SQLDA */
    if (sqllda)
        free((char *)sqllda);

    /* Allocate a new SQLDA */
    sqllda = (IISQLDA *)
        Alloc_Mem(IISQDA_HEAD_SIZE + (num_elems * IISQDA_VAR_SIZE),
            "new SQLDA");
    sqllda->sqln = num_elems; /* Set the size */
} /* Init_Sqllda */

/*
** Procedure: Execute_Select
** Purpose: Run a dynamic SELECT statement. The SQLDA has already been
** described, so print the column header (names), open a cursor,
** and retrieve and print the results. Accumulate the number of
** rows processed.
** Parameters: None
** Returns: Number of rows processed.
*/

#ifdef __cplusplus
int
```



```

Execute_Select(void)
# else
int
Execute_Select()
# endif /* __cplusplus */
{
    int rows; /* Counter for rows fetched */

    /*
    ** Print the result column names, allocate the result variables,
    ** and set up the types.
    */
    Print_Header();
    EXEC SQL WHENEVER SQLERROR GOTO Close_Csr;

    /* Open the dynamic cursor */
    EXEC SQL OPEN csr;

    /* Fetch and print each row */
    rows = 0;
    while (sqlca.sqlcode == 0)
    {
        EXEC SQL FETCH csr USING DESCRIPTOR :sqllda;
        if (sqlca.sqlcode == 0)
        {
            rows++; /* Count the rows */
            Print_Row();
        }
    } /* While there are more rows */

Close_Csr:
    /* If we got here because of an error then print the error message */
    if (sqlca.sqlcode < 0)
        Print_Error();
    EXEC SQL WHENEVER SQLERROR CONTINUE;
    EXEC SQL CLOSE csr;

    return rows;
} /* Execute_Select */

/*
** Procedure: Print_Header
** Purpose: A statement has just been described so set up the SQLDA for
** result processing. Print all the column names and allocate
** a result buffer for retrieving data. The result buffer is
** one buffer (whose size is determined by adding up the results
** column sizes). The 'sqllda' and 'sqlind' fields are pointed
** at offsets into this buffer.
** Parameters:
** None
*/

# ifdef __cplusplus
void
Print_Header(void)
# else
void
Print_Header()

```

```
# endif /* __cplusplus */
{
    int    i;                /* Index into 'sqlvar' */
    IISQLVAR *sqv;           /* Pointer to 'sqlvar' */
    int    base_type;        /* Base type w/o nullability */
    int    res_cur_size;     /* Result size required */
    int    align_round;      /* Alignment */

    /*
    ** For each column print its title (and number), and accumulate
    ** the size of the result data area.
    */
    for (res_cur_size = 0, i = 0; i < sqlda->sqld; i++)
    {
        /* Print each column name and its number */
        sqv = &sqlda->sqlvar[i];
        printf("[%d] %.s ",
            i+1, sqv->sqlname.sqlnamel, sqv->sqlname.sqlnamec);

        /* Find the base-type of the result (non-nullable) */
        if ((base_type = sqv->sqltype) < 0)
            base_type = -base_type;

        /* Collapse different types into INT, FLOAT or CHAR */
        switch (base_type)
        {
            case IISQ_INT_TYPE:
                /* Always retrieve into a long integer */
                res_cur_size += sizeof(long);
                sqv->sqlllen = sizeof(long);
                break;

            case IISQ_MNY_TYPE:
                /* Always retrieve into a double floating-point */
                if (sqv->sqltype < 0)
                    sqv->sqltype = -IISQ_FLT_TYPE;
                else
                    sqv->sqltype = IISQ_FLT_TYPE;
                res_cur_size += sizeof(double);
                sqv->sqlllen = sizeof(double);
                break;

            case IISQ_FLT_TYPE:
                /* Always retrieve into a double floating-point */
                res_cur_size += sizeof(double);
                sqv->sqlllen = sizeof(double);
                break;

            case IISQ_DTE_TYPE:
                sqv->sqlllen = DATE_SIZE;
                /* Fall through to handle like CHAR */

            case IISQ_CHA_TYPE:
            case IISQ_VCH_TYPE:
                /*
                ** Assume no binary data is returned from the CHAR type.
                ** Also allocate one extra byte for the null terminator.
                */

```

```

    */
    res_cur_size += sqv->sqlllen + 1;
    /* Always round off to aligned data boundary */
    align_round = res_cur_size % 4;
    if (align_round)
        res_cur_size += 4 - align_round;
    if (sqv->sqltype < 0)
        sqv->sqltype = -IISQ_CHA_TYPE;
    else
        sqv->sqltype = IISQ_CHA_TYPE;
    break;
} /* switch on base type */

/* Save away space for the null indicator */
if (sqv->sqltype < 0)
    res_cur_size += sizeof(int);
} /* for each column */

printf("\n\n");

/*
** At this point we've printed all column headers and converted all
** types to one of INT, CHAR or FLOAT. Now we allocate a single
** result buffer, and point all the result column data areas into it.
**
** If we have an old result data area that is not large enough then free
** it and allocate a new one. Otherwise we can reuse the last one.
*/

if (res_buf.res_length > 0 && res_buf.res_length < res_cur_size)
{
    free(res_buf.res_data);
    res_buf.res_length = 0;
}
if (res_buf.res_length == 0)
{
    res_buf.res_data = Alloc_Mem(res_cur_size,
        "result data storage area");
    res_buf.res_length = res_cur_size;
}

/*
** Now for each column now assign the result address (sqldata) and
** indicator address (sqlind) from the result data area.
*/
for (res_cur_size = 0, i = 0; i < sqlda->sqld; i++)
{
    sqv = &sqlda->sqlvar[i];

    /* Find the base-type of the result (non-nullable) */
    if ((base_type = sqv->sqltype) < 0)
        base_type = -base_type;

    /* Current data points at current offset */
    sqv->sqldata = (char *)&res_buf.res_data[res_cur_size];
    res_cur_size += sqv->sqlllen;

    if (base_type == IISQ_CHA_TYPE)

```

```
        {
            res_cur_size++;
            align_round = res_cur_size % 4; /* Add one for null */
            if (align_round)
                res_cur_size += 4 - align_round;
        }

        /* Point at result indicator variable */
        if (sqv->sqltype < 0)
        {
            sqv->sqlind = (short *)&res_buf.res_data[res_cur_size];
            res_cur_size += sizeof(int);
        }
        else
        {
            sqv->sqlind = (short *)0;
        } /* if type is nullable */
    } /* for each column */
} /* Print_Header */

/*
** Procedure: Print_Row
** Purpose: For each element inside the SQLDA, print the value. Print
** its column number too in order to identify it with a column
** name printed earlier. If the value is NULL print "N/A".
** Parameters:
** None
*/

#ifdef __cplusplus
void
Print_Row(void)
#else
void
Print_Row()
#endif /* __cplusplus */
{
    int i; /* Index into 'sqlvar' */
    IISQLVAR *sqv; /* Pointer to 'sqlvar' */
    int base_type; /* Base type w/o nullability */

    /*
    ** For each column, print the column number and the data.
    ** NULL columns print as "N/A".
    */
    for (i = 0; i < sqlda->sqld; i++)
    {
        /* Print each column value with its number */
        sqv = &sqlda->sqlvar[i];
        printf("[%d] ", i+1);

        if (sqv->sqlind && *sqv->sqlind < 0)
        {
            printf("N/A ");
        }
        else /* Either not nullable, or nullable but not null */
        {
            /* Find the base-type of the result (non-nullable) */
            if ((base_type = sqv->sqltype) < 0)
```

```

        base_type = -base_type;

switch (base_type)
{
    case IISQ_INT_TYPE:
        /* All integers were retrieved into long integers */
        printf("%d ", *(long *)sqv->sqldata);
        break;

    case IISQ_FLT_TYPE:
        /* All floats were retrieved into doubles */
        printf("%g ", *(double *)sqv->sqldata);
        break;

    case IISQ_CHA_TYPE:
        /* All characters were null terminated */
        printf("%s ", (char *)sqv->sqldata );
        break;
} /* switch on base type */
} /*if not null */
} /* foreach column */
printf("\n");
} /* Print_Row */

/*
** Procedure: Print_Error
** Purpose:   SQLCA error detected. Retrieve the error message and print it.
** Parameters: None
*/

#ifdef __cplusplus
void
Print_Error(void)
#else
void
Print_Error()
#endif /* __cplusplus */
{
    EXEC SQL BEGIN DECLARE SECTION;
    char error_buf[150]; /* For error text retrieval */
    EXEC SQL END DECLARE SECTION;

    EXEC SQL INQUIRE_INGRES (:error_buf = ERRORTEXT);
    printf("\nSQL Error:\n    %s\n", error_buf );
} /* Print_Error */

/*
** Procedure: Read_Stmt
** Purpose:   Reads a statement from standard input. This routine prompts
**            the user for input (using a statement number) and scans input
**            tokens for the statement delimiter (semicolon).
**            - Continues over new-lines.
**            - Uses SQL string literal rules.
** Parameters:
**            stmt_num - Statement number for prompt.
**            stmt_buf - Buffer to fill for input.
**            stmt_max - Max size of statement.
** Returns:

```

```
**          A pointer to the input buffer. If NULL then end-of-file was
**          typed in.
**
*/

# ifdef __cplusplus
char *
Read Stmt(int stmt_num, char *stmt_buf, int stmt_max)
# else
char *
Read Stmt(stmt_num, stmt_buf, stmt_max)
int    stmt_num;
char   *stmt_buf;
int    stmt_max;
# endif /* __cplusplus */
{
    char input_buf[INPUT_SIZE +1]; /* Terminal input buffer */
    char *icp;                     /* Scans input buffer */
    char *ocp;                     /* To output (stmt_buf) */
    int in_string;                 /* For string handling */

    printf("%3d> ", stmt_num);     /* Prompt user */
    ocp = stmt_buf;
    in_string = 0;
    while (fgets(input_buf, INPUT_SIZE, stdin) != NULL)
    {
        for (icp = input_buf; *icp && (ocp - stmt_buf < stmt_max);
            icp++)
        {
            /* Not in string - check for delimiters and new lines */
            if (!in_string)
            {
                if (*icp == ';') /* We're done */
                {
                    *ocp = '\0';
                    return stmt_buf;
                }
                else if (*icp == '\n')
                {
                    /* New line outside of string is replaced with blank */
                    *ocp++ = ' ';
                    break; /* Read next line */
                }
                else if (*icp == '\\') /* Entering string */
                {
                    in_string++;
                }
                *ocp++ = *icp;
            }
            else /* Inside a string */
            {
                if (*icp == '\n')
                {
                    break; /* New-line in string is ignored */
                }
                else if (*icp == '\\')
                {
                    if (*(icp+1) == '\\') /* Escaped quote ? */
                        *ocp++ = *icp++;
                }
            }
        }
    }
}
```

```

        else
            in_string--;
        }
        *ocp++ = *icp;
    } /* if in string */
    } /* for all characters in buffer */

    if (ocp - stmt_buf >= stmt_max)
    {
        /* Statement is too large; ignore it and try again */
        printf("SQL Error: Maximum statement length (%d) exceeded.\n",
            stmt_max);
        printf("%3d> ", stmt_num);      /* Re-prompt user */
        ocp = stmt_buf;
        in_string = 0;
    }
    else /* Break on new line - print continue sign */
    {
        printf("---> ");
    }
} /* while reading from standard input */
return NULL;
} /* Read_Stmt */

/*
** Procedure: Alloc_Mem
** Purpose:   General purpose memory allocator. If it cannot allocate
**           enough space, it prints a fatal error and aborts any
**           pending updates.
** Parameters:
**     mem_size    - Size of space requested.
**     error_string - Error message to print if failure.
** Returns:
**     Pointer to newly allocated space.
*/

#ifdef __cplusplus
char *
Alloc_Mem(int mem_size, char *error_string)
#else
char *
Alloc_Mem(mem_size, error_string)
    int mem_size;
    char *error_string;
#endif /* __cplusplus */
{
    char *mem;

    mem = calloc(1, mem_size);
    if (mem)
        return mem;

    /* Print an error and roll back any updates */
    printf("SQL Fatal Error: Cannot allocate %s (%d bytes).\n",
        error_string, mem_size);
    printf("Any pending updates are being rolled back.\n");
    EXEC SQL WHENEVER SQLERROR CONTINUE;
    EXEC SQL ROLLBACK;

```

```
EXEC SQL DISCONNECT;  
exit(-1);  
} /* Alloc_Mem */
```

A Dynamic SQL/Forms Database Browser

This program lets the user browse data from and insert data into any table in any database, using a dynamically defined form. The program uses Dynamic SQL and Dynamic FRS statements to process the interactive data. You should already have used VIFRED to create a Default Form based on the database table that you want to browse. VIFRED will build a form with fields that have the same names and data types as the columns of the specified database table.

When run, the program prompts the user for the name of the database, the table and the form. The form is profiled using the describe form statement, and the field name, data type, and length information is processed. From this information, the program fills in the SQLDA data and null indicator areas, and builds two Dynamic SQL statement strings to select data from and insert data into the database.

The Browse menu item retrieves the data from the database using an SQL cursor associated with the dynamic select statement, and displays that data using the dynamic putform statement. A submenu allows the user to continue with the next row or return to the main menu. The Insert menu item retrieves the data from the form using the dynamic getform statement, and adds the data to the database table using a prepared insert statement. The Save menu item commits the changes and, because prepared statements are discarded, again prepares the select and insert statements. When the user selects Quit, all pending changes are rolled back and the program is terminated.

Note: The application uses function prototypes and ifdef statements to enable you to build it using either the ESQL/C or ESQL/C++ precompiler.

Sample Application

```
# include <stdio.h>
# include <string.h>
# include <malloc.h>
/*
** Declare the SQLCA structure and the SQLDA typedef.
*/
EXEC SQL INCLUDE SQLCA;
EXEC SQL INCLUDE SQLDA;
EXEC SQL DECLARE sel_stmt STATEMENT;      /* Dynamic SQL SELECT statement */
EXEC SQL DECLARE ins_stmt STATEMENT;      /* Dynamic SQL INSERT statement */
EXEC SQL DECLARE csr CURSOR FOR sel_stmt; /* Cursor for SELECT statement
/
/*
** Buffer lengths.
*/
# define      NAME_MAX      50      /* Max name lengths */
# define      STMT_MAX      1000    /* Max SQL statement length */
/*
** Global SQL variables.
*/
IISQLDA *sqlda = (IISQLDA *)0;          /* Pointer to the SQL dynamic area */
/*
** Result storage buffer for dynamic SQL and FRS statements.
** This result buffer is dynamically allocated and filled.
** Each SQLDA SQLVAR sets its SQLDATA and SQLIND pointers to
** offsets in this buffer.
*/
struct {
    int      res_length;    /* Size of res_data */
    char      *res_data;    /* Pointer to allocated result buffer */
} res_buf = {0, (char *)0};
/*
** Procedures in this file.
** Function prototypes for C++ only so that this is compatible
** with old-style C compilers
*/
# ifdef __cplusplus
int Describe_Form(char *formname, char *tabname, char *sel_buf, char *ins_buf);
    /* DESCRIBE form and set up SQL statements */
void Init_Sqllda(int num_elems); /* Initialize SQLDA */
char *calloc(unsigned nelem, unsigned elsize);
# else
int      Describe_Form();    /* DESCRIBE form and set up SQL statements */
void      Init_Sqllda();    /* Initialize SQLDA */
char      *calloc();        /* C allocation routine */
# endif /* __cplusplus */
```

```
/*
** Procedure:    main
** Purpose:      Main body of Dynamic SQL forms application. Prompt for
**               database, form and table name. Call Describe_Form
**               to obtain a profile of the form and set up the SQL
**               statements. Then allow the user to interactively browse
**               the database table and append new data.
*/
main()
{
    EXEC SQL BEGIN DECLARE SECTION;
        char    dbname[NAME_MAX +1];        /* Database name */
        char    formname[NAME_MAX +1];      /* Form name */
        char    tablename[NAME_MAX +1];     /* Table name */
        char    sel_buf[STMT_MAX +1];       /* Prepared SELECT */
        char    ins_buf[STMT_MAX +1];       /* Prepared INSERT */
        int     err;                        /* Error status */
        char    ret[10];                   /* Prompt error buffer */
    EXEC SQL END DECLARE SECTION;
    EXEC FRS FORMS;
    /* Prompt for database name - will abort on errors
*/
    EXEC SQL WHENEVER SQLERROR STOP;
    EXEC FRS PROMPT ('Database name: ', :dbname);
    EXEC SQL CONNECT :dbname;
    EXEC SQL WHENEVER SQLERROR CALL SQLPRINT;
    /*
    ** Prompt for table name - later a Dynamic SQL SELECT statement
    ** will be built from it.
    */
    EXEC FRS PROMPT ('Table name: ', :tablename);
    /*
    ** Prompt for form name. Check forms errors reported
    ** through INQUIRE_FRS.
    */
    EXEC FRS PROMPT ('Form name: ', :formname);
    EXEC FRS MESSAGE 'Loading form ...';
    EXEC FRS FORMINIT :formname;
    EXEC FRS INQUIRE_FRS FRS (:err = ERRORNO);
    if (err > 0)
    {
        EXEC FRS MESSAGE 'Could not load form. Exiting.';
        EXEC FRS ENDFORMS;
        EXEC SQL DISCONNECT;
        exit(1);
    }
}
```

```

/* Commit any work done so far - access of forms catalogs */
EXEC SQL COMMIT;

/* Describe the form and build the SQL statement strings */
if (!Describe_Form(formname, tabname, sel_buf, ins_buf))
{
    EXEC FRS MESSAGE 'Could not describe form. Exiting.';
    EXEC FRS ENDFORMS;
    EXEC SQL DISCONNECT;
    exit(1);
}
/*
** PREPARE the SELECT and INSERT statements that correspond to the
** menu items Browse and Insert. If the Save menu item is chosen
** the statements are repprepared.
*/
EXEC SQL PREPARE sel_stmt FROM :sel_buf;
err = sqlca.sqlcode;
EXEC SQL PREPARE ins_stmt FROM :ins_buf;
if ((err < 0) || (sqlca.sqlcode < 0))
{
    EXEC FRS MESSAGE 'Could not prepare SQL statements. Exiting.';
    EXEC FRS ENDFORMS;
    EXEC SQL DISCONNECT;
    exit(1);
}
/*
** Display the form and interact with user, allowing browsing
** and the inserting of new data.
*/
EXEC FRS DISPLAY :formname FILL;
EXEC FRS INITIALIZE;
EXEC FRS ACTIVATE MENUITEM 'Browse';
EXEC FRS BEGIN;
/*
** Retrieve data and display the first row on the form, allowing
** the user to browse through successive rows. If data types
** from the database table are not consistent with data
** descriptions obtained from the form, a retrieval error
** will occur. Inform the user of this or other errors.
**
** Note that the data will return sorted by the first field that
** was described, as the SELECT statement, sel_stmt, included an
** ORDER BY clause.
*/
EXEC SQL OPEN csr;
/* Fetch and display each row */
while (sqlca.sqlcode == 0)
{
    EXEC SQL FETCH csr USING DESCRIPTOR :sqlda;
    if (sqlca.sqlcode != 0)
    {
        EXEC SQL CLOSE csr;
        EXEC FRS PROMPT NOECHO ('No more rows :', :ret);
        EXEC FRS CLEAR FIELD ALL;
        EXEC FRS RESUME;
    }
    EXEC FRS PUTFORM :formname USING DESCRIPTOR :sqlda;
    EXEC FRS INQUIRE_FRS FRS (:err = ERRORNO);
}

```

```
        if (err > 0)
        {
            EXEC SQL CLOSE csr;
            EXEC FRS RESUME;
        }

        /* Display data before prompting user with submenu */
        EXEC FRS REDISPLAY;

        EXEC FRS SUBMENU;
        EXEC FRS ACTIVATE MENUITEM 'Next', FRSKEY4;
        EXEC FRS BEGIN;
            /* Continue with cursor loop */
            EXEC FRS MESSAGE 'Next row ...';
            EXEC FRS CLEAR FIELD ALL;
        EXEC FRS END;

        EXEC FRS ACTIVATE MENUITEM 'End', FRSKEY3;
        EXEC FRS BEGIN;
            EXEC SQL CLOSE csr;
            EXEC FRS CLEAR FIELD ALL;
            EXEC FRS RESUME;
        EXEC FRS END;
    } /* While there are more rows */
EXEC FRS END;
EXEC FRS ACTIVATE MENUITEM 'Insert';
EXEC FRS BEGIN;
    EXEC FRS GETFORM :formname USING DESCRIPTOR :sqlda;
    EXEC FRS INQUIRE_FRS FRS (:err = ERRORNO);
    if (err > 0)
    {
        EXEC FRS CLEAR FIELD ALL;
        EXEC FRS RESUME;
    }
    EXEC SQL EXECUTE ins_stmt USING DESCRIPTOR :sqlda;
    if ((sqlca.sqlcode < 0) || (sqlca.sqlerrd[2] == 0))

    {
        EXEC FRS PROMPT NOECHO ('No rows inserted :', :ret);
    }
    else
    {
        EXEC FRS PROMPT NOECHO ('One row inserted :', :ret);
    }
}

EXEC FRS END;

EXEC FRS ACTIVATE MENUITEM 'Save';
EXEC FRS BEGIN;
    /*
    ** COMMIT any changes and then re-PREPARE the SELECT and INSERT
    ** statements as the COMMIT statements discards them.

    */
    EXEC SQL COMMIT;
    EXEC SQL PREPARE sel_stmt FROM :sel_buf;
    err = sqlca.sqlcode;
    EXEC SQL PREPARE ins_stmt FROM :ins_buf;
    if ((err < 0) || (sqlca.sqlcode < 0))
```

```

        {
            EXEC FRS PROMPT NOECHO ('Could not reprepare SQL statements :',
                                   :ret);
            EXEC FRS BREAKDISPLAY;
        }
EXEC FRS END;
EXEC FRS ACTIVATE MENUITEM 'Clear';
EXEC FRS BEGIN;
    EXEC FRS CLEAR FIELD ALL;
EXEC FRS END;

EXEC FRS ACTIVATE MENUITEM 'Quit', FRSKEY2;
EXEC FRS BEGIN;
    EXEC SQL ROLLBACK;
    EXEC FRS BREAKDISPLAY;
EXEC FRS END;
EXEC FRS FINALIZE;
EXEC FRS ENDFORMS;
EXEC SQL DISCONNECT;
} /* main */

```

/*

** Procedure: Describe_Form

** Purpose: Profile the specified form for name and data type information. Using the DESCRIBE FORM statement, the SQLDA is loaded with field information from the form. This procedure processes this information to allocate result storage, point at storage for dynamic FRS data retrieval and assignment, and build SQL statements strings for subsequent dynamic SELECT and INSERT statements. For example, assume the form (and table) 'emp' has the following fields:

Field Name	Type	Nullable?
-----	----	-----
name	char(10)	No
age	integer4	Yes
salary	money	Yes

** Based on 'emp', this procedure will construct the SQLDA.

** A data storage buffer, whose size is determined by accumulating the field data type lengths, is allocated. The SQLDATA and SQLIND fields are pointed at offsets into the result storage buffer. The following SQLDA is built:

```

**          sqlvar[0]
**          sqltype      = IISQ_CHA_TYPE
**
**          sqllen        = 10
**          sqldata       = offset #1 into storage
**          sqlind         = null
**          sqlname       = 'name'
**          sqlvar[1]
**          sqltype       = -IISQ_INT_TYPE
**          sqllen        = 4
**          sqldata       = offset #2 into storage
**          sqlind         = offset #3 into storage
**          sqlname       = 'age'

```

```
**          sqlvar[2]
**          sqltype    = -IISQ_FLT_TYPE
**          sqllen      = 8
**          sqldata     = offset #4 into storage
**          sqlind      = offset #5 into storage
**          sqlname     = 'salary'
**
**          The procedure does not verify that the allocation routine
**          that is called does not fail.
**          This procedure also builds two dynamic SQL statements strings.
**          Note that the procedure should be extended to verify that the
**          statement strings do fit into the statement buffers (this was
**          not done in this example). The above example would construct
**          the following statement strings:
**
**          'SELECT name, age, salary FROM emp ORDER BY name'
**          'INSERT INTO emp (name, age, salary) VALUES (?, ?, ?)'
**
** Parameters:
**          formname     - Name of form to profile.
**          tabname      - Name of database table.
**          sel_buf      - Buffer to hold SELECT statement string.
**          ins_buf      - Buffer to hold INSERT statement string.
** Returns:
**
**          TRUE/FALSE   - Success/failure - will fail on error
**                        or upon finding a table field.
**
**/

# ifdef __cplusplus
int
Describe_Form(char *formname, char *tabname, char *sel_buf, char *ins_buf)

# else
int
Describe_Form(formname, tabname, sel_buf, ins_buf)
char    *formname;
char    *tabname;
char    *sel_buf;
char    *ins_buf;

# endif /* __cplusplus */
{
    char    names[STMT_MAX +1];          /* Names for SQL statements */
    char    *nm;
    char    marks[STMT_MAX +1];          /* Place holders for INSERT */
    char    *mk;
    int     err;                          /* Error status */

    char    ret[10];                      /* Prompt error buffer */
    int     i;                            /* Index into SQLVAR */
    IISQLVAR *sqv;                         /* Pointer to SQLVAR */
    int     base_type;                     /* Base type w/o nullability*/
    int     nullable;                      /* Is nullable (SQLTYPE < 0) */
    int     res_cur_size;                  /* Result size required */

    /*
    ** Allocate a new SQLDA and DESCRIBE the form. Start out with a
    ** default SQLDA for 10 fields. If we cannot fully describe the

```

```

** form (our SQLDA is too small) then allocate a new one and
** redescribe the form.
*/
Init_Sqlda(10);

EXEC FRS DESCRIBE FORM :formname ALL INTO :sqlda;
EXEC FRS INQUIRE_FRS FRS (:err = ERRORNO);
if (err > 0)
    return 0;                                /* Error already displayed */

if (sqlda->sqld > sqlda->sqln)    /* Redescribe */
{
    Init_Sqlda(sqlda->sqld);
    EXEC FRS DESCRIBE FORM :formname ALL INTO :sqlda;
}
else if (sqlda->sqld == 0)        /* No fields */
{
    EXEC FRS PROMPT NOECHO ('There are no fields in the form :', :ret);
    return 0;
}

/*
** For each field determine the size and type of the data
** area, which will be allocated out of the result data area.
** This will be allocated out of res_buf in the next loop.
** If a table field type is returned then issue an error.
**
** Also, for each field add the field name to the 'names' buffer
** and the SQL place holders '?' to the 'marks' buffer, which
** will be used to build the final SELECT and INSERT statements.
*/
for (res_cur_size = 0, i = 0; i < sqlda->sqld; i++)
{
    sqv = &sqlda->sqlvar[i];          /* Point at current column */
    /* Find the base-type of the result (non-nullable) */
    if ((base_type = sqv->sqltype) < 0)
    {
        nullable = 1;
        base_type = -base_type;
    }
    else
    {
        nullable = 0;
    }

    /* Collapse different types into INT, FLOAT or CHAR */
    switch (base_type)
    {
        case IISQ_INT_TYPE:
            /* Always retrieve into a long integer */
            sqv->sqltype = IISQ_INT_TYPE;
            sqv->sqln = sizeof(long);
            res_cur_size += sizeof(long);

            break;
    }
}

```

```
case IISQ_MNY_TYPE:
case IISQ_FLT_TYPE:
    /* Always retrieve into a double floating-point */
    sqv->sqltype = IISQ_FLT_TYPE;
    sqv->sqlllen = sizeof(double);
    res_cur_size += sizeof(double);
    break;
case IISQ_DTE_TYPE:
    sqv->sqlllen = IISQ_DTE_LEN;
    /* Fall through to handle like CHAR */

case IISQ_CHA_TYPE:
case IISQ_VCH_TYPE:
    /*
    ** Assume no binary data is returned from the CHAR type.
    ** Also allocate one extra byte for the null terminator.
    */
    sqv->sqltype = IISQ_CHA_TYPE;
    res_cur_size += sqv->sqlllen + 1;
    /* Always round off to even data boundary */
    if (res_cur_size % 2)
        res_cur_size++;
    break;

case IISQ_TBL_TYPE:          /* Table field */
    EXEC FRS PROMPT NOECHO ('Table field found in form :', :ret);
    return 0;

default:
    EXEC FRS PROMPT NOECHO ('Invalid field type :', :ret);
    return 0;

} /* switch on base type */

/*
** Save away space for the null indicator and set
** negative type id
*/
if (nullable)

{
    res_cur_size += sizeof(short);
    sqv->sqltype = -sqv->sqltype;
}

/*
** Store field names and place holders (separated by commas)

** for the SQL statements.
*/
if (i == 0)
{
    names[0] = marks[0] = '\\0';
    nm = names;
    mk = marks;
}
else
{
    strcat(nm++, ",");
```



```

        strcat(mk++, ",");
    }
    sprintf(nm, "%.s", sqv->sqlname.sqlname1, sqv->sqlname.sqlnamec);
    nm += sqv->sqlname.sqlname1;
    strcat(mk++, "?");
} /* for each column */
/*
** At this point we've saved all field names and converted all
** types to one of INT, CHAR or FLOAT. Now we allocate a single
** result buffer, and point all the result column data areas into it.
**
** If we have an old result data area that is not large enough then
** free it and allocate a new one. Otherwise we can reuse the last one.
**
if (res_buf.res_length > 0 && res_buf.res_length < res_cur_size)
{
    free(res_buf.res_data);
    res_buf.res_length = 0;
}
if (res_buf.res_length == 0)
{
    res_buf.res_data = calloc(1, res_cur_size);
    res_buf.res_length = res_cur_size;
}

/*
** Now for each column now assign the result address (SQLDATA) and
** indicator address (SQLIND) from the result data area.
** As already calculated in the previous loop, the addresses will
** point at offsets into res_buf.
**
for (res_cur_size = 0, i = 0; i < sqlda->sqlc; i++)
{
    sqv = &sqlda->sqlvar[i];
    /* Find the base-type of the result (non-nullable) */
    if ((base_type = sqv->sqltype) < 0)
        base_type = -base_type;
    /* Current data points at current offset */
    sqv->sqldata = (char *)&res_buf.res_data[res_cur_size];
    res_cur_size += sqv->sqllen;
    if (base_type == IISQ_CHA_TYPE)
    {
        res_cur_size++;          /* Add one for null */
        if (res_cur_size % 2)    /* Round off to even boundary */
            res_cur_size++;
    }

    /* Point at result indicator variable */
    if (sqv->sqltype < 0)
    {
        sqv->sqlind = (short *)&res_buf.res_data[res_cur_size];
        res_cur_size += sizeof(short);
    }
    else
    {
        sqv->sqlind = (short *)0;
    }
}

```

```
        } /* if type is nullable */
    } /* for each column */
    /*
    ** Create final SELECT and INSERT statements. For the SELECT
    ** statement ORDER BY the first field.
    */
    sqv = &sqlda->sqlvar[0];
    sprintf(sel_buf, "SELECT %s FROM %s ORDER BY %.*s", names, tabname,
            sqv->sqlname.sqlname1, sqv->sqlname.sqlnamec);
    sprintf(ins_buf, "INSERT INTO %s (%s) VALUES (%s)", tabname, names,
            marks);
    return 1;
} /* Describe_Form */

/*
** Procedure:   Init_Sqlda
** Purpose:     Initialize SQLDA. Free any old SQLDA's and allocate a new
**              one. Set the number of SQLVAR elements.
**
** Parameters:
**              num_elems    - Number of elements.
*/

#ifdef __cplusplus
void
Init_Sqlda(int num_elems)
#else
void
Init_Sqlda(num_elems)
    int    num_elems;
#endif /* __cplusplus */
{
    /* Free the old SQLDA */
    if (sqlda)
        free((char *)sqlda);
    /* Allocate a new SQLDA */

    sqlda = (IISQLDA *)calloc(1,
                              IISQDA_HEAD_SIZE + (num_elems * IISQDA_VAR_SIZE));
    sqlda->sqln = num_elems;          /* Set the size */
} /* Init_Sqlda */
```

Multi-Threaded Applications

In standard, single-threaded embedded SQL (ESQL) applications, ESQL statements are executed in the context of the current database session. In multi-threaded applications, each thread executes ESQL statements in the context of its own current session.

ESQL needs to initialize itself for multi-threaded operation, which should be done either in single-thread mode or while multi-thread protected. ESQL does not provide a single entry point for this initialization but will perform the needed initialization on the first ESQL request. Applications need to make an ESQL call, such as `INQUIRE_SQL` or `IIsqlca()`, prior to entering the multi-threaded state.

Current Session

Each thread must designate a current session by executing the connect statement or a session switching statement. The session remains current until disconnected or another session switching statement is executed. If a thread is terminated with a current session, the session will be inaccessible until a new thread with the same thread ID as the original thread is created.

A session may be current on only one thread at any given moment. Attempting to switch to a session that is current on some other thread produces an error and no change in session is made. A session is not limited to the thread that created it; a thread may switch to any non-current session.

A thread may switch away from a session without selecting another session to be made current. Using the identifier `NONE` in place of the connection name or session ID in a session switching statement makes the current session accessible to other threads while leaving the current thread with no current session. The thread will need to switch to a session prior to executing any subsequent ESQL statements.

A thread may disconnect its own current session, or any session not current on another thread. Attempting to disconnect a session current on another thread results in an error being issued. The `disconnect all` statement may not be issued when sessions are current on any other thread.

SQLCA Diagnostic Area

In multi-threaded applications, each thread is provided its own SQLCA diagnostic area. The global SQLCA data object should not be used due to contention between threads for the global resource. Two extensions are available in the ESQLC preprocessor for gaining access to a threads SQLCA diagnostic area.

The command line flag `-multi` may be used to prepare an ESQLC source file for multi-threaded execution without requiring any additional changes to the source file. The `-multi` flag changes the code generated by ESQLC for the `include sqlca` statement.

Normally, the following code is generated by ESQLC when the `include sqlca` statement is processed:

```
#include "eqsqlca.h"
extern IISQLCA sqlca;
```

When `-multi` is included on the command line, ESQLC generates the following when the `INCLUDE SQLCA` statement is processed:

```
#include "eqsqlca.h"
IISQLCA *IIsqlda();
#define sqlca (*(IIsqlda()))
```

Using the `-multi` flag defines a macro which translates all references to the global `sqlca` variable into a call to the ESQL function `IIsqlda()` which returns the address to the SQLCA diagnostic area for the current thread. No code changes are required to take advantage of multi-threaded features of the ESQLC pre-processor.

Minor changes may be made to ESQLC applications to reduce the number of calls to `IIsqlda()` generated as described above. The ESQLC preprocessor accepts declaration of hosts' variables whose type is `IISQLCA`. In addition, if the host variable is a pointer type, all subsequent SQLCA references generated by ESQLC will be using the host variable.

For example, the following variable declaration will declare a SQLCA pointer host variable and initialize it to the current threads SQLCA diagnostic area:

```
EXEC SQL BEGIN DECLARE SECTION;
  IISQLCA*sqlca_ptr = IIsqlda();
EXEC SQL END DECLARE SECTION;
```

Subsequent references to the SQLCA diagnostic area may then be replaced with references to the host variable. Access to the previous error code would be coded as `sqlca_ptr->sqlcode` rather than `sqlca.sqlcode`. All subsequent SQLCA references generated by the ESQLC preprocessor use the application-declared host variable.

SQLCA variable declarations should not be global. Declarations are required in all functions containing ESQL statements.

ESQLC source files preprocessed with the `-multi` flag may be safely linked with files preprocessed without the `-multi` flag for single-threaded ESQL applications. The global SQLCA is assigned to the first (or only) thread to issue an ESQL statement.

It is recommended that applications issue an ESQL statement, such as `inquire_sql` or call `IIsqlca()` prior to starting multi-threaded execution so as to permit the ESQL runtime code to initialize safely.

Note: In multi-threaded applications, the `SQLSTATE` variable (or deprecated `SQLCODE` variable) should not be declared as a global variable. If used, `SQLSTATE` should be declared at the start of each function containing ESQL statements.

Chapter 3: Embedded SQL for COBOL

This section contains the following topics:

[Embedded SQL Statement Syntax for COBOL](#) (see page 175)

[COBOL Data Items and Data Types](#) (see page 182)

[The SQL Communications Area](#) (see page 216)

[Dynamic Programming for COBOL](#) (see page 225)

[Advanced Processing](#) (see page 240)

[Preprocessor Operation](#) (see page 253)

[Preprocessor Error Messages](#) (see page 279)

[Sample Applications](#) (see page 285)

Embedded SQL Statement Syntax for COBOL

This section describes the language-specific issues inherent in embedding SQL database and forms statements in a COBOL program. An Embedded SQL database statement has the following general syntax:

[margin] exec sql SQL_statement terminator

The syntax of an embedded SQL/FORMS statement is almost identical:

[margin] exec frs SQL/FORMS_statement terminator

For information on SQL statements, see the *SQL Reference Guide*. For information on SQL/FORMS statements, see the *Forms-based Application Development Tools User Guide*.

The following sections describe the various syntactical elements of these statements as implemented in COBOL.

Margin

Windows

The `exec` keyword, which begins all embedded SQL statements, can begin anywhere on the source line. However, you must code comment indicators, represented by the asterisk (*), in column 1 or in the COBOL indicator area (column 7). All coded string continuation indicators also belong in the COBOL indicator area. ■

VMS

In general, embedded SQL statements in COBOL require no special margins. The `exec` keyword can begin anywhere on the source line. Host declarations can also begin on any column. In the case, however, of comment lines and continued string literals contained in embedded SQL statements, the indicator symbol (* or -) must be coded in the COBOL indicator area.

For programs coded using VAX COBOL terminal format conventions (the default), the indicator area is column 1. For programs coded in ANSI format (which requires specifying the `-a` flag on the preprocessor command line), the indicator area is column 7. Also, the `-a` flag allows a sequence number in specific columns on the source line. For more information on the two styles of format and the `-a` flag, see Preprocessor Operation (see page 253) in this chapter. ■

Comment and string literals are discussed in detail later in this section.

For portability to other implementations of SQL, you should not code beyond column 72.

COBOL Sequence Numbers

A COBOL sequence number can be placed at the beginning of any embedded SQL statement. For example:

```
000100 EXEC SQL DROP TABLE emp END-EXEC.
```


In most instances, the preprocessor outputs any COBOL sequence number that precedes an embedded SQL statement. However, in a few cases the preprocessor ignores a COBOL sequence number and does not include it in the code it generates. For example, sequence numbers occurring on embedded SQL statements that produce no COBOL code are ignored by the preprocessor. A sequence number on a continuation line for an embedded SQL statement or a declaration will be ignored.

The preprocessor never generates sequence numbers of its own. Thus, if you prefix an embedded SQL statement with a sequence number and that statement is translated by the preprocessor into several COBOL statements, the sequence number will appear before the first COBOL statement only. Subsequent COBOL statements will contain blanks in the sequence area.

A sequence number may contain any valid character in the character set. Also, it must be placed in the sequence area of a line. The sequence area ranges from Columns 1 to 6.

Embedded SQL statements in include files may also contain COBOL sequence numbers. Include files will generate sequence numbers in the same manner as outlined above.

VMS

COBOL sequence numbers can only be used in programs coded in ANSI format, which requires the -a flag on the preprocessor command line. 

Terminator

The terminator for COBOL embedded SQL statements is the keyword end-exec. This terminator delimits an embedded SQL statement from the statement that follows it in the file. The following is an example of a select statement embedded in a COBOL program.

Example: Terminator END-EXEC usage

```
EXEC SQL SELECT ename  
        INTO :NAMEVAR  
        FROM employee  
        WHERE eno = :NUMVAR  
        END-EXEC
```

You have the option of following the end-exec terminator with the COBOL separator period.

Example: Separator period usage

```
EXEC SQL SELECT ename  
        INTO :NAMEVAR  
        FROM employee  
        WHERE eno = :NUMVAR  
        END-EXEC.
```

In general, be sure to include the separator period wherever COBOL requires it for a normal COBOL statement (for example, at the end of a COBOL IF statement).

Do not use spaces between end-exec and the separator period. Certain considerations can arise with the way in which the preprocessor interprets the period. For details, see Preprocessor Operation (see page 253) in this chapter.

Labels

Embedded SQL statements can have a label prefix. The embedded SQL label is equivalent to a COBOL paragraph name. The label must begin with an alphanumeric character, which can be followed by alphanumeric characters, hyphens, and underscores.

Windows and UNIX

The label must be the first word on the line. It must start in column 8 or beyond, or be preceded by a tab, and it must be terminated with a period. ■

VMS

The label must be the first word on the line (optionally preceded by white space) and must be terminated with a period. ■

Example: Label usage

```
CLOSE-CURSOR1. EXEC SQL CLOSE cursor1 END-EXEC.
```

The label can appear anywhere a COBOL paragraph name can appear. Even though the preprocessor accepts it in front of any `exec sql` or `exec frs` prefix, it may not be appropriate to code it on some lines. For example, although the preprocessor accepts the following code, the code will cause a compiler error later if it is in the Data Division:

```
INCL-SQLCA. EXEC SQL INCLUDE SQLCA END-EXEC.
```

As a general rule, use labels only with executable statements in the Procedure Division.

Line Continuation

You can continue embedded SQL statements over multiple lines. There is no continuation symbol for continuing embedded SQL statements, except in the case of continued string literals (see String Literals (see page 180) in this chapter.). Statements extend from the `exec sql` or `exec frs` keyword to the `end-exec` terminator. You can continue an embedded SQL statement onto a new line only at a word boundary, with the exception of string literals, which you can continue in a word. However, you cannot split the keyword pairs, `exec sql` and `exec frs`, between lines. Similarly, the `end-exec` terminator must be on a single line. You can use blank lines between continued lines.

Comments

Windows and UNIX

An asterisk (*) in column 1 or in the indicator area indicates a COBOL comment line. ❏

VMS

COBOL comment lines are indicated by an asterisk (*) in the indicator area. As mentioned earlier, the indicator area is either column 1 or column 7, according to whether you choose VAX COBOL terminal format or ANSI format. ❏

You can place these comments in embedded SQL statements anywhere that blank lines are allowed, with the following exceptions:

- Between an embedded SQL/FORMS block-type statement, such as activate and unloadtable, and its associated block of code; begin and end delimit these blocks of code. Comment lines cannot appear between the statement and its section. The preprocessor interprets such comments as COBOL host code, which causes preprocessor syntax errors. For example, the following statement causes a syntax error on the COBOL comment:

```
EXEC FRS UNLOADTABLE empform employee
      (:NAMEVAR = ename) END-EXEC
* Illegal comment before statement body
EXEC FRS BEGIN END-EXEC
* Comment legal here
      EXEC FRS MESSAGE :NAMEVAR END-EXEC
EXEC FRS END END-EXEC.
```

- In statements that are made up of more than one compound statement. An example of such a statement is the display statement, which typically consists of the display clause, an initialize section, activate sections and a finalize section. It cannot have COBOL comments between any of the components. The preprocessor translates these comments as host code, which causes syntax errors on subsequent statement components.

Note that the preprocessor ignores comment lines between string literal continuation lines.

The preprocessor also treats as comments any line whose indicator area contains a slash (/) to indicate a new listing page or a D to indicate a conditional compilation line.

You can also use the SQL comment delimiter (--). The preprocessor considers everything between this delimiter and the end of the line as a comment. For example:

```
EXEC SQL DELETE -- Delete all employees
FROM employee
END-EXEC
```

String Literals


Single quotes (') delimit embedded SQL string literals. To embed a single quote in a string literal, use two single quotes, as follows:

```
EXEC SQL INSERT
      INTO employee (ename)
      VALUES ('Edward ' 'Ted' ' Smith')
END-EXEC.
```

You can continue string literals over multiple lines. Following COBOL rules, if the continued line ends without a closing quotation mark, the continuation line must contain a hyphen (-) in the indicator area. The first non-blank character after the hyphen must be a single quotation mark, followed by the continued string as follows:

```
EXEC SQL UPDATE employee
      SET comments = 'Completed all projects on time.
- ' Recommended for promotion.'
      WHERE name = 'Jones'
END-EXEC.
```

VMS

As discussed earlier, the indicator area is either column 1 or column 7, depending on whether the format you are using is VAX terminal or ANSI. 

In the context of a declare section, use double quotes to delimit strings in compliance with the syntax rules of the COBOL compiler.

```
01 dbname PIC X(20) VALUE "personnel".
```

String Literals and Statement Strings

The Dynamic SQL statements prepare and execute immediate both use statement strings, which specify an SQL statement. To specify the statement string, use a string literal or character string variable, as follows:

```
EXEC SQL EXECUTE IMMEDIATE 'drop employee' END-EXEC

MOVE "drop employee" TO str.
EXEC SQL EXECUTE IMMEDIATE :str END-EXEC
```

As with regular embedded SQL string literals, the statement string delimiter is the single quote. However, quotes embedded in statement strings must conform to the *runtime* rules of SQL when the statement is executed.

For example, the following two dynamic insert statements are equivalent:

```
EXEC SQL PREPARE s1 FROM
    INSERT INTO t1 VALUES ('single''double" '')
END-EXEC
```

and:

```
MOVE "INSERT INTO t1 VALUES ('single''double" ')"
    TO str.
EXEC SQL PREPARE s1 FROM :str END-EXEC
```

In fact, the string literal the embedded SQL/COBOL preprocessor generates for the first example is identical to the string literal assigned to the variable `str` in the second example.

The *runtime* evaluation of the above statement string is:

```
INSERT INTO t1 VALUES ('single''double" '')
```

As a general rule, it is best to avoid using a string literal for a statement string whenever it may contain the single or double quote character. Instead, try to build the statement string using the COBOL language's rules for string literals together with the SQL rules for the *runtime* evaluation of the string.

The Create Procedure Statement

The create procedure statement, according to the *SQL Reference Guide*, has language-specific syntax rules for line continuation, string literal continuation, comments, and the final terminator. These syntax rules follow the rules this section discusses — for example, the final terminator is `end-exec`. Regardless of the number of statements inside the procedure body, the preprocessor treats the create procedure statement as a single statement, and, when you use it as an embedded SQL/COBOL statement, you must use `end-exec` to terminate it. In addition, terminate all statements *within* the body of the procedure with a semicolon.

The following example shows a create procedure statement that follows the embedded SQL/COBOL syntax rules:

```
EXEC SQL
  CREATE PROCEDURE proc (parm INTEGER) AS
  DECLARE
    var INTEGER;
  BEGIN
  * COBOL comment line
    IF parm > 10 THEN
      MESSAGE 'COBOL strings can continue (use hyphen)
-        ' over lines';
      INSERT INTO tab VALUES (:parm);
    ENDIF;
  END
END-EXEC.
```

COBOL Data Items and Data Types

This section describes how to declare and use COBOL program variables in Embedded SQL.

Variable and Type Declarations

Embedded SQL statements use COBOL data items, also called *variables*, to transfer data from the database or a form into the program and conversely. You must declare COBOL data items to SQL before using them in any embedded SQL statements.

Embedded SQL Variable Declaration Sections

Declare COBOL data items to SQL in a *declaration section*. This section has the following syntax:

```
exec sql begin declare section end-exec
```

COBOL variable declarations

```
exec sql end declare section end-exec
```

Place the declaration section in either the File or Working-Storage Section of the Data Division.

Embedded SQL variable declarations are global to the program file from the point of declaration onwards. You can incorporate multiple declaration sections into a single file when, for example, multiple COBOL programs appear in the same file. Each program can have its own declaration section. For more information, see Scope of Variables (see page 201) in this chapter.

Data Item Declaration Syntax

This section describes rules and restrictions for declaring COBOL data items in embedded SQL declaration sections. All data items in a declaration section must be declared with the correct syntax. Embedded SQL recognizes only a subset of legal COBOL declarations.

The following template is the complete data item declaration format that embedded SQL accepts:

level-number

```
[data-name | FILLER]  
[ REDEFINES data-item ]  
[ [IS] GLOBAL ]  
[ [IS] EXTERNAL ]  
[ PICTURE [IS] pic-string ]  
[ [USAGE [IS]] use-type ]  
[ SIGN clause ]  
[ SYNCHRONIZED clause ]  
[ JUSTIFIED clause ]  
[ BLANK clause ]  
[ VALUE clause ]  
[ OCCURS clause ]
```

Syntax Notes:

- Data declaration clauses can be in any order, with the following two exceptions:
 - The *data-name* or FILLER clause, if given, must immediately follow the level number.
 - The REDEFINES clause, if given, must immediately follow the *data-item* or FILLER clause.
- The *level-number* can range from 01 to 49. Level number 77 (for noncontiguous data items) is also valid and the preprocessor regards it as identical to level 01. The embedded SQL preprocessor does not support Level 66 (which identifies RENAMES items) and Level 88 (which associates condition names with values).

Follow the COBOL rules for specifying the organization of data when you assign level numbers to your embedded SQL data items. Like the COBOL compiler, the preprocessor recognizes that a data item belongs to a record or group if its level number is greater than the record or group level number.

- The *data-name* must begin with an alphabetic character, which can be followed by alphanumeric characters, hyphens, and underscores. The word FILLER can appear in place of *data-name*; however, you cannot explicitly reference a FILLER item in an embedded SQL statement. If the *data-name* or FILLER clause is omitted, FILLER is the default.
- The preprocessor accepts but does not use the REDEFINES, GLOBAL, EXTERNAL, SIGN, SYNCHRONIZED, JUSTIFIED, BLANK, and VALUE clauses. Consequently, illegal use of these clauses goes undetected at preprocessing time but generates COBOL errors later at compile time. For example, the preprocessor does not check that a GLOBAL clause appears only on an 01 level item, nor that a SIGN clause appears only on a numeric item.
- The preprocessor expects a PICTURE clause on the COMP, COMP-3, COMP-5 (UNIX), and DISPLAY *use-types*.
- Do not use a PICTURE clause on COMP-1 (VMS), COMP-2 (VMS), and INDEX *use-types*.

Although the preprocessor recognizes all the valid COBOL PICTURE symbols, it only makes use of the type and size information needed for runtime support. It does not, for instance, complain about certain illegal combinations of editing symbols in picture strings. Embedded SQL accepts PIC as an abbreviation for PICTURE. You must specify the picture string on the same line as the keyword PICTURE.

- For information on the valid *use-types* for the USAGE clause and their interaction with picture strings, see Data Types (see page 185) in this chapter.
- The preprocessor accepts the OCCURS clause for all data items in the level range 02 through 49. The preprocessor does not use the information in the OCCURS clause, except to note that the item described is an array. If you use an OCCURS clause on level 01, the preprocessor issues an error but generates correct code so that you can compile and link the program.

Reserved Words in Declarations

The ESQL/COBOL words in the following table are reserved when used in the DECLARE section. Additionally, the words with an asterisk are also reserved wherever they are used because they have the same name as embedded SQL keywords.

You cannot declare data items with the same name as the words that do not have an asterisk and you can only use them in quoted string constants. However, the asterisked words that match ESQL keywords can have data items with the same name.




ASCENDING	DEPENDING	ON *
------------------	------------------	-------------

BLANK	DESCENDING	PACKED_DECIMAL
BY *	DISPLAY *	PIC
CHARACTER	END-EXEC	PICTURE
COMP-1	EXTERNAL	POINTER
COMP-2	FILLER	REDEFINES
COMP-3	GLOBAL *	REFERENCE
COMP-4	IN *	SEPARATE
COMP-5	INDEX *	SIGN
COMP-6	INDEXED	SYNC
COMP	IS *	SYNCHRONIZED
COMPUTATIONAL-1C	JUST	TIMES
COMPUTATIONAL-2	JUSTIFIED	TO *
COMPUTATIONAL-3	KEY *	TRAILING
COMPUTATIONAL-4	LEADING	USAGE
COMPUTATIONAL-5	OCCURS	VALUE
COMPUTATIONAL-6C	OF *	WHEN *
COMPUTATIONAL		ZERO

Data Types

Embedded SQL supports a subset of the COBOL data types. The following table maps the COBOL data types to their corresponding Ingres types. Note that the COBOL data type is determined by its category, picture, and usage.

Category	COBOL Type Picture	Usage	Ingres Type
ALPHABETIC	any	DISPLAY	character
ALPHANUMERIC	any	DISPLAY	character
ALPHANUMERIC EDITED	any	DISPLAY	Character
NUMERIC	9(<i>p</i>) where <i>p</i> ≤ 10	COMP DISPLAY	integer
NUMERIC	9(<i>p</i>)V9(<i>s</i>) where <i>p</i> + <i>s</i> ≤ 9	COMP DISPLAY	float

	Category	COBOL Type Picture	Usage	Ingres Type
	NUMERIC	9(<i>p</i>) where <i>p</i> ≤ 10	COMP-3	Integer
	NUMERIC	9(<i>p</i>) where <i>p</i> > 10	COMP-3	decimal
	NUMERIC	9(<i>p</i>)V9(<i>s</i>)	COMP-3	decimal
	NUMERIC		INDEX	integer
	NUMERIC EDITED	any	DISPLAY	integer float
	NUMERIC		COMP-3	Decimal
VMS	NUMERIC	PACKED-DECIMAL	COMP-1	decimal 
VMS	NUMERIC			float 
VMS	NUMERIC		COMP-2	float 

Because COBOL supports the packed decimal data type, the Ingres decimal type is mapped to it. In COBOL, the decimal data type is COMP-3. For example, the COBOL packed decimal declarations (where Pr = precision and Sc = scale):

```
01 PACK1 PIC S9(Pr-Sc)V9(Sc) USAGE COMP-3.
01 PACK2 PIC S9(Pr)    USAGE COMP-3.
```

correspond to the Ingres decimal types:

```
DECIMAL (Pr,Sc)
DECIMAL (Pr,0)
```

Note that Ingres precision includes scale, since it includes the total number of digits, and Ingres scale is the number of digits to the right of the decimal point.

The sign (S) is optional on a COBOL declaration and is ignored by the preprocessor. However, decimal values are always stored as signed by Ingres.

Note: You should always retrieve Ingres decimal data into a signed decimal variable.

COMP is an abbreviation for COMPUTATIONAL. You can use either form. Note that POINTER data items are not supported. The following sections describe the various data categories and the manner in which embedded SQL interacts with them.

Character strings containing embedded single quotes are legal in SQL.

Example: Embedded single quotes usage

```
mary's
```

User variables may contain embedded single quotes and need no special handling unless the variable represents the entire search condition of a where clause:

```
where :variable
```

In this case you must escape the single quote by reconstructing the *:variable* string so that any embedded single quotes are modified to double single quotes, as in:

```
mary''s
```

Otherwise, a runtime error will occur. For more information on escaping single quotes, see String Literals (see page 180) in this chapter.

Alphabetic, Alphanumeric, and Alphanumeric Edited Categories

Embedded SQL accepts data declarations in the alphabetic, alphanumeric, and alphanumeric edited categories. The syntax for declaring data items in those categories is:

```
level-number data-name PIC [IS] pic-string
```

```
[[USAGE [IS]] DISPLAY].
```

Syntax Note: The *pic-string* can be any legal COBOL picture string for the alphabetic, alphanumeric, and alphanumeric edited classes. Embedded SQL notes only the length of the data item and that the data item is in the alphanumeric class.

You can use alphabetic, alphanumeric, and alphanumeric edited data items with any Ingres object of character (char or varchar) type. You can also use them to replace names of certain objects if the particular embedded SQL statement allows dynamic specification of object names. Note, however, that, when a value is transferred into a data item from an Ingres object, it is copied directly into the variable storage area without regard to the COBOL special insertion rules.

When data in the database is in a different format from the alphanumeric edited picture, you must provide an extra variable to receive the data. You can then MOVE the data into the alphanumeric edited variable. However, if data in the database is in the same format as the alphanumeric edited picture (which would be the case, for example, if you had inserted data using the same variable you are retrieving into), you can assign the data directly into the edited data item, without any need for the extra variable. For more information on type conversion, see Data Type Conversion (see page 210) in this chapter.

The following example illustrates the syntax for these categories:

```
01 ENAME      PIC X(20).  
01 EMP-CODE   PIC xx/99/00.
```

Indicator Data Items

An *indicator data item* is a 2-byte integer numeric data item. You can use an indicator data item in an application in three ways:

- In a statement that retrieves data from Ingres, you can use an indicator data item to determine if its associated host variable was assigned a null value.
- In a statement that sets data to Ingres, you can use an indicator data item to assign a null to the database column, form field, or table field column.
- In a statement that retrieves character data from Ingres, you can use an indicator data item to check if the associated host variable is large enough to hold the full length of the returned character string. You can also use SQLSTATE or SQLCODE to do this. It is preferable to use SQLSTATE because SQLCODE is a deprecated feature.

An indicator data item declaration must have the following syntax:

```
level-number indicator-name PIC [IS] S9(p) [USAGE [IS]] COMP
```

where *p* is less than or equal to 4.

Example: Indicator declaration

```
01 IND-VAR      PIC9(2) USAGE COMP.  
01 IND-TABLE.  
    02 IND-ARRAY PIC S9(2) USAGE COMP OCCURS 10 TIMES.
```

When associating an indicator array (COBOL table) with a COBOL record, you must declare the indicator array as an array of 2-byte integers. In the example above, the data item IND-ARRAY can be used as an indicator array with a record assignment.

Numeric Edited Data Category

The syntax for a declaration of numeric edited data is:

```
level-number data-name PIC [IS] pic-string [[USAGE [IS]] DISPLAY]
```

Syntax Notes:

- The *pic-string* can be any legal COBOL picture string for numeric edited data. Embedded SQL notes only the type, scale, and size of the data item.
- To interact with Ingres integer-valued objects, the picture string must describe a maximum of 10 digit positions with no scaling.

While you can use numeric edited data items to assign data to, and receive data from, Ingres database tables and forms, be prepared for some loss of precision for numeric edited data items with scaling. The runtime interface communicates by integer (COMP) or uses packed (COMP-3) for UNIX or uses float (COMP-2) for VMS variables. In moving from these variables into your program's edited data items, truncation can occur due to MOVE statement rules and the COBOL standard alignment rules. For more information on type conversion, see Data Type Conversion (see page 210) in this chapter.

Example: Numeric edited data category usage

```
01 DAILY-SALES    PIC $$$,$$9DB USAGE DISPLAY.
01 GROWTH-PERCENT PIC ZZZ.9(3)  USAGE DISPLAY.
```

Numeric Data Category—Windows and UNIX

Embedded SQL/COBOL accepts the following declarations of numeric variables:

```
level-number data-name PIC [IS] pic-string [USAGE [IS]] COMP|COMP-3  
|COMP-5|DISPLAY.
```

```
level-number data-name [USAGE [IS]] INDEX.
```

Syntax Notes:

- Use the symbol S on numeric picture strings to indicate the presence of an operational sign.
- The picture string (*pic-string*) of a COMP, COMP-3, or COMP-5 data item can contain only the symbols 9, S, and V in addition to the parenthesized length.
- To interact with Ingres integer-valued objects, the picture string of a COMP, COMP-3, COMP-5, or DISPLAY item must describe a maximum of 10 digit positions with no scaling.
- Do not use a picture string for INDEX data items. While the preprocessor ignores such a picture string, the compiler does not allow it.

You can use any data items in the numeric category to assign and receive Ingres numeric data in database tables and forms. However, only use non-scaled COMP, COMP-3, COMP-5, and DISPLAY items of 10 digit positions or less to specify simple numeric objects, such as table field row numbers. Generally, try to use COMP data items with no scaling to interact with Ingres integer-valued objects, since the internal format of COMP data is compatible with Ingres integer data. Ingres effects the necessary conversions between all numeric data types, so the use of DISPLAY and COMP-3 scaled data items is allowed. For more information on type conversion, see Data Type Conversion (see page 210) in this chapter.

Example: Numeric data category usage

```
01 QUAD-INTVAR PIC S9(10) USAGE COMP.
01 LONG-INTVAR PIC S9(9)  USAGE COMP.
01 SHORT-INTVAR PIC S9(4)  USAGE COMP.
01 DISPLAY-VAR  PIC S9(10) USAGE DISPLAY.
01 PACKED-VAR   PIC S9(12)V9(4) USAGE COMP-3.
```

Numeric Data Items with Usage COMP-5—UNIX

Ingres supports data items declared with USAGE COMP-5. When you specify this clause, the data item is stored in the same machine storage format as the native host processor rather than in the byte-wise Micro Focus storage format. Of course, sometimes the two storage formats are identical. Since the Ingres runtime system that is linked into your COBOL runtime support module (RTS) is written in C, it is important that Ingres interact with native data types rather than Micro Focus data types. Consequently, many of your normal USAGE COMP data items are transferred (using COBOL MOVE statements) into internally declared Ingres USAGE COMP-5 data items. Data items declared with this USAGE cause a compiler information message (209 -I) to occur.

Dynamic SQL requires that your program point directly at result data items. In that case, you may be required to use USAGE COMP-5 data items, rather than having the option to use COMP or COMP-5. For details on dynamic SQL, see Dynamic Programming for COBOL (see page 225) in this chapter.

Numeric Data Category—VMS

Embedded SQL accepts the following declarations of numeric variables:

```
level-number data-name PIC [IS] pic-string [USAGE [IS]]
```

```
COMP|COMP-3|DISPLAY|PACKED-DECIMAL .
```

```
level-number data-name [USAGE [IS]] COMP-1|COMP-2|INDEX.
```

Syntax Notes:

- The symbol S may be used on numeric picture strings to indicate the presence of an operational sign.
- The picture string (*pic-string*) of a COMP or COMP-3 data item can contain only the symbols 9, S, and V in addition to the parenthesized length.
- To interact with Ingres integer-valued objects, the picture string of a COMP, COMP-3 or DISPLAY item should describe a maximum of 10 digit positions with no scaling.
- A picture string must not be used for COMP-1, COMP-2, and INDEX data items. While such a picture string is ignored by the preprocessor, the compiler will not allow it.

Any data items in the numeric category may be used to assign and receive Ingres numeric data in database tables and forms. However, only non-scaled COMP, COMP-3, and DISPLAY items of 10 digit positions or less can be used to specify simple numeric objects, such as table field row numbers. Generally, you should use COMP data items with no scaling to interact with Ingres integer-valued objects, since the internal format of COMP data is compatible with Ingres integer data. Similarly, COMP-1 and COMP-2 data items are compatible with Ingres floating-point data.

Although Ingres will effect the necessary conversions between all numeric data types, the use of DISPLAY and COMP-3 scaled data items could result in the loss of some precision. However, this does not occur if you are using COMP-3 to store decimals. For more information on type conversion, see Data Type Conversion (see page 210) in this chapter.

Example: Numeric data category usage

```
01 QUAD-INTVAR  PIC S9(10) USAGE COMP.  
01 LONG-INTVAR  PIC S9(9)  USAGE COMP.  
01 SHORT-INTVAR PIC S9(4)   USAGE COMP.  
01 DISPLAY-VAR  PIC S9(10) USAGE DISPLAY.  
01 SING-FLOATVAR USAGE COMP-1.  
01 DOUB-FLOATVAR USAGE COMP-2.  
01 PACKED-VAR   PIC S9(12)V9(4) USAGE COMP-3.
```

Record Declarations

Embedded SQL accepts COBOL record and group declarations. To declare a record, use the following syntax:

```
01 data-name.  
    record-item.  
    {record-item.}
```

where *record-item* is a group item:

```
level-number data-name.  
    record-item.  
    {record-item.}
```

or an elementary item:

```
level-number data-name elementary-item-description.
```

Syntax Notes:

- The record must have a level number of 01. Thereafter, the level numbers of *record-items* can be 02 through 49. Embedded SQL applies the same rules as the COBOL compiler in using the level numbers to order the groups and elementary items in a record definition into a hierarchical structure.
- If you do not specify *elementary-item-description* for a record item, the preprocessor and the COBOL compiler assume that the record item is a group item.
- The *elementary-item-description* can consist of any attributes described for data declarations in the Data Item Declaration Syntax section. The preprocessor does not confirm that the different clauses are acceptable for record items.
- The OCCURS clause, denoting a COBOL table, may appear on any record item.

Example: Record declaration

```
01 EMPTABLE.  
  02 EMPREC OCCURS 25 TIMES.  
    03 ENAME      PIC X(20).  
    03 EADDRESS.  
      04 ESTREET  PIC X(15).  
      04 ECITY    PIC X(12).  
      04 ESTATE   PIC X(2).  
      04 EZIP     PIC X(5).  
    03 ESALARY PIC S9(6) USAGE COMP.
```


DCLGEN Utility

DCLGEN (Declaration Generator) is a structure-generating utility that maps the columns of a database table into a *structure* (a COBOL record) that can be included in an embedded SQL declaration section.

The DCLGEN utility can be invoked from the operating system level by executing the following command:

```
dclgen language dbname tablename filename structurename
```

language

Defines the embedded SQL host language, in this case, COBOL.

dbname

Defines the name of the database containing the table.

tablename

Defines the name of the database table.

filename

Defines the output file into which the structure declaration is placed.

structurename

Defines the name of the host language structure (COBOL record) that the command generates.

This command creates the declaration file *filename*, containing a record corresponding to the database table. The file also includes a declare table statement that serves as a comment and identifies the database table and columns from which the record was generated.

After the file has been generated, you can use an embedded SQL include statement to incorporate it into the embedded SQL variable declaration section. The following example demonstrates how to use DCLGEN in a COBOL program.

Assume the Employee table was created in the Personnel database as:

```
EXEC SQL CREATE TABLE employee
  (eno      integer NOT NULL,
   ename    char(20) NOT NULL,
   age      integer1,
   job      smallint,
   sal      decimal (14,2) NOT NULL,
   dept     smallint,
   vacation float,
   resume   long varchar)
END-EXEC.
```

and the DCLGEN system-level command is:

```
DCLGEN cobol personnel employee employee.dcl emprec
```

The employee.dcl file created by this command contains a comment and two statements. The first statement is the declare table description of employee, which serves as a comment. The second statement is a declaration of the COBOL emprec record.

Windows and UNIX

The contents of the employee.dcl file are:

```
* Description of table "employee" from database * "personnel"
EXEC SQL DECLARE employee TABLE
  (eno      integer NOT NULL,
   ename    char(20) NOT NULL,
   age      integer1,
   job      smallint,
   sal      decimal(14,2) NOT NULL,
   dept     smallint
   vacation float,
   resume   long varchar)
END-EXEC.
01 EMPREC.
02 ENO          PIC S9(9) USAGE COMP.
02 ENAME        PIC X(20).
02 AGE          PIC S9(5) USAGE COMP.
02 JOB          PIC S9(5) USAGE COMP.
02 SAL          PIC S9(12)V9(2) USAGE COMP-3.
02 DEPT         PIC S9(5) USAGE COMP.
02 VACATION     PIC S9(10)V9(8) USAGE COMP-3.
02 RESUME       PIC X(0). █
```

VMS

The contents of the employee.dcl file are:

```
* Description of table "employee" from database * "personnel"
```

```
EXEC SQL DECLARE employee TABLE
(enno      integer NOT NULL,
ename      char(20) NOT NULL,
age        integer1,
job        smallint,
sal        decimal (14,2) NOT NULL,
dept       smallint
vacation   float,
resume     long varchar)
END-EXEC.

01 EMPREC.
 02 ENO      PIC S9(9) USAGE COMP.
 02 ENAME    PIC X(20).
 02 AGE      PIC S9(5) USAGE COMP.
 02 JOB      PIC S9(4) USAGE COMP.
 02 SAL      PIC S9(12)V9(2) USAGE COMP-3.
 02 DEPT     PIC S9(4) USAGE COMP.
 02 VACATION USAGE COMP-2.
 02 RESUME   PIC X(0).  ❏
```

Use the embedded SQL include statement, in an embedded SQL declaration section, to include this file as follows:

```
EXEC SQL BEGIN DECLARE SECTION END-EXEC.
      EXEC SQL INCLUDE 'employee.dcl' END-EXEC.
EXEC SQL END DECLARE SECTION END-EXEC.
```

You can then use the emprec record in a select, fetch, or insert statement.

UNIX

The default generated picture string for Ingres floating-point data is S9(10)V9(8).

DCLGEN converts underscores in column names to dashes when it generates names of the elements of the COBOL record. For example, a column name of column_1 translates to a record element name of column-1. Column names that begin or end with an underscore thus generate record element names unacceptable to the COBOL compiler. ❏

Since COBOL supports packed decimal data, the structure member's type will be packed decimal with a precision and scale that matches the scale and precision of the database column.

Both VMS and Micro Focus COBOL only allow a maximum precision of 18, otherwise a compiler error is generated. Ingres allows 39 precision. If the decimal column is greater than 18, DCLGEN displays a warning message and generates a COBOL variable of S9(10)V9(8). You must verify that this is an acceptable size for the decimal columns because if it's not, you must manually modify the DCLGEN output file.

The field names of the structure that DCLGEN generates are identical to the column names in the specified table. Therefore, if the column names in the table contain any characters that are illegal for host language variable names, you must modify the name of the field before attempting to use the variable in an application.

DCLGEN and Large Objects

When a table contains a large object column, DCLGEN will issue a warning message and map the column to a zero length character string variable. You must modify the length of the generated variable before attempting to use the variable in an application.

For example, assume that the job_description table was created in the personnel database as:

```
create table job_description
    (job          smallint,
     description long varchar));
```

and the DCLGEN system-level command is:

```
dclgen cobol personnel job_description jobs.dcl jobs_rec
```

The contents of the jobs.dcl file would be:

```
* Description of the table "employee" from database "personnel"
EXEC SQL DECLARE long_obj_table TABLE
    (job          smallint,
     description long varchar));
01 JOBS_REC.
  02 JOB          PICTURE S9(4) USAGE COMP.
  02 DESCRIPTION  PICTURE X(0).
```

How to Declare External Compiled Forms—Windows and UNIX

You can precompile your forms in the Visual Forms Editor (VIFRED). This saves the time otherwise required at runtime to extract the form's definition from the database forms catalogs. When you compile a form in VIFRED, VIFRED creates a file in your directory describing the form in C. VIFRED prompts you for the name of the file with the C description. After the C file is created, you can use the following command to compile it into a linkable object module:

Windows

```
cl -c filename.c
```

UNIX

```
cc -c filename.c
```

This command produces an object file containing a global symbol with the same name as your form. Before the embedded SQL/FORMS statement `addform` can refer to this global object, you must use the following syntax to declare it in an embedded SQL declaration section:

```
01 formname [IS] EXTERNAL PIC S9(9) [USAGE [IS]] COMP-5.
```

Some platforms do not accept the above syntax. If EXTERNAL data items cannot be referenced in your COBOL program, see *How to Include External Compiled Forms in the RTS* (see page 275) in this chapter for an alternate procedure.

Syntax Notes:

- The *formname* is the actual name of the form. VIFRED gives this name to the global object. The *formname* is used to refer to the form in embedded SQL statements *after* the form has been made known to the FRS using the `addform` statement.
- The EXTERNAL clause causes the linker to associate the *formname* data item with the external *formname* symbol.

The following example shows a typical form declaration and illustrates the difference between using the form's global object definition and the form's name. However, currently, this example does not work on all Micro Focus platforms.

Example: Form declaration

```
DATA DIVISION.  
WORKING-STORAGE SECTION.  
EXEC SQL BEGIN DECLARE SECTION END-EXEC.  
01 empform IS EXTERNAL PIC S9(9) USAGE COMP-5.  
* Other embedded SQL data declarations.  
EXEC SQL END DECLARE SECTION END-EXEC.  
PROCEDURE DIVISION.  
* Program initialization.  
* Making the form known to the FRS via the global  
* form object.  
EXEC FRS ADDFORM :empform END-EXEC.  
* Displaying the form via the name of the form.  
EXEC FRS DISPLAY empform END-EXEC.  
* The program continues.
```

For information on linking your embedded SQL program with external compiled forms, see *How to Include External Compiled Forms in the RTS* (see page 275) in this chapter.

How to Assemble and Declare External Compiled Forms—VMS

You can precompile your forms in VIFRED. This saves the time otherwise required at runtime to extract the form's definition from the database forms catalogs. When you compile a form in VIFRED, VIFRED creates a file in your directory describing the form in the VAX-11 MACRO language. VIFRED prompts you for the name of the file with the MACRO description. When the MACRO file is created, you can use the following VMS command to assemble it into a linkable object module:

```
macro filename
```

This command produces an object file containing a global symbol with the same name as your form. Before the embedded SQL/FORMS statement `addform` can refer to this global object, it must be declared in an embedded SQL declaration section, with the following syntax:

```
01 formid PIC S9(9) [USAGE [IS]] COMP VALUE [IS] EXTERNAL formname.
```

Syntax Notes:

- The *formid* is a COBOL data item. It is used with the `addform` statement to declare the form to the Forms Runtime System (FRS).
- The *formname* is the actual name of the form. VIFRED gives this name to the global object. The *formname* is used to refer to the form in embedded SQL statements *after* the form has been made known to the FRS *via* the `addform` statement.
- The EXTERNAL clause causes the VAX linker to associate the *formid* data item with the external *formname* symbol.

The following example shows a typical form declaration and illustrates the difference between using the form's object definition (the *formid*) and the form's name (the *formname*).

Example: Form declaration


```
DATA DIVISION.
WORKING-STORAGE SECTION.
EXEC SQL BEGIN DECLARE SECTION END-EXEC.
01 EMPFORM-ID PIC S9(9) USAGE COMP VALUE IS EXTERNAL
   empform.
* Other embedded SQL data declarations.
EXEC SQL END DECLARE SECTION END-EXEC.
PROCEDURE DIVISION.
* Program initialization.
* Making the form known to the FRS via the global form object.
EXEC FRS ADDFORM :EMPFORM-ID END-EXEC.
* Displaying the form via the name of the form.
EXEC FRS DISPLAY empform END-EXEC.
* The program continues.
```

For information on linking your embedded SQL program with external compiled forms, see How to Include External Compiled Forms in the RTS (see page 275) in this chapter.


Embedded SQL/COBOL Declarations Example

The following UNIX, Windows, and VMS examples demonstrate some simple embedded SQL/COBOL declarations.

Windows

```
EXEC SQL INCLUDE SQLCA END-EXEC.
EXEC SQL BEGIN DECLARE SECTION END-EXEC. 
```

UNIX

```
EXEC SQL INCLUDE SQLCA END-EXEC.
EXEC SQL BEGIN DECLARE SECTION END-EXEC. 
```

```
* Data item to hold database name.
01 DBNAME PIC X(9) VALUE IS "Personnel".

* Scaled data
01 SALARY PIC S9(8)V9(2) USAGE COMP.
01 MONEY PIC S999V99 USAGE COMP-3.

* Array of numerics
01 NUMS.
   02 NUM-ARR PIC S99 OCCURS 10 TIMES.
```

```
* Record of a full name and a redefinition of its parts.
01 NAME-REC.
  02 FULL-NAME          PIC X(20).
  02 NAME-PARTS REDEFINES FULL-NAME.
    03 FIRST-NAME      PIC X(8).
    03 MIDDLE-INIT     PIC X(2).
    03 LAST-NAME       PIC X(10).

* Record for fetching and displaying.
01 OUT-REC.
  02 FILLER      PIC X(15) VALUE "Value fetched: ".
  02 FROM-DB     PIC S9(4) USAGE DISPLAY.

* Miscellaneous attributes (ignored by preprocessor).
01 SALES-TOT PIC S9(6)V99 SIGN IS TRAILING.
01 SYNC-REC.
  02 NUM1      PIC S99 USAGE COMP SYNCHRONIZED.
  02 FILLER    PIC XX VALUE SPACES.
  02 NUM2      PIC S99 USAGE COMP SYNCHRONIZED.
01 RIGHT-ALIGN PIC X(30) JUSTIFIED RIGHT.
01 NUM-OUT PIC S99V99 USAGE DISPLAY BLANK WHEN ZERO.
EXEC SQL END DECLARE SECTION END-EXEC.
```

VMS

```
EXEC SQL INCLUDE SQLCA END-EXEC.
EXEC SQL BEGIN DECLARE SECTION END-EXEC.
```

```
* Data item to hold database name.
01 DBNAME PIC X(9) VALUE IS "Personnel".
```

```
* Scaled data
01 SALARY USAGE COMP-1.
01 MONEY  PIC S999V99 USAGE COMP-3.
```

```
* Array of numerics
01 NUMS.
  02 NUM-ARR PIC S99 OCCURS 10 TIMES.
```

```
* Record of a full name and a redefinition of its parts.
01 NAME-REC.
  02 FULL-NAME PIC X(20).
  02 NAME-PARTS REDEFINES FULL-NAME.
    03 FIRST-NAME PIC X(8).
    03 MIDDLE-INIT PIC X(2).
    03 LAST-NAME  PIC X(10).
```

```
* Record for fetching and displaying.
01 OUT-REC.
  02 FILLER      PIC X(15) VALUE "Value fetched: ".
  02 FROM-DB     PIC S9(4) USAGE DISPLAY.
```



```

* Miscellaneous attributes (ignored by preprocessor).
01 SALES-TOT      PIC S9(6)V99 SIGN IS TRAILING.
01 SYNC-REC.
    02 NUM1       PIC S99 USAGE COMP SYNCHRONIZED.
    02 FILLER     PIC XX VALUE SPACES.
    02 NUM2       USAGE COMP-2 SYNCHRONIZED.
01 RIGHT-ALIGN   PIC X(30) JUSTIFIED RIGHT.
01 NUM-OUT       PIC S99V99 USAGE DISPLAY BLANK
                WHEN ZERO.
EXEC SQL END DECLARE SECTION END-EXEC.

```

The Scope of Variables

All variables declared in an embedded SQL declaration section can be referenced in ESQL statements and the preprocessor accepts them, from the point of declaration to the end of the file. This is not true for the COBOL compiler, which generally allows references to only those variables declared in the current program. Because the preprocessor does not terminate the scope of a variable in the same way the COBOL compiler does, do not re-declare variables of the same name to the preprocessor in a single file even where the variables are declared in separately compiled program units. If two programs in a single file each use variables of the same name and type in embedded SQL statements, only declare the first in an embedded SQL declaration section.

Variable Usage

COBOL variables (that is, data items) declared in an embedded SQL declaration section can substitute for most elements of embedded SQL statements that are not keywords. Of course, the variable and its data type must make sense in the context of the element. When you use a COBOL variable in an embedded SQL statement, you must precede it with a colon. As an example, the following select statement uses the data items NAMEVAR and NUMVAR to receive data and the data item IDNO as an expression in the where clause.

Example: Variable declarations

```

EXEC SQL SELECT ename, eno
        INTO :NAMEVAR, :NUMVAR
        FROM employee
        WHERE eno = :IDNO END-EXEC.

```

Various rules and restrictions apply to the use of COBOL variables in embedded SQL statements. The following sections describe the usage syntax of different categories of variables and provide examples of such use.

To distinguish the minus sign used as a subtraction operator in an embedded SQL statement from the hyphen used as a character in a data item name, you must delimit the minus sign by blanks. For example, the statement:

```
EXEC SQL INSERT INTO employee (ename, eno)
VALUES ('Jones', :ENO-2)
END EXEC.
```

indicates that the data item ENO-2 is to be inserted into the database column. To insert a value two less than the value in the data item ENO, you must instead use the following statement:

```
EXEC SQL INSERT INTO employee (ename, eno)
VALUES ('Jones', :ENO - 2)
END EXEC.
```

Note the spaces surrounding the minus sign.

Elementary Data Items

To refer to a simple scalar-valued data item (numeric, alphanumeric, or alphabetic), use the following syntax:

:simplename

The following program fragment demonstrates a typical error handling paragraph. The data items BUFFER and SECONDS are scalar-valued variables.

Example: Elementary data items usage

```
DATA DIVISION.
WORKING-STORAGE SECTION.

EXEC SQL BEGIN DECLARE SECTION END-EXEC.

01 SECONDS PIC S9(4) USAGE COMP.
01 BUFFER PIC X(100).

EXEC SQL END DECLARE SECTION END-EXEC.

* Program code

ERROR-HANDLE.

EXEC FRS MESSAGE :BUFFER END-EXEC.
EXEC FRS SLEEP :SECONDS END-EXEC.

*More error code.
```

COBOL Tables

To refer to a COBOL table, use the following syntax:

```
:tablename(subscript{,subscript})
```

Syntax Notes:

- You must subscript the tablename because only elementary data items are legal SQL values.
- When you declare a COBOL table, the preprocessor notes from the OCCURS clause that it is a table and not some other data item. When the table is later referenced in an ESQL statement, the preprocessor confirms that a subscript is present but does not check the legality of the subscript inside the parentheses. Consequently, you must ensure that the subscript is legal and that the correct number of subscripts is used.
- If you use COBOL tables as null indicator arrays with COBOL record assignments, do not include subscripts.

The following example uses the variable SUB1 as a subscript that does not need to be declared in the embedded SQL declaration section because the preprocessor ignores it.

Example: COBOL table usage

```
EXEC SQL BEGIN DECLARE SECTION END-EXEC.
01 FORMNAMES.
   02 FORM-TABLE PIC X(8) OCCURS 3 TIMES.

EXEC SQL END DECLARE SECTION END-EXEC.

01 SUB1 PIC S9(4) USAGE COMP VALUE ZEROES.

PROCEDURE DIVISION.
BEGIN.

* Program code

PERFORM VARYING SUB1 FROM 1 BY 1
   UNTIL SUB1 > 3

EXEC FRS FORMINIT :FORM-TABLE(SUB1) END-EXEC

END-PERFORM.

* More program code.
```

Record Data Items

You can use a record data item (also known as a *structure variable*) in two different ways. First, you can use the record or a group item in the record as a simple variable, implying that all its elementary items (also known as *structure members*) are used. This is appropriate in the embedded SQL select, fetch, and insert statements. Second, you can refer to an elementary data item in the record alone.

Use the following syntax to refer to a record or group item:

```
:{groupname IN / OF }recordname
```

Alternatively, you can use the following "dot" notation, in which the record or group item is specified from the outer level inwards:

```
:recordname{.groupname}
```

Syntax Notes:

- The *recordname* can refer to either a record or a group item. It can be an element of a table of group items. Any reference that yields a record or group item is acceptable. For example:
 - * A record or unambiguous group item reference
 :EMPREC
 - * A group item in a table of group items
 :EMPREC-TABLE(SUB1)
 - * A group item subordinate to two group items
 :GROUP3 IN GROUP2 IN REC
 :REC.GROUP2.GROUP3
- To be used as a collection of variables, the record (or group item) referenced must have no subordinate groups or tables. The preprocessor enumerates all the elements of the record, which must be elementary items. The preprocessor generates code as though the program had listed each elementary item of the record in the order in which it was declared.

- The qualification of a record item can be elliptical; that is, you do not need to specify all the names in the hierarchy in order to reference the item. You must not, however, use an ambiguous reference that does not clearly qualify an item. For example, assume the following declaration:

```
01 PERSON.
  02 NAME.
    03 LAST  PIC X(18).
    03 FIRST PIC X(12).
  02 AGE     PIC S9(4) USAGE COMP.
  02 ADDR    PIC X(50).
```

If the variable NAME was referenced, the preprocessor would assume the reference was to the group item NAME IN PERSON. However, if there also existed the declaration:

```
01 CHILD.
  02 NAME.
    03 LAST  PIC X(18).
    03 FIRST PIC X(12).
  02 PARENT  PIC X(30).
```

the reference to NAME would be ambiguous, because it could refer to either NAME IN PERSON or NAME IN CHILD.

The following example uses the employee.dcl file, generated by DCLGEN, to retrieve values into a record.

```
EXEC SQL BEGIN DECLARE SECTION END-EXEC.

* See above for description.
EXEC SQL INCLUDE 'employee.dcl' END-EXEC.

EXEC SQL END DECLARE SECTION END-EXEC.

EXEC SQL SELECT *
  INTO :EMPREC
  FROM employee
  WHERE eno = 123
  END-EXEC.
```

The example above generates code as though the following statement had been issued instead:

```
EXEC SQL SELECT *
  INTO :ENO IN EMPREC, :ENAME IN EMPREC, :AGE IN EMPREC,
        :JOB IN EMPREC, :SAL IN EMPREC, :DEPT IN EMPREC
  FROM employee
  WHERE eno = 123
  END-EXEC.
```

The following example fetches the values associated with all the columns of a cursor into a record:

```
EXEC SQL BEGIN DECLARE SECTION END-EXEC.

* See above for description.
EXEC SQL INCLUDE 'employee.dcl' END-EXEC.

EXEC SQL END DECLARE SECTION END-EXEC.

EXEC SQL DECLARE empcsr CURSOR FOR
SELECT *
FROM employee
ORDER BY ename
END-EXEC.
...
EXEC SQL FETCH empcsr INTO :EMPREC END-EXEC.
```

The following example inserts values by looping through a locally declared table of records whose items have been initialized:

```
DATA DIVISION.
WORKING-STORAGE SECTION.

EXEC SQL INCLUDE SQLCA END-EXEC.

EXEC SQL BEGIN DECLARE SECTION END-EXEC.

EXEC SQL DECLARE person TABLE
  (pname char(30),
   page integer1,
   paddr varchar(50)) END-EXEC.

01 PERSON-REC.
02 PERSON OCCURS 10 TIMES.
   03 NAME PIC X(30).
   03 AGE PIC S9(4) USAGE COMP.
   03 ADDR PIC X(50).

EXEC SQL END DECLARE SECTION END-EXEC.

01 SUB1 PIC S9(4) USAGE COMP.

PROCEDURE DIVISION.
BEGIN.

* Initialization code.

PERFORM VARYING SUB1 FROM 1 TO 10
  UNTIL SUB1 > 10

EXEC SQL INSERT INTO person
  VALUES (:PERSON(SUB1))
END-EXEC
END-PERFORM.
```

The insert statement in the example just shown generates code as though the following statement had been issued instead:

```
EXEC SQL INSERT INTO person
VALUES (:NAME IN PERSON(SUB1), :AGE IN PERSON(SUB1), :ADDR IN PERSON(SUB1))
END-EXEC
```

Elementary Items from a Record

The syntax embedded SQL uses to refer to an elementary item record is the same as in COBOL:

:elementary-item-name IN | OF { groupname IN | OF } recordname

Alternatively, you can use the following "dot" notation, in which the elementary item is specified from the outer level inwards:

:recordname{.groupname}.elementary-item-name

Syntax Notes:

- The referenced item must be a scalar value (numeric, alphanumeric, or alphabetic). There can be any combination of tables and records, but the last referenced item must be a scalar value. Thus, the following references are all legal:

- * Element of a record
 - :SAL IN EMPLOYEE
 - :SAL OF EMPLOYEE
 - :EMPLOYEE.SAL
- * Element of a record as an item of a table
 - :NAME IN PERSON(3)
 - :PERSON(3).NAME
- * Deeply nested element
 - :ELEMENTARY-ITEM OF GROUP3 OF GROUP2 OF REC
 - :REC.GROUP2.GROUP3.ELEMENTARY-ITEM

- The qualification of an elementary item in a record can be elliptical; that is, you do not need to specify all the names in the hierarchy in order to reference the item. You must not, however, use an ambiguous reference that does not clearly qualify an item. For example, assume the following declaration:

```
01 PERSON.
  02 NAME      PIC X(30).
  02 AGE       PIC S9(4) USAGE COMP.
  02 ADDR      PIC X(50).
```

If the variable NAME was referenced in your program, the preprocessor would assume the reference was to the elementary item NAME IN PERSON. However, if also there existed the declaration:

```
01 CHILD.  
    02 NAME      PIC X(30).  
    02 PARENT    PIC X(30).
```

the reference to NAME would be ambiguous because it could refer to either NAME IN PERSON or NAME IN CHILD.

- Subscripts, if present, must qualify the data item declared with the OCCURS clause.

The following example uses the record EMPREC in the employee.dcl file generated by DCLGEN to put values into the empform form:

```
EXEC SQL BEGIN DECLARE SECTION END-EXEC.  
  
* See above for description.  
EXEC SQL INCLUDE 'employee.dcl' END-EXEC.  
  
EXEC SQL END DECLARE SECTION END-EXEC.  
  
EXEC FRS PUTFORM empform  
  (eno = :ENO IN EMPREC, ename = :ENAME IN EMPREC,  
   age = :AGE IN EMPREC, job  = :JOB IN EMPREC,  
   sal = :SAL IN EMPREC, dept = :DEPT IN EMPREC)  
END-EXEC.
```

You could also write the putform statement without the EMPREC qualifications, assuming there are no ambiguous references to the item names:

```
EXEC FRS PUTFORM empform  
  (eno = :ENO, ename = :ENAME, age = :AGE,  
   job = :JOB, sal = :SAL, dept = :DEPT)  
END-EXEC.
```

Indicator Data Items

The syntax for referring to an *indicator* data item is the same as for an elementary data item, except that an indicator variable is always associated with another COBOL data item:

:data_item:indicator_item

or

:data_item indicator :indicator_item

Syntax Notes:

- The indicator data item can be an elementary data item or an element of a table that yields a 2-byte integer numeric data item. For example:

```
01 IND-1    PIC S9(4) USAGE COMP.
01 IND-TABLE.
    02 IND-2 PIC S9(4) USAGE COMP OCCURS 5 TIMES.

    :ITEM-1:IND-1
    :ITEM-2:IND-2(4)
```

- If the data item associated with the indicator data item is a record, the indicator data item must be a table of indicators. In this case, do *not* subscript the table (see the following example).
- When an indicator table is used, the first element of the table is associated with the first member of the record, the second element with the second member, and so on. Table elements begin at subscript 1.

The following example uses the employee.dcl file that DCLGEN generates, to retrieve values into a record and null values into the EMPIND table:

```
EXEC SQL BEGIN DECLARE SECTION END-EXEC.

* See above for description.

EXEC SQL INCLUDE 'employee.dcl' END-EXEC.
01 INDS.
    02 EMPIND PIC S9(4) USAGE COMP OCCURS 10 TIMES.
EXEC SQL END DECLARE SECTION END-EXEC.

EXEC SQL SELECT *
      INTO :EMPREC:EMPIND
      FROM employee
      END-EXEC
```

The example just shown generates code as though the following statement had been issued:

```
EXEC SQL SELECT *
      INTO :ENO IN EMPREC:EMPIND(1),
           :ENAME IN EMPREC:EMPIND(2),
           :AGE IN EMPREC:EMPIND(3),
           :JOB IN EMPREC:EMPIND(4),
           :SAL IN EMPREC:EMPIND(5),
           :DEPT IN EMPREC:EMPIND(6),
      FROM employee
      END-EXEC
```

Data Type Conversion

A COBOL data item must be compatible with the Ingres value it represents. Numeric Ingres values can be set by and retrieved into COBOL numeric and numeric edited items, and Ingres character values can be set by and retrieved into COBOL character data items, that is, alphabetic, alphanumeric, and alphanumeric edited items.

Data type conversion occurs automatically for different numeric types such as from floating-point Ingres database column values into integer (COMP) COBOL data items, and for different length character strings, such as from varying-length Ingres character fields into COBOL alphabetic and alphanumeric data items.

Ingres does not automatically convert between numeric and character types, such as from Ingres integer fields into COBOL alphanumeric data items. You must use the Ingres type conversion functions, the Ingres ascii function, or the COBOL STRING statement to effect such conversions.

The following table shows the default type compatibility for each Ingres data type in UNIX and VMS. Note that some COBOL types are omitted from the table because they do not exactly match an Ingres type. Use of those types necessitates some runtime conversion, which may possibly result in some loss of precision.

Windows and UNIX

There is no exact match for float, so use COMP-3. 🗑️

Ingres types and their corresponding COBOL data types are listed in the following table:

Ingres Type	UNIX and Windows COBOL Types	VMS COBOL Type
char(N)	PIC X(N).	PIC X(N).
varchar(N)	PIC X(N).	PIC X(N).
integer1	PIC S9(2) USAGE COMP.	PIC S9(2) USAGE COMP.
smallint	PIC S9(4) USAGE COMP.	PIC S9(4) USAGE COMP.
integer	PIC S9(9) USAGE COMP.	PIC S9(9) USAGE COMP.
bigint	PIC S9(18) USAGE COMP*	PIC S9(18) USAGE COMP*
long varchar	PIC X(N).	PIC X(N).
float4	PIC S9(10)V9(8) USAGE COMP-3.	USAGE COMP-1.

Ingres Type	UNIX and Windows COBOL Types	VMS COBOL Type
float	PIC S9(10)V9(8) USAGE COMP-3.	USAGE COMP-2.
date	PIC X(25).	PIC X(25).
money	PIC S9(10)V9(8) USAGE COMP-3.	USAGE COMP-2.
table_key	PIC X(8).	PIC X(8).
object_key	PIC X(16).	PIC X(16).
decimal	PICS9(P-S)V(S) USAGE COMP-3.	PICS9(P-S)V(S) USAGE COMP-3.

*This type may not map to 8-byte integers with some COBOL compilers.

Note that Ingres stores decimal as signed. Thus, use a signed decimal variable if it interacts with an Ingres decimal type. Also, Ingres allows a maximum precision of 39 while COBOL allows only 18.

Decimal Type Conversion

An Ingres decimal value that will not fit into a COBOL variable will either be truncated if there is loss of scale or cause a runtime error if loss of significant digits.

Runtime Numeric Type Conversion

The Ingres runtime system provides automatic data type conversion between numeric-type values in the database and the forms system and numeric COBOL data items. It follows the standard COBOL type conversion rules. For example, if you assign the value in a scaled COMP-3 data item (UNIX and Windows) or COMP-1 data item (VMS) to an integer-valued field in a form, the digits after the decimal point of the data item's value are truncated. Runtime errors are generated for overflow on conversion.

The preprocessor generates COBOL MOVE statements or calls Ingres convert routines that convert various COBOL data types. These can again be converted at runtime by Ingres based on the final value being set or retrieved. The standard COBOL data conversion rules hold for all these generated MOVE statements, with a potential loss of precision.

Floats are coerced to decimal types by Ingres at runtime.

The preprocessor uses temporary data items when moving values between numeric DISPLAY data items and Ingres objects. Depending on the PICTURE clause of the DISPLAY item shown below, these temporary data items are either:

- **COMP-3** or 4-byte **COMP-5** (UNIX or
- **COMP-2** or 4-byte **COMP** (VMS)

The following table lists numeric DISPLAY items and temporary data items:

Numeric DISPLAY Item's Picture	Temporary Item's Data Type—UNIX and Windows	Temporary Item's Data Type—VMS
With scaling	PIC S9(9)V9(9) USAGE COMP-3	COMP-2
With > 10 numeric digits	PIC S9(9)V9(9) USAGE COMP-3	Not applicable
No scaling and 10 numeric digits	4-byte COMP-5	4-byte COMP

COMP-3 items used to set or receive Ingres values also require some runtime conversion. This is not true if you are setting or receiving decimal data. This is true for Micro Focus COBOL when float values are received into COMP-3.

The preprocessor also generates code to use a temporary data item when Ingres data is to interact with a COBOL unscaled COMP data item whose picture string is exactly 10. Because a COBOL non-scaled numeric item whose picture contains 10 or fewer digits is regarded as compatible with the Ingres integer type, ESQL/COBOL assigns such data to a temporary COBOL 4-byte COMP-5 data item to allow it to interact with Ingres integer data. Note that the range of the Ingres i4 type does not include *all* 10-digit numbers. If you have 10-digit numeric data outside the Ingres range, you should use a COMP-3 (UNIX) or for VMS use COMP-1 or COMP-2 data item and choose the Ingres float type. Or with decimal you can use COMP-3 and choose a decimal Ingres type.

You can use only COMP data items or items that get assigned to temporary 4-byte COMP-5 (UNIX) or COMP (VMS) data items to set the values of Ingres integer objects, such as table field row numbers. You can, however, use any numeric data items to set and retrieve numeric values in Ingres database tables or forms.

Windows and UNIX

The Ingres money type is represented as a COMP-3 data item. ■

VMS

The Ingres money type is represented as an 8-byte floating-point value, COMP-2.

Recall that a COBOL non-scaled numeric item with a picture that contains 10 or fewer digits is regarded as compatible with the Ingres integer type. (For details, see Variable and Type Declarations (see page 182) in this chapter.) However, the VAX standard data type for an unscaled 10-digit COMP item is a quadword (8 bytes). Therefore, ESQL/ COBOL assigns such data to a temporary COBOL 4-byte COMP data item to allow it to interact with Ingres integer data. Note that the range of the Ingres integer4 type does not include all 10-digit numbers. ■

Runtime Character and Varchar Type Conversion

Automatic conversion occurs between Ingres character string values and COBOL character variables (alphabetic, alphanumeric, and alphanumeric edited data items). The string-valued Ingres objects that can interact with character string variables are:

- Ingres names, such as form and column names
- Database columns of type character
- Database columns of type varchar
- Form fields of type character
- Database columns of type long varchar

Several considerations apply when dealing with character string conversions, both to and from Ingres.

The conversion of COBOL character variables used to represent Ingres names is simple: trailing blanks are truncated from the variables because the blanks make no sense in that context. For example, the string constants empform and empform refer to the same form.

The conversion of other Ingres objects is a bit more complicated. First, the storage of character data in Ingres differs according to whether the medium of storage is a database column of type character, a database column of type varchar, or a character form field. Ingres pads columns of type character with blanks to their declared length. Conversely, it does not add blanks to the data in columns of type varchar or long varchar, or in form fields.

Second, the COBOL convention is to blank-pad fixed-length character strings. For example, the character string `abc` may be stored in a COBOL `PIC X(5)` data item as the string `abc` followed by two blanks.

When character data is retrieved from a database column or form field into a COBOL character variable and the variable is longer than the value being retrieved, the variable is padded with blanks. If the variable is shorter than the value being retrieved, the value is truncated. You must always ensure that the variable is at least as long as the column or field, in order to avoid truncation of data. You should note that, when a value is transferred into a data item from an Ingres object, it is copied directly into the variable storage area without regard to the COBOL special insertion rules.

When inserting character data into an Ingres database column or form field from a COBOL variable, note the following conventions:

- When data is inserted from a COBOL variable into a database column of type character and the column is longer than the variable, the column is padded with blanks. If the column is shorter than the variable, the data is truncated to the length of the column.
- When data is inserted from a COBOL variable into a database column of type varchar or long varchar and the column is longer than the variable, no padding of the column takes place. Furthermore, by default, all trailing blanks in the data are truncated before the data is inserted into the varchar column. For example, when a string `abc` stored in a COBOL `PIC X(5)` data item as `abc` (see above) is inserted into the varchar column, the two trailing blanks are removed and only the string `abc` is stored in the database column. To retain such trailing blanks, you can use the Ingres `notrim` function. It has the following syntax:

notrim(*:charvar*)

where *charvar* is a character variable. The following example demonstrates this feature. If the varchar column is shorter than the variable, the data is truncated to the length of the column.

- When data is inserted from a COBOL variable into a character form field and the field is longer than the variable, no padding of the field takes place. In addition, all trailing blanks in the data are truncated before the data is inserted into the field. If the field is shorter than the data (even after all trailing blanks have been truncated), the data is truncated to the length of the field.

When comparing character data in an Ingres database column with character data in a COBOL variable, note the following convention:

- When comparing data in character or varchar database columns with data in a character variable, all trailing blanks are ignored. Initial and embedded blanks are significant.

Caution! *As described above, the conversion of character string data between Ingres objects and COBOL variables often involves the trimming or padding of trailing blanks, with resultant change to the data. If trailing blanks have significance in your application, give careful consideration to the effect of any data conversion. For a more complete description of the significance of blanks in string comparisons, see the SQL Reference Guide.*

The Ingres date data type is represented as a 25-byte character string: PIC X(25).

The program fragment in the following example demonstrates the notrim function and the truncation rules explained above.

Example: notrim function usage

```
DATA DIVISION.
  WORKING-STORAGE SECTION.

  EXEC SQL INCLUDE SQLCA END-EXEC.

  EXEC SQL BEGIN DECLARE SECTION END-EXEC.

  EXEC SQL DECLARE varychar TABLE
    (row integer,
     data varchar(10))
  END-EXEC.
  01 ROW    PIC S9(4) USAGE COMP.
  01 DATA  PIC X(7).
  EXEC SQL END DECLARE SECTION END-EXEC.

PROCEDURE DIVISION.
  BEGIN.

  * DATA will hold "abc " followed by 4 blanks.
  MOVE "abc " TO DATA.

  * The following INSERT adds the string "abc"
  * (blanks truncated).
  EXEC SQL INSERT INTO varychar (row, data)
    VALUES (1, :DATA)
  END-EXEC.

  * This statement adds the string "abc ", with 4 trailing
  * blanks left intact by using the NOTRIM function
  EXEC SQL INSERT INTO varychar (row, data)
    VALUES (2, NOTRIM(:DATA))
  END-EXEC.
```

- * This SELECT will retrieve the second row,
- * because the NOTRIM
- * function of the previous INSERT statement
- * left trailing blanks in the "data" variable.

```
EXEC SQL SELECT row
      INTO :ROW
      FROM varychar
      WHERE length(data) = 7
      END-EXEC.
DISPLAY "Row found = " ROW.
```

The SQL Communications Area

This section describes the SQL communications area (SQLCA) as implemented in COBOL.

The Include SQLCA Statement

You should issue the **include sqlca** statement in the Working-Storage Section of the Data Division of your COBOL program. For example:

```
DATA DIVISION.
WORKING-STORAGE SECTION.

EXEC SQL INCLUDE SQLCA END-EXEC.
EXEC SQL BEGIN DECLARE SECTION END-EXEC.
      * declarations

EXEC SQL END DECLARE SECTION END-EXEC.
```

If you have multiple programs in a run unit, you must issue the include sqlca statement in each program.

The include sqlca statement instructs the preprocessor to generate code to call Ingres runtime libraries. It generates a COBOL COPY directive to make all the generated calls acceptable to the compiler.

Whether or not you intend to use the SQLCA for error handling, you must issue an include sqlca statement. If you do not issue it, the COBOL compiler will generate errors about undeclared data items in CALL statements.

Contents of the SQLCA

One of the results of issuing the include sqlca statement is the declaration of the SQLCA (SQL Communications Area) structure, which you can use for error handling in the context of database statements. You must only issue the statement once, because it generates a record declaration. The record declaration for the SQLCA is:

Windows

01 SQLCA.

05 SQLCAID PIC X(8).

05 SQLCABC PIC S9(9) USAGE COMP-5.

05 SQLCODE PIC S9(9) USAGE COMP-5.

05 SQLERRM.

10 SQLERRML PIC S9(4) USAGE COMP-5.

10 SQLERRMC PIC X(70).

05 SQLERRP PIC X(8).

05 SQLERRD PIC S9(9) USAGE COMP-5

OCCURS 6 TIMES..

05 SQLWARN.

10 SQLWARN0 PIC X(1).

10 SQLWARN1 PIC X(1).

10 SQLWARN2 PIC X(1).

10 SQLWARN3 PIC X(1).

10 SQLWARN4 PIC X(1).

10 SQLWARN5 PIC X(1).

10 SQLWARN6 PIC X(1).

10 SQLWARN7 PIC X(1).

05 SQLEXT PIC X(8).

UNIX

01 SQLCA.

```
05 SQLCAID      PIC X(8) .  
  
05 SQLCABC      PIC S9(9) USAGE COMP-5 .  
  
05 SQLCODE      PIC S9(9) USAGE COMP-5 .  
  
05 SQLERRM.  
  
10 SQLERRML     PIC S9(4) USAGE COMP-5 .  
  
10 SQLERRMC     PIC X(70) .  
  
05 SQLERRP      PIC X(8) .  
  
05 SQLERRD      PIC S9(9) USAGE COMP-5  
  
OCCURS 6 TIMES. .
```

```
05 SQLWARN.  
10 SQLWARN0     PIC X(1) .  
10 SQLWARN1     PIC X(1) .  
10 SQLWARN2     PIC X(1) .  
10 SQLWARN3     PIC X(1) .  
10 SQLWARN4     PIC X(1) .  
10 SQLWARN5     PIC X(1) .  
10 SQLWARN6     PIC X(1) .  
10 SQLWARN7     PIC X(1) .  
05 SQLEXT       PIC X(8) .
```

VMS

01 SQLCA.

```
05 SQLCAID      PIC X(8) .  
  
05 SQLCABC      PIC S9(9) USAGE COMP .  
  
05 SQLCODE      PIC S9(9) USAGE COMP .  
  
05 SQLERRM.  
  
49 SQLERRML     PIC S9(4) USAGE COMP .  
  
49 SQLERRMC     PIC X(70) .  
  
05 SQLERRP      PIC X(8) .  
  
05 SQLERRD      PIC S9(9) USAGE COMP  
  
OCCURS 6 TIMES. .
```

```

05 SQLWARN.
   10 SQLWARN0 PIC X(1).
   10 SQLWARN1 PIC X(1).
   10 SQLWARN2 PIC X(1).
   10 SQLWARN3 PIC X(1).
   10 SQLWARN4 PIC X(1).
   10 SQLWARN5 PIC X(1).
   10 SQLWARN6 PIC X(1).
   10 SQLWARN7 PIC X(1).
05 SQLEXT      PIC X(8).

```

For a full description of the SQLCA data items, see the *SQL Reference Guide*.

The SQLCA is initialized at load-time. The fields SQLCAID and SQLCABC are initialized to the string SQLCA and the constant 136, respectively.

Note that the preprocessor is not aware of the record declaration. Therefore, you cannot use the record items in an embedded SQL statement. For example, the following statement, which attempts to insert the string SQLCA into a table, generates an error:

```

* This statement is illegal
EXEC SQL INSERT INTO employee (ename)
      VALUES (:SQLCAID);

```

Windows and UNIX

The SQLCA is local to the program that issued the include sqlca statement.

VMS

All modules from different languages that are linked together share the same SQLCA.

Error Handling Using the SQLCA

User-Defined Error, Message, and DBevent Handlers offer the most flexibility for handling errors, database procedure messages, and database events. For more information, see Advanced Processing (see page 240) in this chapter.

However, you can do error handling with the SQLCA by using whenever statements or explicitly by checking the contents of the SQLCA fields SQLCODE, SQLERRD, and SQLWARN0.

Error Handling with the Whenever Statement

The syntax of the whenever statement is:

```
exec sql whenever condition action end-exec
```

condition

Specifies the error condition. Valid conditions are: **sqlwarning**, **sqlerror**, **sqlmessage**, **dbevent**, and **not found**.

action

Specifies the action to be taken. Valid actions are: **continue**, **stop**, **goto** a COBOL paragraph name, and **call** a COBOL paragraph name. The **call** action causes the preprocessor to generate a COBOL PERFORM statement for the specified paragraph name.

For a detailed description of the whenever statement, see the *SQL Reference Guide*.

If the paragraph name in a **goto** or **call** action is an embedded SQL reserved word, specify it in quotes. The paragraph name targeted by the **goto** or **call** action must be in the scope of all subsequent embedded SQL statements until another whenever statement is encountered for the same action. This is necessary because when the preprocessor interprets a whenever goto statement, it generates the COBOL statement:

```
IF (condition) THEN  
    GO TO paragraph_name  
END-IF
```

after an embedded SQL statement. Similarly, in interpreting a whenever call statement, the preprocessor generates the COBOL statement:

```
IF (condition) THEN  
    PERFORM paragraph_name  
END-IF
```

after subsequent embedded SQL statements. If the paragraph name is invalid, the COBOL compiler generates an error.

You can also use user-defined handlers for error handling. For more information, see the *SQL Reference Guide*. Note that the reserved procedure `sqlprint`, which can substitute for a paragraph name in a whenever call statement, is always in the scope of the program.

When the *condition* specified for a call action occurs, control passes to the first statement in the named paragraph. After the last statement contained in the paragraph has been executed, control returns to the statement following the statement that caused the call to occur. Consequently, after handling the whenever condition in the called paragraph, you may want to take some action, instead of merely allowing execution to continue with the statement following the embedded SQL statement that generated the error.

The following example demonstrates use of the whenever statement in the context of printing some values from the employee table. The comments do not relate to the program but to the use of error handling.

Example: whenever statement usage

```
DATA DIVISION.
WORKING-STORAGE SECTION.
EXEC SQL INCLUDE SQLCA END-EXEC.
EXEC SQL BEGIN DECLARE SECTION END-EXEC.
    01 E-REC.
        02 ENO      PIC S9(8) USAGE DISPLAY.
        02 FILLER   PIC X(2) VALUE SPACES.
        02 ENAME    PIC X(20).
        02 AGE      PIC S9(4) USAGE DISPLAY.
    01 ERRMSG      PIC X(200).
EXEC SQL END DECLARE SECTION END-EXEC.
PROCEDURE DIVISION.
BEGIN.
    EXEC SQL DECLARE empcsr CURSOR FOR
        SELECT eno, ename, age
        FROM employee
        END-EXEC.
* An error when opening the "personnel" database will
* cause the error to be printed and the program to
* abort.
    EXEC SQL WHENEVER SQLERROR STOP END-EXEC.
    EXEC SQL CONNECT personnel END-EXEC.
* Errors from here on will cause the program to clean up
    EXEC SQL WHENEVER SQLERROR
        GOTO CLEAN-UP END-EXEC.
    EXEC SQL OPEN empcsr END-EXEC.
    DISPLAY "Some values from
        the "employee" table".
* When no more rows are fetched, close the cursor
    EXEC SQL WHENEVER NOT FOUND GOTO CLOSE-CSR
        END-EXEC.
* The last statement was an OPEN, so we know that the
* value of SQLCODE cannot be SQLERROR or NOT FOUND.
* Loop is broken by NOT FOUND
    PERFORM UNTIL SQLCODE NOT = 0
        EXEC SQL FETCH empcsr
            INTO :ENO, :ENAME, :AGE END-EXEC
* The DISPLAY does not execute after the previous FETCH * returns the NOT FOUND
condition.
        DISPLAY E-REC
    END-PERFORM.
```

```
* From this point in the file onwards, ignore all
* errors. Also, turn off the NOT FOUND condition,
* for consistency.
    EXEC SQL WHENEVER SQLERROR CONTINUE END-EXEC.
    EXEC SQL WHENEVER NOT FOUND CONTINUE END-EXEC.
CLOSE-CSR.
    EXEC SQL CLOSE empcsr END-EXEC.
    EXEC SQL DISCONNECT END-EXEC.
STOP RUN.
CLEAN-UP.
    EXEC SQL INQUIRE_SQL(:ERRMSG = ERRORTXT)
    END-EXEC.
    DISPLAY "Aborting because of error".
    DISPLAY ERRMSG.
    EXEC SQL DISCONNECT END-EXEC.
STOP RUN.
```

Whenever Goto Action in Embedded SQL Blocks

The words begin and end delimit an embedded SQL block-structured statement is a statement. For example, the select loop and the unloadtable loops are both block-structured statements. You can only terminate these statements using the methods specified for the particular statement in the *SQL Reference Guide*. For example, the select loop is terminated either when all the rows in the database result table have been processed or by an endselect statement. The unloadtable loop is terminated either when all the rows in the forms table field have been processed or by an endloop statement.

Therefore, if you use a whenever statement with the goto action in an SQL block, you must avoid going to a paragraph outside the block. Such a goto causes the block to be terminated without issuing the runtime calls necessary to clean up the information that controls the loop. (For the same reason, you must not issue a COBOL GO TO statement that causes control to leave or enter the middle of an SQL block.) The target of the whenever goto statement must be a paragraph in the block. If, however, it is a paragraph containing a block of code that cleanly exits the program, you do not need to take the above precaution.

The above information does not apply to error handling for database statements issued outside an SQL block, or to explicit hard-coded error handling. For an example of hard-coded error handling, see The Table Editor Table Field Application (see page 298) in this chapter.

Explicit Error Handling

Programs can also handle errors by inspecting values in the SQLCA structure at various points. For additional information, see the *SQL Reference Guide*.

The following example is functionally the same as the previous example, except that the error handling is hard-coded in COBOL statements.

Example: Explicit error handling

```
DATA DIVISION.
WORKING-STORAGE SECTION.
EXEC SQL INCLUDE SQLCA END-EXEC.
EXEC SQL BEGIN DECLARE SECTION END-EXEC.
  01 E-REC.
    02 ENO          PIC S9(8) USAGE DISPLAY.
    02 ENAME        PIC X(20).
    02 AGE          PIC S9(4) USAGE DISPLAY.
  01 NOT-FOUND      PIC S9(4) USAGE COMP VALUE 100.
  01 REASON         PIC X(14).
  01 ERRMSG         PIC X(100).
EXEC SQL END DECLARE SECTION END-EXEC.

PROCEDURE DIVISION.
BEGIN.
  EXEC SQL DECLARE empcsr CURSOR FOR
    SELECT eno, ename, age
    FROM employee
    END-EXEC.
  * Exit if database cannot be opened
  EXEC SQL CONNECT personnel END-EXEC.
  IF SQLCODE < 0 THEN
    DISPLAY "Cannot access database"
    STOP RUN.
```

```
* Error if cannot open cursor
EXEC SQL OPEN empcsr END-EXEC.
IF SQLCODE < 0 THEN
    MOVE "OPEN ""empcsr""" TO REASON
    PERFORM CLEAN-UP.
    DISPLAY "Some values from the ""employee"" table".
* The last statement was an OPEN, so we know that the
* value of SQLCODE cannot be SQLERROR or NOTFOUND.
    PERFORM UNTIL SQLCODE NOT = 0
        EXEC SQL FETCH empcsr
            INTO :ENO, :ENAME, :AGE
            END-EXEC.

        IF SQLCODE < 0 THEN
            MOVE "FETCH ""empcsr""" TO REASON
            PERFORM CLEAN-UP
* Do not print the last values twice
        ELSE
            IF SQLCODE NOT = NOT-FOUND THEN
                DISPLAY E-REC
            END-IF
        END-IF
    END-PERFORM.
EXEC SQL CLOSE empcsr END-EXEC.
EXEC SQL DISCONNECT END-EXEC.
STOP RUN.
CLEAN-UP.
* Error handling paragraph
DISPLAY "Aborting because of error in " REASON.
EXEC SQL INQUIRE_SQL(:ERRMSG = ERRORTXT) END-EXEC.
DISPLAY ERRMSG.
EXEC SQL DISCONNECT END-EXEC.
STOP RUN.
```

How to Determine the Number of Affected Rows

The SQLCA variable SQLERRD(3) indicates how many rows were affected by the last insert, update, or delete statement. The following program fragment, which deletes all employees whose employee numbers are greater than a given number, demonstrates how SQLERRD is used:

Example: SQLERRD usage

```
DATA DIVISION.
WORKING-STORAGE SECTION.
EXEC SQL BEGIN DECLARE SECTION.
    01 LOWER-BOUND-NUM PIC S9(8) USAGE COMP.
EXEC SQL END DECLARE SECTION.
01 SQLERRD-DISP PIC Z9(4) USAGE DISPLAY.
```



```
PROCEDURE DIVISION.  
BEGIN.  
    ...  
    EXEC SQL DELETE FROM employee  
        WHERE eno > :LOWER-BOUND-NUM  
    END-EXEC.  
    * Print the number of employees deleted  
    MOVE SQLERRD(3) TO SQLERRD-DISP.  
    DISPLAY SQLERRD-DISP " rows were deleted."  
    ...
```

SQLSTATE Variable Usage

You can use the SQLSTATE variable in an ESQL/COBOL program to return status information about the last SQL statement that was executed. SQLSTATE must be declared in a DECLARE SECTION and its declaration must be valid for the entire file being preprocessed.

To declare this variable, use:

```
01 SQLSTATE      PICTURE X(5).
```

or :

```
77 SQLSTATE      PICTURE X(5).
```

Dynamic Programming for COBOL

Ingres provides Dynamic SQL and Dynamic FRS to allow you to write generic programs. Dynamic SQL allows a program to build and execute SQL statements at runtime. For example, an application can include an expert mode in which the runtime user can type in select queries and browse the results at the terminal. Dynamic FRS allows a program to interact with any form at runtime. For example, an application can load in any form, allowing the runtime user to retrieve new data from the form and insert it into the database.

The Dynamic SQL and Dynamic FRS statements are described in the *SQL Reference Guide* and the *Forms-based Application Development Tools User Guide*. This section discusses the COBOL-dependent issues of dynamic programming. For a complete example of using Dynamic SQL to write an SQL Terminal Monitor application, see The SQL Terminal Monitor Application (see page 325) in this chapter. For an example of using both Dynamic SQL and Dynamic FRS to browse and update a database using any form, see A Dynamic SQL/Forms Database Browser (see page 345) in this chapter.

Windows

The Windows examples in this section are written exclusively for Micro Focus COBOL Windows and make use of the MF extensions to the COBOL language, in particular the POINTER usage clause. 📄

UNIX

The UNIX examples in this section are written exclusively for Micro Focus COBOL II and make use of the MF extensions to the COBOL language, in particular the POINTER usage clause. 📄

VMS

The VMS examples in this section make use of the VMS extensions to the COBOL language, in particular the POINTER usage clause. 📄

SQLDA Record Usage

You can use the SQL Descriptor Area (SQLDA) to pass type and size information about an SQL statement, an Ingres form, or an Ingres table field, between Ingres and your program.

In order to use the SQLDA, issue the `include sqlda` statement in the COBOL program units that reference the SQLDA. The `include sqlda` statement generates a COBOL COPY directive of a file that defines an external reference to an SQLDA-like COBOL record. The file declares a COBOL record called SQLDA. Additionally in VMS, it marks it as EXTERNAL.

You can also code this record directly, instead of using the `include sqlda` statement. You can choose any name for the structure and you can declare more than one in a single program.

The definition of the SQLDA (as specified in the COPY file) is shown below in Windows, UNIX and VMS:

Windows

```

*

* SQL Descriptor Area

*

78 IISQ-MAX-COLS    VALUE 1024.

01 SQLDA.
   05 SQLDAID        PIC X(8).
   05 SQLDABC        PIC S9(9) USAGE COMP-5.
   05 SQLN           PIC S9(4) USAGE COMP-5
                        VALUE IISQ-MAX-COLS.

   05 SQLD           PIC S9(4) USAGE COMP-5.
   05 SQLVAR         OCCURS IISQ-MAX-COLS TIMES.
       07 SQLTYPE    PIC S9(4) USAGE COMP-5.
       07 SQLLEN     PIC S9(4) USAGE COMP-5.
       07 SQLDATA    USAGE POINTER.
       07 SQLIND     USAGE POINTER.
       07 SQLNAME.
           49 SQLNAME1 PIC S9(4) USAGE COMP-5.
           49 SQLNAMEC PIC X(34).
*

* SQLDA Type Codes
* Type Name  Value  Length
* -----
* DATE       3      25
* MONEY      5       8
* DECIMAL    10     SQLLEN = 256*P+S
* CHAR       20     SQLLEN
* VARCHAR    21     SQLLEN
* BYTE       23     SQLLEN
* BYTE VARYING 24   SQLLEN
* LONG BYTE  25     SQLLEN
* INTEGER    30     SQLLEN
* FLOAT      31     SQLLEN
* 4GL OBJECT 45     SQLLEN
* TABLE-FIELD 52    0

```

```

*
78 IISQ-DTE-TYPE VALUE 3.
78 IISQ-DTE-LEN VALUE 25.
78 IISQ-MNY-TYPE VALUE 5.
78 IISQ-DEC-TYPE VALUE 10.
78 IISQ-CHA-TYPE VALUE 20.
78 IISQ-VCH-TYPE VALUE 21.
78 IISQ-BYTE-TYPE VALUE 23.
78 IISQ-VBYTE-TYPE VALUE 24.
78 IISQ-LBYTE-TYPE VALUE 25.
78 IISQ-INT-TYPE VALUE 30.
78 IISQ-FLT-TYPE VALUE 31.
78 IISQ-OBJ-TYPE VALUE 45.
78 IISQ-TBL-TYPE VALUE 52.
78 IISQ-LVCH-TYPE VALUE 22.

```

UNIX

```

*

* SQL Descriptor Area

*

78 IISQ-MAX-COLS VALUE 1024.

01 SQLDA.
  05 SQLDAID PIC X(8).
  05 SQLDABC PIC S9(9) USAGE COMP-5.
  05 SQLN PIC S9(4) USAGE COMP-5
      VALUE IISQ-MAX-COLS.
  05 SQLD PIC S9(4) USAGE COMP-5.
  05 SQLVAR OCCURS IISQ-MAX-COLS TIMES.
    07 SQLTYPE PIC S9(4) USAGE COMP-5.
    07 SQLLEN PIC S9(4) USAGE COMP-5.
    07 SQLDATA USAGE POINTER.
    07 SQLIND USAGE POINTER.
    07 SQLNAME.
      49 SQLNAME1 PIC S9(4) USAGE COMP-5.
      49 SQLNAMEC PIC X(34).

```

```

*
* SQLDA Type Codes
* Type Name Value Length
* -----
* DATE 3 25
* MONEY 5 8
* DECIMAL 10 SQLLEN = 256*P+S
* CHAR 20 SQLLEN
* VARCHAR 21 SQLLEN
* BYTE 23 SQLLEN
* BYTE VARYING 24 SQLLEN
* LONG BYTE 25 SQLLEN
* INTEGER 30 SQLLEN
* FLOAT 31 SQLLEN
* 4GL OBJECT 45 SQLLEN
* TABLE-FIELD 52 0

```

```

*
78 IISQ-DTE-TYPE VALUE 3.
78 IISQ-DTE-LEN VALUE 25.
78 IISQ-MNY-TYPE VALUE 5.
78 IISQ-DEC-TYPE VALUE 10.
78 IISQ-CHA-TYPE VALUE 20.
78 IISQ-VCH-TYPE VALUE 21.
78 IISQ-BYTE-TYPE VALUE 23.
78 IISQ-VBYTE-TYPE VALUE 24.
78 IISQ-LBYTE-TYPE VALUE 25.
78 IISQ-INT-TYPE VALUE 30.
78 IISQ-FLT-TYPE VALUE 31.
78 IISQ-OBJ-TYPE VALUE 45.
78 IISQ-TBL-TYPE VALUE 52.
78 IISQ-LVCH-TYPE VALUE 22.


```

VMS

```

*
* SQL Descriptor Area
*
01 SQLDA EXTERNAL.
  05 SQLDAID PIC X(8).
  05 SQLDABC PIC S9(9) USAGE COMP.
  05 SQLN PIC S9(4) USAGE COMP.
  05 SQLDA PIC S9(4) USAGE COMP.
  05 SQLVAR OCCURS 1024 TIMES.
    07 SQLTYPE PIC S9(4) USAGE COMP.
    07 SQLLEN PIC S9(4) USAGE COMP.
    07 SQLDATE USAGE POINTER.
    07 SQLIND USAGE POINTER.
    07 SQLNAME.
      49 SQLNAMEL PIC S9(4) USAGE COMP.
      49 SQLNAMEC PIC X(34).
01 IISQLHDR
  05 SQLARG USAGE POINTER.
  05 SQLHDLR PIC S9(9) USAGE COMP.
*

```

```
* SQLDA Type Codes
*
* Type Name      Value  Length
* -----
* DATE           3      25
* MONEY          5       8
* DECIMAL        10     SQLLEN = 256*P+S
* CHAR           20     QLEN
* VARCHAR        21     SQLLEN
* BYTE           23     SQLLEN
* BYTE VARYING   24     SQLLEN
* LONG BYTE      25     SQLLEN
* INTEGER        30     SQLLEN
* FLOAT          31     SQLLEN
* TABLE         52      0
* LONG VARCHAR   22      0
* 4GL OBJECT     45     SQLLEN
* DATAHANDLER   46     
```

Structure Definition and Usage Notes:

- The sqlvar array (COBOL table) has 1024 elements. If you code your own SQLDA, you can supply a different number of elements.
- The sqlvar array begins at subscript 1.
- The sqldata and sqlind fields are declared with USAGE POINTER. These must be set to point at the addresses of other data items using the COBOL SET statement with the ADDRESS OF clause (UNIX) or the REFERENCE clause (VMS).
- If your program declares its own SQLDA record, you must confirm that the record layout is identical to that of the Ingres-defined SQLDA record, although you can declare a different number of sqlvar elements.
- The nested group sqlname is a varying length character string consisting of a length and data area. The sqlnamec field contains the name of a result field or column after the describe (or prepare into) statement. The length of the name is specified by sqlnamel. The characters in the sqlnamec field are blank padded. The sqlname group may also be set by a program using Dynamic FRS. The program is not required to pad sqlnamec with blanks. See How to Set SQLNAME for Dynamic FRS (see page 237) in this chapter.
- The comment listing the type codes represents the types that are returned by the describe statement and the types used by the program when using an SQLDA to retrieve or set data. The type code 52 indicates a table field and is set by the FRS when describing a form that contains a table field.

Windows and UNIX

- If you code your own SQLDA, you can declare it EXTERNAL and share it with other programs.
- Because the SQLDA is passed directly to Ingres without preprocessor intervention (and generated MOVE statements), all numeric fields of the SQLDA are declared as COMP-5. If, on your machine, the internal storage format of a USAGE COMP data item is identical to the storage format of USAGE COMP-5 then you may use either USAGE COMP or USAGE COMP-5 for the corresponding SQLDA fields when you code your own. If you use USAGE COMP and the internal storage format is not the same then Ingres issues runtime errors about unknown data type codes and invalid data type lengths. ❏

VMS

- The SQLDA record definition is an EXTERNAL definition. This allows multiple COBOL program modules and source files to reference and process the same SQLDA. If you code your own SQLDA, you are not required to share it with other program modules by declaring it EXTERNAL. ❏

How to Declare an SQLDA Record

To declare an SQLDA record, issue **include sqlda** or hard code the record as previously defined. This declaration must be in the Working-Storage Section of the COBOL Data Division but not in an SQL declare section because the preprocessor does not understand the special meaning of the fields of the SQLDA. When the SQLDA record is used, the preprocessor accepts any object name and assumes that the data item refers to a legally declared SQLDA record.

If a program requires an SQLDA with the same number of sqlvar elements as in the Ingres definition, it can accomplish this by including the following line in the Working-Storage Section:

```
EXEC SQL INCLUDE SQLDA END-EXEC.
```

and by including the following lines in the Procedure Division:

```
* Set the size of the SQLDA
MOVE 1024 to SQLN.
...
EXEC SQL DESCRIBE s1 INTO :SQLDA END-EXEC.
```

Note that the sqln is given an initial value of 1024.


If a program requires another SQLDA record or an SQLDA with a different number of sqlvar elements (not 1024), it can declare its own COBOL record as shown in the following examples.

Windows

* In Working-Storage Section.

```
01 MY-SQLDA EXTERNAL.  
  02 MY-SQID          PIC X(8).  
  02 MY-SQSIZE        PIC S9(9) USAGE COMP-5.  
  02 MY-VARS          PIC S9(4) USAGE COMP-5.  
  02 RESULT-VARS      PIC S9(4) USAGE COMP-5.  
  02 COLUMN-VARS      OCCURS 20 TIMES.  
    03 COL-TYPE       PIC S9(4) USAGE COMP-5.  
    03 COL-LEN        PIC S9(4) USAGE COMP-5.  
    03 COL-ADDR       USAGE POINTER.  
    03 COL-NULL       USAGE POINTER.  
    03 COL-NAME.  
      04 NAME-LEN     PIC S9(4) USAGE COMP-5.  
      04 NAME-DAT     PIC X(34).
```

* In Procedure Division set the size of the SQLDA


MOVE 20 to MY-VARS. 

UNIX

* In Working-Storage Section.

```
01 MY-SQLDA EXTERNAL.  
  02 MY-SQID          PIC X(8).  
  02 MY-SQSIZE        PIC S9(9) USAGE COMP-5.  
  02 MY-VARS          PIC S9(4) USAGE COMP-5.  
  02 RESULT-VARS      PIC S9(4) USAGE COMP-5.  
  02 COLUMN-VARS      OCCURS 20 TIMES.  
    03 COL-TYPE       PIC S9(4) USAGE COMP-5.  
    03 COL-LEN        PIC S9(4) USAGE COMP-5.  
    03 COL-ADDR       USAGE POINTER.  
    03 COL-NULL       USAGE POINTER.  
    03 COL-NAME.  
      04 NAME-LEN     PIC S9(4) USAGE COMP-5.  
      04 NAME-DAT     PIC X(34).
```

* In Procedure Division set the size of the SQLDA

MOVE 20 to MY-VARS. 

VMS


* In Working-Storage Section.

```

01 MY-SQLDA EXTERNAL.
  02 MY-SQID          PIC X(8).
  02 MY-SQSIZE        PIC S9(9) USAGE COMP.
  02 MY-VARS          PIC S9(4) USAGE COMP.
  02 RESULT-VARS      PIC S9(4) USAGE COMP.
  02 COLUMN-VARS OCCURS 20 TIMES.
    03 COL-TYPE       PIC S9(4) USAGE COMP.
    03 COL-LEN        PIC S9(4) USAGE COMP.
    03 COL-ADDR       USAGE POINTER.
    03 COL-NULL       USAGE POINTER.
    03 COL-NAME.
      04 NAME-LEN PIC S9(4) USAGE COMP.
      04 NAME-DAT PIC X(34).

```

* In Procedure Division set the size of the SQLDA

MOVE 20 to MY-VARS. 

In the above declarations, the names of the record components are not the same as those of the SQLDA record, but their layout is identical.

The SQLVAR Table

The *SQL Reference Guide* discusses the legal values of the sqlvar table (array). The describe and prepare into statements set the type, length, and name information of the SQLDA. This information refers to the result columns of a prepared select statement, the fields of a form, or the columns of a table field. When the program uses the SQLDA to retrieve or set Ingres data, it must assign the type and length information that now refers to the data items being pointed at by the SQLDA.

COBOL Data Item Type Codes

The type codes listed in the COBOL comment appearing in the SQLDA Record section are the types that describe Ingres result fields or columns. For example, the SQL types date and money do not describe program variables but rather data types that are compatible with COBOL character and numeric types.

Character data and the SQLDA have the same rules as character data in regular embedded SQL statements. They are also described in the COBOL Data Items and Data Types section.

The following Windows, UNIX, and VMS sections describe the Ingres type codes to use with COBOL data items that will be pointed at by the sqldata pointers.

Windows and UNIX

The left column of the following table shows the COBOL pictures and usages of the COBOL data items pointed at by `sqldata`, while the middle and the right columns show the equivalent SQL type codes and lengths.

COBOL Data Type	SQL Type Code (sqltype)	Length (sqlen)
PIC S9(4) USAGE COMP-5 SYNC	30 (INTEGER)	2
PIC S9(9) USAGE COMP-5 SYNC	30 (INTEGER)	4
PIC S9(10)V9(8) COMP-3 SYNC	31 (FLOAT)	256*18+8
PIC S9(P-S)V9(S) USAGE COMP-3	10 (DECIMAL)	256*P+S
PIC X(LEN)	20 (CHARACTER)	LEN

First, note that since the preprocessor does not generate any conversions for the data items pointed at by `sqldata` you must confirm that the storage format of the values being pointed at are completely compatible with the storage formats known by Ingres (C storage formats). Consequently, 4-byte integers are USAGE COMP-5 SYNC rather than just USAGE COMP. If, on your machine, you verify that the internal storage format of unscaled COMP and COMP-5 data items are identical then you can use USAGE COMP.

The preprocessor does not need to generate any conversions for the decimal data type. So, `sqldata` can be pointed directly at a COMP-3. Ingres expects precision and scale to be encoded in the `sqlen` field. The precision is stored in the first byte of a 2-byte integer while scale is stored in the last byte of a 2-byte integer. For example, `decimal(18,8)` length is stored as $(256*18)+8$.

All other Ingres types are compatible with the above types. For more information, see COBOL Data Items and Data Types (see page 182) in this chapter, which describes runtime data conversion. For example, the SQL date data type can be retrieved into a 25-byte character string, while the SQL money or float data type can be retrieved using a COMP-3 data item. Ingres will coerce float or money to packed decimal at runtime.

Nullable data types (those data items associated with a null indicator) are specified by assigning the negative of the type code to the `sqltype` field. If the type is negative when you use the `SQLDA` to retrieve or set Ingres data, then a null indicator must be pointed at by the corresponding `sqlind` field. In this case, the COBOL data type of the null indicator must be PIC S9(4) USAGE COMP-5 SYNC. Once again, USAGE COMP-5 may be replaced by USAGE COMP if you verify that COMP is identical to COMP-5 on your machine. ■

VMS

The left column of the following table shows the COBOL pictures and usages of the COBOL data items pointed at by sqldata, while the middle and the right columns show the equivalent SQL type codes and lengths.

COBOL Type Codes	SQL Type Codes (sqltype)	Length (sqlen)
PIC S9(4) USAGE COMP	30 (INTEGER)	2
PIC S9(9) USAGE COMP	30 (INTEGER)	4
USAGE COMP-1	31 (FLOAT)	4
IISQLHDLR	46 (Datahandler)	0
USAGE COMP-2	31 (FLOAT)	8
PIC S9(P-S)V9(S) USAGE COMP-3	10 (DECIMAL)	256*P+S
PIC X(LEN)	20 (CHARACTER)	LEN

All other types are compatible with these types, as described in the COBOL Data Items and Data Types in this chapter, which describes runtime data conversion. For example, the SQL date data type can be retrieved into a COBOL 25-byte character string, while the SQL money type can be retrieved into a COMP-2 data item.

Nullable data types (those data items that are associated with a null indicator) are specified by assigning the negative of the type code to the sqltype field. If the type is negative, a null indicator (a 2-byte integer data item) must be pointed at by the sqlind field.

Character data and the SQLDA have the exact same rules as character data in regular embedded SQL statements. For more information, see COBOL Data Items and Data Types (see page 182) in this chapter. ■

Pointer Usage with COBOL Data Items

In order to fill an element of the sqlvar array, you must set the type information and assign a valid address to sqldata. The address must be that of a legally declared data item. If the element is nullable, the sqlind field must point at a legally declared null indicator.

As a concluding example, the following fragment sets the type information of, and points at, a 4-byte integer data item, an 8-byte nullable floating-point data item, and an sqlen-specified character sub-string. The following examples demonstrate how a program can maintain a pool of available data items, such as large arrays of the few different typed variables and a large string space. The next available spot is chosen from the pool.

Windows and UNIX

```
* Assume SQLDA has been declared, as well as the
* following COBOL tables:
*   INT-4-TABLE, FLOAT-TABLE and INDICATOR-TABLE
* Also assume that a large character string buffer has
* been declared:
* CHAR-STRING
MOVE 30          TO SQLTYPE(1).
MOVE 4           TO SQLEN(1).
SET SQLIND(1)    TO NULL.
SET SQLDATA(1)   TO ADDRESS OF INT-4-TABLE(CUR-INT).
ADD 1            TO CUR-INT.

MOVE -31         TO SQLTYPE(2).
MOVE 8           TO SQLEN(2).
SET SQLIND(2)    TO ADDRESS OF INDICATOR-TABLE(CUR-IND).
SET SQLDATA(2)   TO ADDRESS OF FLOAT-8-TABLE(CUR-FLT).
ADD 1            TO CUR-IND.
ADD 1            TO CUR-FLT.

* SQLEN has been assigned by DESCRIBE to be the length
* of a specific result column. This length is used to
* pick off a sub-string out of a large character string
* space.

MOVE SQLEN(3)    TO NEED-LEN.
MOVE 20          TO SQLTYPE(3).
SET SQLIND(3)    TO NULL.
SET SQLDATA(3)   TO ADDRESS OF
                  CHAR-STRING(CUR-CHAR:NEED-LEN).
ADD NEED-LEN     TO CUR-CHAR.
```

It is advisable to set sqlind to point to a null address if the data represented by the sqlvar element is not nullable, that is, the sqlvar.sqltype is positive. However, because some COBOL compilers do not accept the SET *pointer-item* TO NULL syntax, Ingres will ignore the sqlind pointer if the sqltype is positive, which allows you to leave out that particular step if necessary. 🐢

VMS

* Assume SQLDA has been declared, as well as the
 * following COBOL tables:
 * INT-4-TABLE, FLOAT-8-TABLE and INDICATOR-TABLE
 * Also assume that a large character string buffer has
 * been declared:
 * CHAR-STRING

```
MOVE 30      TO SQLTYPE(1).
MOVE 4       TO SQLLEN(1).
MOVE 0       TO SQLIND(1).
SET SQLDATA(1) TO REFERENCE
              OF INT-4-TABLE(CUR-INT).
ADD 1        TO CUR-INT.
```

```
MOVE -31     TO SQLTYPE(2).
MOVE 8       TO SQLLEN(2).
SET SQLIND(2) TO REFERENCE
              OF INDICATOR-TABLE(CUR-IND).
SET SQLDATA(2) TO REFERENCE
              OF FLOAT-8-TABLE(CUR-FLT).
ADD 1        TO CUR-IND.
ADD 1        TO CUR-FLT.
```

* SQLLEN has been assigned by DESCRIBE to be the length
 * of a specific result column. This length is used to
 * pick off a sub-string out of a large character
 * string space.

```
MOVE SQLLEN(3) TO NEED-LEN.
MOVE 20        TO SQLTYPE(3).
MOVE 0         TO SQLIND(3).
SET SQLDATA(3) TO REFERENCE OF
CHAR-STRING(CUR-CHAR:NEED-LEN).
ADD NEED-LEN   TO CUR-CHAR. ❶
```

How to Set SQLNAME for Dynamic FRS

When using the SQLVAR with Dynamic FRS statements, a few extra steps are required. These extra steps relate to the differences between Dynamic FRS and Dynamic SQL and are described in the *SQL Reference Guide*.

When using the SQLDA in a forms input or output using clause, the value of sqlname must be set to a valid field or column name. If the name was set by a previous describe statement, it must be retained or reset by the program. If the name refers to a hidden table field column, the program must set sqlname directly. If your program sets sqlname directly, it must also set sqlname1 and sqlnamec. The name portion does not need to be padded with blanks.

For example, a dynamically named table field has been described, and the application always initializes any table field with a hidden 6-byte character column called rowid. The code used to retrieve a row from the table field including the hidden column and _state variable would have to construct the two named columns as shown in the following examples.

Windows

```
...

01 ROWID    PIC X(6).
01 ROWSTATE PIC S9(8) USAGE COMP-5.

...

EXEC FRS DESCRIBE TABLE :FORMNAME :TABLENAME
  INTO :SQLDA END-EXEC.

...


ADD 1 TO SQLD.

* Set up to retrieve rowid.
MOVE 20      TO SQLTYPE(SQLD).
MOVE 6       TO SQLLEN(SQLD).
SET SQLIND(SQLD) TO NULL.
MOVE 5       TO SQLNAME1(SQLD).
MOVE "rowid"  TO SQLNAMEC(SQLD)(1:5).
SET SQLDATA(SQLD) TO ADDRESS OF ROWID.

ADD 1      TO SQLD.

* Set up to retrieve _STATE.
MOVE 30      TO SQLTYPE(SQLD).
MOVE 4       TO SQLLEN(SQLD).
SET SQLIND(SQLD) TO NULL.
MOVE 6       TO SQLNAME1(SQLD).
MOVE "_state" TO SQLNAMEC(SQLD)(1:6).
SET SQLDATA(SQLD) TO ADDRESS OF ROWSTATE.

....

EXEC FRS GETROW :FORMNAME :TABLENAME
  USING DESCRIPTOR :SQLDA END-EXEC. 
```

UNIX

```

...

01 ROWID      PIC X(6).
01 ROWSTATE   PIC S9(8) USAGE COMP-5.

...
EXEC FRS DESCRIBE TABLE :FORMNAME :TABLENAME
  INTO :SQLDA END-EXEC.

...

ADD 1 TO SQLD.

* Set up to retrieve rowid.
MOVE 20       TO SQLTYPE(SQLD).
MOVE 6        TO SQLLEN(SQLD).
SET SQLIND(SQLD) TO NULL.
MOVE 5        TO SQLNAME1(SQLD).
MOVE "rowid"   TO SQLNAMEC(SQLD)(1:5).
SET SQLDATA(SQLD) TO ADDRESS OF ROWID.

ADD 1         TO SQLD.

* Set up to retrieve _STATE.
MOVE 30       TO SQLTYPE(SQLD).
MOVE 4        TO SQLLEN(SQLD).
SET SQLIND(SQLD) TO NULL.
MOVE 6        TO SQLNAME1(SQLD).
MOVE "_state"  TO SQLNAMEC(SQLD)(1:6).
SET SQLDATA(SQLD) TO ADDRESS OF ROWSTATE.

....

EXEC FRS GETROW :FORMNAME :TABLENAME
  USING DESCRIPTOR :SQLDA END-EXEC.

```

VMS

```

...

01 ROWID      PIC X(6).
01 ROWSTATE   PIC S9(8) USAGE COMP.

...

EXEC FRS DESCRIBE TABLE :FORMNAME :TABLENAME
  INTO :SQLDA END-EXEC.

....

ADD 1 TO SQLD.


```

```
* Set up to retrieve rowid.
MOVE 20      TO SQLTYPE(SQLD).
MOVE 6       TO SQLLEN(SQLD).
MOVE 0       TO SQLIND(SQLD).
MOVE 5       TO SQLNAMEL(SQLD).
MOVE "rowid" TO SQLNAMEC(SQLD)(1:5).
SET SQLDATA(SQLD) TO REFERENCE OF ROWID.

ADD 1 TO SQLD.

* Set up to retrieve _STATE.
MOVE 30      TO SQLTYPE(SQLD).
MOVE 4       TO SQLLEN(SQLD).
MOVE 0       TO SQLIND(SQLD).
MOVE 6       TO SQLNAMEL(SQLD).
MOVE "_state" TO SQLNAMEC(SQLD)(1:6).
SET SQLDATA(SQLD) TO REFERENCE OF ROWSTATE.

....

EXEC FRS GETROW :FORMNAME :TABLENAME
  USING DESCRIPTOR :SQLDA END_EXEC. 
```

You may also set the SQLVAR to point to a datahandler for large object columns. For more information on data handlers, see Advanced Processing (see page 240) in this chapter.

Advanced Processing

This section describes user-defined handlers. It includes information about user-defined error, dbevent, and message handlers as well as data handlers for large objects.

User-Defined Error, DBEvent, and Message Handlers

You can use user-defined handlers to capture errors, messages, or events during the processing of a database statement. Use these handlers instead of the sql whenever statements with the SQLCA when you want to do the following:

- Capture more than one error message on a single database statement.
- Capture more than one message from database procedures fired by rules.
- Trap errors, events, and messages as the DBMS raises them. If an event is raised when an error occurs during query execution, the WHENEVER mechanism detects only the error and defers acting on the event until the next database statement is executed.

User-defined handlers offer you flexibility. If, for example, you want to trap an error, you can code a user-defined handler to issue an `inquire_sql` to get the error number and error text of the current error. You can then switch sessions and log the error to a table in another session; however, you must switch back to the session from which the handler was called before returning from the handler. When the user handler returns, the original statement continues executing. User code in the handler cannot issue database statements for the session from which the handler was called.

The handler must be declared to return an integer. However, the Ingres runtime system ignores the return value.

Syntax Notes:

- Because Micro Focus COBOL does not support a function pointer data type, you must write a short embedded SQL/C procedure to register your handler with the Ingres runtime system. For more information, see *Include User-Defined Handlers in the Micro Focus RTS - UNIX* (see page 245) in this chapter.

Windows and UNIX

Use the following embedded SQL/C procedure to set the handlers:

```
exec sql set_sql (errorhandler = error_routine);  
exec sql set_sql (messagehandler = message_routine);  
exec sql set_sql (dbeventhandler = event_routine);
```

VMS

Use the following embedded SQL/C procedure to set the handlers:

```
exec sql set_sql (errorhandler = error_routine) end-exec.  
exec sql set_sql (messagehandler = message_routine) end-exec.  
exec sql set_sql (dbeventhandler = event_routine) end-exec.
```

The handlers may be unset directly from your embedded SQL/COBOL program:

```
exec sql set_sql (errorhandler = 0) end-exec.  
exec sql set_sql (messagehandler = 0) end-exec.  
exec sql set_sql (dbeventhandler = 0) end-exec.
```

- Errorhandler, dbeventhandler, and messagehandler denote a user-defined handler to capture errors, events, and database messages respectively, as follows:

error_routine

Specifies the name of the function the Ingres runtime system calls when an error occurs.

event_routine

Specifies the name of the function the Ingres runtime system calls when an event is raised.

message_routine

Specifies the name of the function the Ingres runtime system calls whenever a database procedure generates a message.

Errors that occur in the error handler itself do not cause the error handler to be reinvoked. You must use `inquire_sql` to handle or trap any errors that may occur in the handler.

- Unlike regular variables, the handler in the embedded SQL `SET_SQL` statement is not prefaced by a colon. The handler must not be declared in an embedded SQL declare section although you must declare the handler to the compiler.
- If you specify a zero (0) instead of a name, the zero will unset the user-defined handlers are also described in the *SQL Reference Guide*.

How to Declare User-Defined Handlers

The following examples show how to declare a user-defined handler in ESQL/COBOL:

UNIX

IDENTIFICATION DIVISION.

PROGRAM-ID. TEST-PROG.

ENVIRONMENT DIVISION.

DATA DIVISION.

WORKING_STORAGE SECTION.

```

EXEC SQL INCLUDE SQLCA END-EXEC.
...
PROCEDURE DIVISION.
BEGIN.

EXEC SQL CONNECT dbname END-EXEC.

* Call "C" routine to set error handler on.
* ErrProg will be called whenever an error occurs.
CALL "ErrTrap".
...
...

* Suppress display of error number (don't call ErrProg) for next statement by
* turning error handler off.
EXEC SQL SET_SQL(ERRORHANDLER = 0) END-EXEC.
EXEC SQL ....
* Turn error handler back on. ErrProg will now be
* called again whenever an error occurs.
CALL "ErrTrap".
...
END PROGRAM TEST-PROG.

```

The following is an example of a user-defined error handler:

```

IDENTIFICATION DIVISION.
PROGRAM-ID. ErrProg.
ENVIRONMENT DIVISION.
DATA DIVISION.
WORKING-STORAGE SECTION.
EXEC SQL INCLUDE SQLCA END-EXEC.

EXEC SQL BEGIN DECLARE SECTION END-EXEC.
01 errnum PIC S9(9) USAGE DISPLAY.
EXEC SQL END DECLARE SECTION END-EXEC.
PROCEDURE DIVISION.
BEGIN.

EXEC SQL INQUIRE_SQL(:errnum = ERRORNO) END-EXEC.
DISPLAY "Errnum is " errnum.
END PROGRAM ErrProg.

```

The following example is an embedded SQL/C routine that declares ErrProg to the Ingres runtime system:

```

ErrTrap()
{
    extern int ErrProg();
    EXEC SQL SET_SQL (ERRORHANDLER = ErrProg);
}

```

VMS

IDENTIFICATION DIVISION.

PROGRAM-ID. Test-prog.

ENVIRONMENT DIVISION.

DATA DIVISION.

WORKING-STORAGE SECTION.

```
EXEC SQL INCLUDE SQLCA END-EXEC.  
01 error_func PIC S9(9) USAGE COMP VALUE EXTERNAL  
ErrProg.
```

...

PROCEDURE DIVISION

BEGIN.

```
EXEC SQL CONNECT dbname END-EXEC.  
EXEC SQL SET_SQL (ERRORHANDLER = error_func)  
END-EXEC.
```

...

```
END PROGRAM Test-prog.  
IDENTIFICATION DIVISION.  
PROGRAM-ID. ErrProg.  
ENVIRONMENT DIVISION.  
DATA DIVISION.
```

WORKING-STORAGE SECTION.

```
EXEC SQL INCLUDE SQLCA END-EXEC.  
EXEC SQL BEGIN DECLARE SECTION END-EXEC.  
01 errnum PIC S9(9) USAGE DISPLAY.  
EXEC SQL END DECLARE SECTION END-EXEC.
```

PROCEDURE DIVISION.

BEGIN.

```
EXEC SQL INQUIRE_SQL (:errnum = ERRORNO) END-EXEC.  
DISPLAY "Errnum is " errnum.  
END PROGRAM ErrProg. ❏
```

Include User-Defined Handlers in the Micro Focus RTS—UNIX

You must follow the procedures below to include user-defined handlers in the new Micro Focus Runtime System (RTS) that you create. For a complete description of how to incorporate Ingres into the Micro Focus RTS, see *How to Incorporate Ingres into the Micro Focus RTS - UNIX* (see page 272) in this chapter.

To include user-defined handlers in the Micro Focus RTS

1. For each user-defined handler, build the object code as follows:

```
% esqlcbl    errhandler.scb
% cob -x -c  errhandler.cbl

% esqlcbl    msghandler.scb
% cob -x -c  msghandler.cbl

% esqlcbl    evthandler.scb
% cob -x -c  evthandler.cbl
```

2. Because Micro Focus COBOL does not support a Function Pointer data type, you must write a short embedded SQL/C procedure to register your user-defined handler with the Ingres Runtime System. This embedded SQL/C procedure only needs to declare the handler, and execute the appropriate `set_sql` statement. For example:

```
ErrTrap()
{
    extern int ErrProg();
    exec sql set_sql(errorhandler = ErrProg);
}
MsgTrap()
{
    extern int MsgProg();
    exec sql set_sql(messagehandler = MsgProg);
}
EvtTrap()
{
    extern int EvtProg();
    exec sql set_sql(dbeventhandler = EvtProg);
}
```

`ErrProg`, `MsgProg` and `EvtProg` are embedded SQL/COBOL programs that handle Ingres errors, database procedure messages and database events respectively.

3. Build the object code of the embedded SQL/C registration procedure, as follows:

```
% esqlc cproc.sc
% cc -c cproc.c
```

where `cproc.sc` is the name of the file containing the procedure(s) that you wrote for Step 2.

4. Link the compiled handlers and the C registration procedure(s) into your RTS by modifying the COB command line to include the object files. Specify the object files before the list of system libraries, as follows:

```
cob -x -e "" -o ingrts
    iimfdata.o iimflibq.o\
    cproc.o \
    errhandler.o msghandler.o evthandler.o\
    $II_SYSTEM/ingres/lib/libingres.a\
    -lc -lm
```

cproc.o is the name of the object file that Step 3 produces. It contains the C registration procedure(s) for the user-defined handlers.

5. Add COBOL CALL statements to your source program wherever you wish to set the handler. For example:

```
* To set the errorhandler on:
  CALL "ErrTrap".

* To set the messagehandler on:
  CALL "MsgTrap".

* To set the dbeventhandler on:
  CALL "EvtTrap".
```

You may unset the user-defined handler directly from your embedded SQL/COBOL program with the SET_SQL statement:

```
exec sql set_sql (errorhandler = 0) end-exec.
exec sql set_sql (messagehandler = 0) end-exec.
exec sql set_sql (dbeventhandler = 0) end-exec.
```

User-Defined Data Handlers for Large Objects

Note: User-defined data handlers for large objects are not supported in MFCOBOL on UNIX.

You can use user-defined data handlers to transmit large object column values to or from the database a segment at a time. For more details on Large Objects, the datahandler clause, the get data statement and the put data statement, see the *SQL Reference Guide* and the *Forms-based Application Development Tools User Guide*.

ESQL/COBOL Usage Notes

When using ESQL/COBOL, the following notes apply:

- The datahandler, and the datahandler argument, should not be declared in an ESQL declare section. Therefore, do not use a colon before the datahandler or its argument.
- You must ensure that the datahandler argument is a valid COBOL record. ESQL will not do any syntax or datatype checking of the argument.
- The datahandler must be declared to return an integer. However, the actual return value will be ignored.

Data Handlers and the SQLDA

You may specify a user-defined data handler as an SQLVAR element of the SQLDA, to transmit large objects to/from the database. The eqsqllda.h file included using the include sqllda statement declares one IISQLHDLR record which may be used to specify one data handler and its argument. It is defined:

```
* Declare IISQLHDLR
  01 IISQLHDLR EXTERNAL.
    05 SQLARG  USAGE POINTER.
    05 SQLHDLR PIC S9(9) USAGE COMP.
```

You can also code this record directly, instead of using the include sqllda statement. You can choose any name for the structure and you can declare more than one in a single program. The program must set the values:

```
* Declare the argument to be passed to datahandler
  01 HDLR-ARG.
    05 ARG-CHAR  PIC X(100).
    05 ARG-INT   PIC S9(9) USAGE COMP.

* Declare the datahandler
  01 GET-HANDLER PIC S9(9) USAGE COMP VALUE
    EXTERNAL GET-HANDLER.

* Set the IISQLHDLR values for SQLHDLR and SQLARG
  MOVE GET-HANDLER TO SQLHDLR.
  SET SQLARG TO REFERENCE HDLR-ARG.
```

The sqltype and sqlllen fields of the SQLVAR element of the SQLDA should then be set as follows:

```
MOVE 46 TO SQLTYPE(COL).
MOVE  0 TO SQLLEN(COL).
```

Sample Programs

The programs in this section are examples of how to declare and use user-defined data handlers in an ESQL/COBOL program. There are examples of a handler program, a put handler program, a get handler program and a dynamic SQL handler program.

Handler

This example assumes that the book table was created with the statement:

```
EXEC SQL CREATE TABLE BOOK
  (CHAPTER_NUM  INTEGER,
   CHAPTER_NAME CHAR(50),
   CHAPTER_TEXT LONG VARCHAR) END-EXEC.
```

This program inserts a row into the table book using the data handler PUT_HANDLER to transmit the value of column chapter_text from a text file to the database. Then it selects the column chapter_text from the table book using the data handler GET_HANDLER to retrieve the chapter_text column a segment at a time.

```
IDENTIFICATION DIVISION.
PROGRAM-ID.    HANDLER-PROG.
ENVIRONMENT DIVISION.
DATA DIVISION.
WORKING-STORAGE SECTION.
```

```
EXEC SQL INCLUDE SQLCA END-EXEC.
```

* Do not declare the data handlers nor the
* datahandler argument to the ESQL preprocessor.

```
01 PUT-HANDLER PIC S9(9) USAGE COMP VALUE
    EXTERNAL PUT-HANDLER.
01 GET-HANDLER PIC S9(9) USAGE COMP VALUE
    EXTERNAL GET-HANDLER.
```

```
01 HDLR-ARG.
    05 ARG-CHAR    PIC X(100).
    05 ARG-INT     PIC S9(9) USAGE COMP.
```

* Argument passed through to the DATAHANDLER must be * of type POINTER.

```
01 ARG-ADDR        USAGE POINTER.
```

* Null indicator for data handler must be declared to * ESQL.

```
EXEC SQL BEGIN DECLARE SECTION END-EXEC.
01 CHAPTER_NUM     S9(9) USAGE COMP.
01 IND-VAR         S9(4) USAGE COMP.
EXEC SQL END DECLARE SECTION END-EXEC.
```



```

PROCEDURE DIVISION.
BEGIN.

* INSERT a long varchar value chapter_text into the
* table book using the datahandler PUT_HANDLER.
* The argument passed to the datahandler is a pointer to the record HDLR-ARG.
...
SET ARG-ADDR TO REFERENCE HDLR-ARG.

EXEC SQL INSERT INTO book (chapter_num,
                           chapter_name, chapter_text)
                           VALUES (5, 'One dark and stormy night',
                                   DATAHANDLER (PUT-HANDLER (ARG-ADDR)))
END-EXEC.
...

* Select the column chapter_num and the long varchar * column chapter_text from
the table book.
* The Datahandler (GET-HANDLER) will be invoked for each non-null value
* of column chapter_text retrieved. For null values the indicator variable
* will be set to "-1" and the datahandler will not be called. Again, the argument
* passed to the handler is a pointer to the record HDLR-ARG.

...

EXEC SQL SELECT chapter_num, chapter_text INTO
:CHAPTER_NUM,
DATAHANDLER (GET-HANDLER(ARG-ADDR)):IND-VAR
FROM book END-EXEC
EXEC SQL BEGIN END-EXEC
      process row ...
EXEC SQL END END-EXEC.

...

END PROGRAM HANDLER-PROG.

```

Put Handler

This example shows how to read the long varchar chapter_text from a text file and insert it into the database a segment at a time.

```

IDENTIFICATION DIVISION.
PROGRAM-ID. PUT-HANDLER.
ENVIRONMENT DIVISION.
DATA DIVISION.
WORKING-STORAGE SECTION.

EXEC SQL INCLUDE SQLCA END-EXEC.

EXEC SQL BEGIN DECLARE SECTION END-EXEC.
01 SEG-BUF PIC X(1000).
01 SEG-LEN PIC S9(9) USAGE COMP.
01 DATA-END PIC S9(9) USAGE COMP.
EXEC SQL END DECLARE SECTION END-EXEC.

```

```
LINKAGE SECTION.  
    01  HDLR-ARG.  
        02 ARG-CHAR PIC X(100).  
        02 ARG-INT  PIC S9(9) USAGE COMP.  
  
PROCEDURE DIVISION USING ARG-ADDR.  
BEGIN.  
  
    ...  
    process information passed in via the HDLR-ARG...  
    open file...  
  
    ...  
  
    MOVE 0 TO DATA-END.  
  
    PERFORM UNTIL DATA-END = 1  
        read segment of less than 1000 chars from file into segbuf...  
        IF end-of-file  
            MOVE 1 TO DATA-END  
        END-IF.  
  
        EXEC SQL PUT DATA (SEGMENT = :SEG-BUF,  
            SEGMENTLENGTH = :SEG-LEN, DATAEND = :DATA-END)  
        END-EXEC  
    END-PERFORM.  
  
    ...  
    close file ...  
    set HDLR-ARG to return appropriate values...  
  
    ...  
END PROGRAM PUT-HANDLER.
```

Get Handler

This example shows how to get the long varchar chapter_text from the database and write it to a text file.

```
IDENTIFICATION DIVISION.  
PROGRAM-ID.  GET-HANDLER.  
  
ENVIRONMENT DIVISION.  
DATA DIVISION.  
WORKING-STORAGE SECTION.  
  
    EXEC SQL INCLUDE SQLCA END-EXEC.  
  
    EXEC SQL BEGIN DECLARE SECTION END-EXEC.  
    01  SEG-BUF          PIC X(2000).  
    01  SEG-LEN          PIC Z9(6) USAGE COMP.  
    01  DATA-END        PIC Z9(9) USAGE COMP.  
    01  MAX-LEN          PIC S9(9) USAGE COMP.  
    EXEC SQL end DECLARE SECTION END-EXEC.
```

```

LINKAGE SECTION.
    01  HDLR-ARG.
        02 ARG-CHAR PIC X(100).
        02 ARG-INT  PIC S9(9) USAGE COMP.

PROCEDURE DIVISION USING HDLR-ARG.
BEGIN.

    ...
    process information passed in via the HDLR-ARG...
    open file...

*   Get a maximum segment length of 2000 bytes.

    MOVE 0 TO DATA-END.
    MOVE 2000 TO MAX-LEN.

*   seg-len:      will contain the length of the segment retrieved.
*   seg-buf:      will contain a segment of the column chapter_text.
*   data-end:     will be set to '1' when the entire value in chapter_text has *
been retrieved.

    PERFORM UNTIL DATA-END = 1
        EXEC SQL GET DATA (:SEG-BUF = SEGMENT,
                           :SEG-LEN = SEGMENTLENGTH,
                           :DATA-END = DATAEND)
                           WITH MAXLENGTH = :MAX-LEN
        END-EXEC.

        write segment to file...

    END-PERFORM.
    ...
    set HDLR-ARG to return appropriate values...

END PROGRAM GET-HANDLER.

```

Dynamic SQL Handler

The following is an example of a dynamic SQL handler program. This program fragment shows the declaration and usage of a datahandler in a dynamic SQL program, using the SQLDA. It uses the datahandler GET-HANDLER and the HDLR-ARG structure.

```

IDENTIFICATION DIVISION.
PROGRAM-ID. DYNHDLR-PROG.
ENVIRONMENT DIVISION.
DATA DIVISION.
WORKING-STORAGE SECTION.

    EXEC SQL INCLUDE SQLCA END-EXEC.
    EXEC SQL INCLUDE SQLDA END-EXEC.

```

```
* Do not declare the data handlers nor the
* data handler argument to the ESQL preprocessor.

01 PUT-HANDLER PIC S9(9) USAGE COMP VALUE
    EXTERNAL PUT-HANDLER.
01 GET-HANDLER PIC S9(9) USAGE COMP VALUE
    EXTERNAL GET-HANDLER.

* Declare argument to be passed to datahandler.

01 HDLR-ARG.
    05 ARG-CHAR PIC X(100).
    05 ARG-INT PIC S9(9) USAGE COMP.

C Declare IISQLHDLR
    01 IISQLHDLR EXTERNAL.
        05 SQLARG USAGE POINTER.
        05 SQLHDLR PIC S9(9) USAGE COMP.

EXEC SQL BEGIN DECLARE SECTION END-EXEC.
    01 INDVAR PIC S9(4) USAGE COMP.
EXEC SQL END DECLARE SECTION END-EXEC.

PROCEDURE DIVISION.
BEGIN.

    . . .

* Set the IISQLHDLR structure with the appropriate datahandler and
* datahandler argument.

    MOVE GET-HANDLER TO SQLHDLR.
    SET SQLARG TO REFERENCE HDLR-ARG.

* Describe the statement into the SQLDA.

    STMT-BUF = "select * from book".
    EXEC SQL PREPARE stmt FROM :STMT-BUF END-EXEC.
    EXEC SQL DESCRIBE stmt INTO :SQLDA END-EXEC.

* Set the SQLDATA variables correctly.

    PERFORM SETUP-COLUMN VARYING COL FROM 1 BY 1
        UNTIL (COL > SQLD).

* The Datahandler (GET-HANDLER) will be invoked for
* each non-null value of column "chapter_text"
* retrieved. For null values the SQLIND will be set * to "-1" and the datahandler
* will not be called.
```

```

      EXEC SQL EXECUTE IMMEDIATE :STMT-BUF USING
:SQLDA END-EXEC
      EXEC SQL BEGIN END-EXEC
           process row ...
      EXEC SQL END END-EXEC
      . . .

SETUP-COLUMN.
      . . .

* The Describe statement will return 22 for long
* varchar and -22 for Nullable Long Varchar
      IF (SQLTYPE(COL) = 22)
          MOVE 46 TO SQLTYPE(COL)
          SET SQLDATA(COL) TO REFERENCE IISQLHDLR
          SET SQLIND(COL) TO REFERENCE INDVAR
      ELSE
          . . .

      END-IF.
      . . .

END PROGRAM DYNHLDR-PROG.

```

Preprocessor Operation

This section describes the embedded SQL preprocessor for COBOL and the steps required to create, compile, and link an Embedded SQL program.

Include File Processing

The following sections describe include file processing for Windows, UNIX, and VMS.

Include Files—Windows and UNIX

The embedded SQL include statement provides a means to include external files in your program's source code. Its syntax is:

```
exec sql include filename end-exec
```

filename

A single-quoted string constant that specifies a file name or an environment variable that points to the file name. If no extension is given to the filename (or to the file name pointed at by the environment variable), the default COBOL input file extension .scb is assumed.

This statement is normally used to include variable declarations although it is not restricted to such use. For more details on the include statement, see the *SQL Reference Guide*.

The included file is preprocessed and an output file with the same name but with the default output extension `.cbl` is generated. You can override this default output extension with the `-o.ext` flag on the command line. In the original source file that specified the include statement, a new reference is made to the output file with the COBOL COPY statement. If the `-o` flag is used (with no extension), an output file is not generated for the include statement.

For example, assume that no overriding output extension was explicitly given on the command line. The embedded SQL statement:

```
EXEC SQL INCLUDE 'employee.scb' END-EXEC.
```

is preprocessed to the COBOL statement:

```
COPY "employee.cbl".
```

and the file `employee.scb` is translated into the COBOL file `employee.cbl`.

As another example, assume that a source file called `inputfile` contains the following include statement:

```
EXEC SQL INCLUDE 'mydecls' END-EXEC.
```

Windows

The name `mydecls` can be defined as a system environment variable pointing to the file `c:\src\headers\myvars.scb` by means of the following command at the system level:

```
setenv mydecls c:\src\headers\myvars.scb
```

UNIX

The name `mydecls` can be defined as a system environment variable pointing to the file `/src/headers/myvars.scb` by means of the following command at the system level:

```
setenv mydecls /src/headers/myvars.scb
```

Because the extension `.scb` is the default input extension for embedded SQL include files, it need not be specified when defining an environment variable for the file.

Assume now that inputfile is preprocessed with the command:

```
esqlcbl -o.hdr inputfile
```

The command line specifies .hdr as the output file extension for include files. As the file is preprocessed, the include statement shown earlier is translated into the following COBOL statement for Windows and UNIX:

Windows

```
COPY "c:\src\headers\myvars.hdr".
```

The COBOL file c:\src\headers\myvars.hdr is generated as output for the original include file, c:\src\headers\myvars.scb.

You can also specify include files with a relative path. For example, if you preprocess the file c:\src\headers\myvars.scb, the embedded SQL statement:

```
EXEC SQL INCLUDE '../headers/myvars.scb' END-EXEC.
```

is preprocessed to the COBOL statement:

```
include "../headers/myvars.cbl".
```

and the COBOL file c:\src\headers\myvars.cbl is generated as output for the original include file, c:\src\headers\myvars.cbl. 🗑️

UNIX

```
COPY "/src/headers/myvars.hdr".
```

The COBOL file /src/headers/myvars.hdr is generated as output for the original include file, /src/headers/myvars.scb.

You can also specify include files with a relative path. For example, if you preprocess the file /src/source/myprog.scb, the embedded SQL statement:

```
EXEC SQL INCLUDE '../headers/myvars.scb' END-EXEC.
```

is preprocessed to the COBOL statement:

```
include "../headers/myvars.cbl".
```

and the COBOL file /src/headers/myvars.cbl is generated as output for the original include file, /src/headers/myvars.scb. 🗑️

Include Files—VMS

The embedded SQL include statement provides a means to include external files in your program's source code. Its syntax is:

```
exec sql include filename end-exec
```

filename

A single-quoted string constant that specifies a file name or an environment variable that points to the file name. If no extension is given to the filename (or to the file name pointed at by the environment variable), the default COBOL input file extension .scb is assumed.

This statement is normally used to include variable declarations although it is not restricted to such use. For more details on the include statement, see the *SQL Reference Guide*.

The included file is preprocessed and an output file with the same name but with the default output extension .lib is generated. You can override this default output extension with the -o.ext flag on the command line. In the original source file that specified the include statement, a new reference is made to the output file with the COBOL COPY statement. If the -o flag is used with no extension, an output file is not generated for the include statement. This is useful for program libraries using MMS dependencies.

If you use both the -o.ext and the -o flags, then the preprocessor will generate the specified extension for the translated include statements in the program but will not generate new output files for the statements.

For example, assume that no overriding output extension was explicitly given on the command line. The embedded SQL statement:

```
EXEC SQL INCLUDE 'employee.scb' END-EXEC.
```

is preprocessed to the COBOL statement:

```
COPY "employee.lib".
```

and the file employee.scb is translated into the COBOL file employee.lib.

As another example, assume that a source file called inputfile contains the following include statement:

```
EXEC SQL INCLUDE 'mydecls' END-EXEC.
```

The name mydecls can be defined as a system logical name pointing to the file dra1:[headers]myvars.scb by means of the following command at the system level:

```
define mydecls dra1:[headers]myvars
```

Because the extension .scb is the default input extension for embedded SQL include files, it need not be specified when defining a logical name for the file.

Assume now that inputfile is preprocessed with the command:

```
esqlcbl -o.hdr inputfile
```

The command line specifies .hdr as the output file extension for include files. As the file is preprocessed, the include statement shown earlier is translated into the COBOL statement:

```
COPY "dra1:[headers]myvars.hdr"
```

and the COBOL file dra1:[headers]myvars.hdr is generated as output for the original include file, dra1:[headers]myvars.scb.

You can also specify include files with a relative path. For example, if you preprocess the file dra1:[mysource]myfile.scb, the embedded SQL statement:

```
EXEC SQL INCLUDE '[-.headers]myvars.scb' END-EXEC.
```

is preprocessed to the COBOL statement:

```
COPY "[-.headers]myvars.lib"
```

and the COBOL file dra1:[headers]myvars.lib is generated as output for the original include file, dra1:[headers]myvars.scb.

Source Code with Labels

Some embedded SQL statements generate labels. If you include a file containing such statements, you must be careful to include the file only once in a given COBOL program unit. Otherwise, you may find that the compiler later complains that the generated labels are defined more than once.

The embedded SQL select loop generates labels and all the embedded SQL/FORMS block-type statements, such as display and unloadtable.

Coding Requirements for Embedded SQL Programs

The following sections describe coding requirements for writing Embedded SQL programs.

Comments Embedded in COBOL Output

Each embedded SQL statement generates one comment and a few lines of COBOL code. You may find that the preprocessor translates 50 lines of embedded SQL into 200 lines of COBOL. This may result in confusion about the line numbers when you try to debug the original source code. To facilitate debugging, each group of COBOL statements associated with a particular statement is delimited by a comment corresponding to the original embedded SQL source. Each comment is one line long and describes the file name, line number and type of statement in the original source file.

Embedded SQL Statements in IF and PERFORM Blocks

The preprocessor may produce several COBOL statements for a single embedded SQL statement. In most circumstances, the statements can be simply nested in the scope of a COBOL IF or PERFORM statement.

There are some embedded SQL statements for which the preprocessor generates COBOL paragraphs and paragraph names. These statements are:

select-loop

display

formdata

unloadtable

submenu

These statements cannot be nested in the scope of a COBOL IF or PERFORM statement because of the paragraph names the preprocessor generates for them.

These statements must not contain labels.

Another consequence of these generated paragraphs is that they may terminate the scope of a local COBOL paragraph, thus modifying the intended flow of control. For example, a paragraph generated by the preprocessor in a source paragraph may cause the program to return prematurely to the statement following the PERFORM statement that called the source paragraph. To ensure that control does not return prematurely, you must use the THROUGH clause in the PERFORM statement.

The following example demonstrates the use of PERFORM-THROUGH and an EXIT paragraph to force correct control flow.

```

DATA DIVISION.
WORKING-STORAGE SECTION.
EXEC SQL BEGIN DECLARE SECTION END-EXEC.
  01 ENAME PIC X(20).
EXEC SQL END DECLARE SECTION END-EXEC.
* Include SQLCA, declare program variables, etc.
PROCEDURE DIVISION.
BEGIN.

* Initialization of program
* Note the THROUGH clause to ensure correct
* control flow.
  PERFORM UNLOAD-TAB THROUGH END-UNLOAD.
* User code
  UNLOAD-TAB.

* This paragraph includes a paragraph generated
* by the preprocessor
  EXEC FRS UNLOADTABLE Empform Employee
    (:ENAME = Lastname) END-EXEC.
  EXEC FRS BEGIN END-EXEC.
    EXEC SQL INSERT into person (name)
      VALUES (:ENAME)
    END-EXEC.
  EXEC FRS END END-EXEC.
* This paragraph-name and EXIT statement cause
* control to pass back to the caller's scope
  END-UNLOAD.
  EXIT.
  USER-PARAGRAPH.
* Program continues

```

COBOL Periods and Embedded SQL Statements

You can place a period following the END-EXEC statement terminator (for more information, see Embedded SQL Statement Syntax for COBOL (see page 175) in this chapter), although the preprocessor does not require this. If you do include a period at the end of an embedded SQL statement, the preprocessor places a period at the end of the last COBOL statement generated by that embedded SQL statement. Therefore, when you include periods in embedded SQL statements, be careful to follow the same guidelines that you use for placing periods in COBOL statements. For example, do not add a period at the end of an embedded SQL statement occurring in the middle of the scope of a COBOL IF or PERFORM statement. If you include the separator period in such a case, you will prematurely end the scope of the COBOL statement.

Similarly, when an embedded SQL statement is the *last* statement in the scope of a COBOL IF, you *must* follow it with a period (or, alternatively, an END-IF) to terminate the scope of the IF. For example:

```
      IF ERR-NO > 0 THEN
* Do not use a separating period in the middle
* of an IF statement.
      EXEC FRS MESSAGE 'You cannot update the database'
END-EXEC
* Be sure to use a separating period at the
* end of an IF statement.
      EXEC FRS SLEEP 2 END-EXEC.
```

In the example above, the absence of the period after the first end-exec causes the preprocessor to generate code *without* the separator period, thus preserving the scope of the IF statement. The period following the second end-exec causes the preprocessor to generate code *with* a final separator period, terminating the scope of the IF.

The embedded SQL preprocessor always generates necessary separator periods when translating embedded SQL block structured statements, such as a select or unloadtable loop, into COBOL paragraphs. The end-exec statement terminator associated with these statements and with their begin clauses cannot be followed by a period. A period will cause a preprocessor syntax error on the subsequent components of the block structured statement.

In a display loop, periods are allowed in the statement blocks of initialize and activate statements and following the finalize statement.

The following example shows the use of the period in block-structured statements and display loops.

EXEC FRS FORMS END-EXEC.	-- Period allowed
EXEC FRS DISPLAY empform END-EXEC	-- No period
EXEC FRS INITIALIZE END-EXEC	-- No period
EXEC FRS BEGIN END-EXEC	-- No period
ESQL, COBOL statements	-- Periods allowed
EXEC SQL SELECT * INTO :emp_rec	
FROM employee END-EXEC	-- No period
EXEC SQL BEGIN END-EXEC	-- No period
ESQL, COBOL statements.	-- Periods allowed
EXEC SQL END END-EXEC.	-- Period allowed

```

EXEC FRS END END-EXEC                -- No period

EXEC FRS ACTIVATE FIELD emp_name END-EXE -- No period
EXEC FRS BEGIN END-EXEC              -- No period
EXEC FRS SUBMENU END-EXEC            -- No period
EXEC FRS ACTIVATE frskey3 END-EXEC   -- No period
EXEC FRS BEGIN END-EXEC              -- No period
    ESQL, COBOL statements.          -- Periods allowed
    IF condition THEN
        ESQL, COBOL statements      -- No periods
    ELSE
        ESQL, COBOL statements      -- No periods
    END-IF.                          -- Period optional
                                    (COBOL rules)

    PERFORM UNTIL condition
        ESQL, COBOL statements      -- No periods
    END-PERFORM.                    -- Period optional
                                    (COBOL rules)

EXEC FRS END END-EXEC                -- No period

EXEC FRS END END-EXEC                -- No period

EXEC FRS ACTIVATE MENUITEM 'Save' END-EXE-- No period
EXEC FRS BEGIN END-EXEC              -- No period
EXEC FRS UNLOADTABLE empform employee END-EXEC -- No period
EXEC FRS BEGIN END-EXEC              -- No period
    ESQL, COBOL statements.          -- Periods allowed
EXEC FRS END END-EXEC.               -- Period allowed

EXEC FRS END END-EXEC                -- No period

EXEC FRS FINALIZE END-EXEC.          -- Period allowed

```

A period after the END-EXEC terminator of any of the following statements will cause a preprocessor error:

display

initialize

activate

submenu

formdata

unloadtable

end, (except when used as the final statement of **display**, **unloadtable**, **formdata**, and **select** loops)

select, when opening a select loop

For more information on COBOL paragraphs and embedded SQL structured statements, see the preceding section.

Embedded SQL Statements That Do Not Generate Code

The following embedded SQL declarative statements do not generate any COBOL code:

declare cursor

declare statement

declare table

whenever

Do not code these statements as the only statements in COBOL constructs that do not allow *null* statements. Also, these statements must not contain labels. For example, coding a declare cursor statement as the only statement in a COBOL IF statement causes compiler errors:

```
IF USING-DATABASE=1 THEN
    EXEC SQL DECLARE empcsr CURSOR FOR
        SELECT ename FROM employee END-EXEC
ELSE
    DISPLAY "You have not accessed the database".
The code generated by the preprocessor is:

IF USING-DATABASE=1 THEN
ELSE
    DISPLAY "You have not accessed the database".
```

This is an illegal use of the COBOL ELSE clause.

Also, do not precede these statements (declare cursor, declare statement, declare table, and whenever) with a COBOL paragraph label (on the same line) if that label is referenced elsewhere in your program.

Efficient Code Generation

This section describes the COBOL code generated by the embedded SQL preprocessor.

COBOL Strings and Embedded SQL Strings

COBOL stores string and character data in a machine-dependent data item (UNIX and Windows) or descriptor (VMS). The embedded SQL runtime routines are written in another language (C) that verifies lengths of strings by the location of a null (LOW-VALUE) byte. Consequently, COBOL strings must be converted to embedded SQL runtime strings before the call to the runtime routine is made.

In some languages, embedded SQL generates a nested function call that accepts as its argument the character data item (UNIX and Windows) or VAX string descriptor (VMS) and returns the address of the embedded SQL null-terminated string. COBOL does not have nested function calls, and simulating this would require two expensive COBOL statements. Embedded SQL/COBOL knows the context of the statement, and in most cases will MOVE the COBOL string constant or data item in a known area that has already been null-terminated. This extra statement is cheaper than the nested function call of other languages, as it generates a single machine instruction. Even though your COBOL-generated code may look wordier and longer than other embedded SQL-generated code, it is actually as efficient.

COBOL IF-THEN-ELSE Blocks

There are some statements that normally generate an IF-THEN-ELSE construct in other languages that instead generate IF-GOTO constructs in COBOL. The reason for this is that there is no way to ensure that no embedded SQL-generated (or programmer-generated) period will appear in an IF block. Consequently, in order to allow any statement in this scope, embedded SQL generates an IF-GOTO construct.

The code generated by embedded SQL for this construct is actually very similar to the code generated by any compiler for an IF-THEN-ELSE construct and is no less efficient.

COBOL Function Calls

COBOL supports function calls with the USING clause (UNIX) or the GIVING clause (VMS). This allows a function to return a value into a declared data item. Embedded SQL generates many of these statements by assigning the return values into internally declared data items, and then checking the result of the function by checking the value of the data item. This is obviously less efficient than other languages that check the return value of a function by means of its implicit value (stored in a register).

COBOL has the overhead of assigning the value to a variable. An embedded SQL/COBOL generated function call that tests the result may look like:

Windows and UNIX

```
CALL "IIFUNC" USING IIRESLT
```

```
IF (IIRESLT = 0) THEN ...
```

VMS

```
CALL "IIFUNC" GIVING IIRESLT
```

```
IF (IIRESLT = 0) THEN ...
```

Command Line Operations

This section describes the operations you must perform from the operating system command line in order to create an executable image of an embedded SQL program. These operations include preprocessing the embedded program and compiling the generated code.


esqlcbl Command – Invoke Embedded SQL Preprocessor for COBOL




The following command line invokes the COBOL preprocessor:

```
esqlcbl {flags} {filename}
```

where *flags* are:

	Flag	Description
VMS	-a	Accepts input and generates output in ANSI format. Use this flag if your source code is in ANSI format and you want to compile the program with the cobol command line qualifier ansi_format. The code the preprocessor generates will also be in ANSI format. If this flag is omitted, the preprocessor accepts input and generates output in VAX COBOL terminal format. For more information, see Source Code Format (see page 267) in

Flag	Description
	this chapter. 
-d	Adds debugging information to the runtime database error messages embedded SQL generates. The source file name, line number and statement in error are printed with the error message.
-f[filename]	Writes preprocessor output to the named file. If no filename is specified, the output is sent to standard output, one screen at a time.
-l	Writes preprocessor error messages to the preprocessor's listing file, as well as to the terminal. The listing file includes preprocessor error messages and your source text in a file named filename.lis, where filename is the name of the input file.
-lo	Like -l, but the generated COBOL code also appears in the listing file.
-o.ext	Specifies the extension the preprocessor gives to both the translated include statements in the main program and the generated output files. If this flag is not provided the default is .cbl (UNIX) or .lib (VMS). If you use this flag with the -o flag, then the preprocessor generates the specified extension for the translated include statements but does not generate new output files for the include statements.
-o	Directs the preprocessor not to generate output files for include files. This flag does not affect the translated include statements in the main program. The preprocessor will generate a default extension for the translated include file statements unless you use the -o.ext flag.
-s	Reads input from standard input and generates COBOL code to standard output. This is useful for testing statements you are not familiar with. If the -l option is specified with this flag, the listing file is called "stdin.lis." To terminate the interactive session, type CtrlD (UNIX) or Ctrl Z (VMS).
-sqlcode	Indicates the file declares an integer variable named SQLCODE to receive status information from SQL statements. That declaration need not be in an exec sql begin/end declare section. This feature is provided for ISO Entry SQL92 conformity. However the ISO Entry SQL92 specification describes SQLCODE as a "deprecated feature" and recommends using the SQLSTATE variable.
-nosqlcode	Tells the preprocessor not to assume the existence of a status

Flag	Description
	variable named SQLCODE. The -nosqlcode flag is the default.
-w	Prints warning messages.
-wopen	This flag is identical to -wsql= open. However, -wopen is supported only for backwards capability. See -wsql = open for more information.
-wsql= entry_SQL92	Causes the preprocessor to flag any usage of syntax or features that do not conform to the ISO Entry SQL92 entry level standard. (This is also known as the FIPS flagger option.)
-wsql=open	Use open only with OpenSQL syntax. -wsql = open generates a warning if the preprocessor encounters an embedded SQL statement that does not conform to OpenSQL syntax. (For OpenSQL syntax, see the <i>OpenSQL Reference Guide</i> .) This flag is useful if you intend to port an application across different Enterprise Access products. The warnings do not affect the generated code and the output file may be compiled. This flag does not validate the statement syntax for any Enterprise Access product whose syntax is more restrictive than that of OpenSQL.
Windows -?	Shows the command line options for esqlcbl. 
UNIX --	Shows the command line options for esqlcbl. 
VMS -?	Shows the command line options for esqlcbl. 

The embedded SQL/COBOL preprocessor assumes that input files are named with the extension .scb.

To override this default, specify the file extension of the input file(s) on the command line. The output of the preprocessor is a file of generated COBOL statements with the same name and the extension .cbl (UNIX and Windows) or .cob (VMS).

If you enter only the command, without specifying any flags or a filename, a list of flags available for the command is displayed.

esqlcbl Command Options

The following table presents the command options available with **esqlcbl**.

Command	Comment
esqlcbl file1	Preprocesses "file1.scb" to: file1.cbl (Windows and UNIX) file1.cob (VMS)

Command	Comment
esqlcbl file2.xcb	Preprocesses "file2.xcb" to file2.cbl (Windows and UNIX) file2.cob (VMS)
esqlcbl -l file3	Preprocesses file3.scb to file3.cbl (Windows and UNIX) file3.cob (VMS) and creates listing file3.lis
esqlcbl -s	Accepts input from standard input
esqlcbl -ffile4.out file4	Preprocesses file4.scb to file4.out
esqlcbl	Displays a list of available flags

Source Code Format

The following sections discuss source code formatting considerations for Windows, UNIX, and VMS.

Format Considerations—Windows and UNIX

The preprocessor produces Micro Focus COBOL source code in ANSI format.

You must place all string continuation indicators (-) in column 7. Comment indicators (*) may be in column 1 or column 7. For details on comments and continued string literals, see Embedded SQL Statement Syntax for COBOL (see page 175) in this chapter.

The preprocessor generates code using certain conventions. Indicators for comments and continued string literals are placed in column 7. The 01 level number for data declarations known to the preprocessor and any optional labels before embedded SQL statements are output in Area A, starting at column 8. All other embedded SQL statements are placed in Area B, starting at column 12. No statements generated extend beyond column 72. COBOL statements and declarations unknown to the preprocessor appear in the preprocessor output file unchanged from the input file.

The preprocessor does not generate any code in columns 1-6 (the Sequence Area). Do not, however, precede embedded SQL statements with sequence numbers—only the white space of a label can precede the exec keyword. Also, although the preprocessor never generates code beyond column 72 no matter which format is used, it does accept code in columns 73 - 80. Therefore, anything placed in that area on an embedded SQL line must be valid embedded SQL code.

Format Considerations—VMS

The preprocessor can produce source code written in either VAX COBOL terminal format or ANSI format. The default is terminal format; if you require ANSI format, use the -a flag on the preprocessor command line. The COBOL code that the preprocessor generates for embedded SQL statements will follow the format convention you have chosen.

In order to specify the -a flag, you must place all comment and string continuation indicators (* and -) in column 7. If you do not intend to use the -a flag, those indicators must instead be located in column 1. For details on comments and continued string literals, see Embedded SQL Statement Syntax for COBOL (see page 175) in this chapter.

When the -a flag is specified, the preprocessor generates code using certain conventions. Indicators for comments and continued string literals are placed in column 7. The 01 level number for data declarations known to the preprocessor and any optional labels before embedded SQL statements are output in Area A, starting at column 8. All other embedded SQL statements are placed in Area B, starting at column 12. No statements generated extend beyond column 72. COBOL statements and declarations unknown to the preprocessor appear in the preprocessor output file unchanged from the input file.

The preprocessor may generate sequence numbers in columns 1 - 6 (the Sequence Area). For information on sequence numbers, see COBOL Sequence Numbers (see page 176) in this chapter. Also, although the preprocessor never generates code beyond column 72 no matter which format is used, it does accept code in columns 73 - 80. Therefore, anything placed in that area on an embedded SQL line must be valid embedded SQL code.

The COBOL Compiler—Windows and UNIX

To compile this code, use the cob command. The following example preprocesses and compiles the file test1.

```
esqlcbl test1.scb  
cob test1.cob
```

When you use the cob command to compile the generated COBOL code, the compiler issues the following informational message:

```
01 SQLABC PIC S9(9) USAGE COMP-5 SYNC VALUE 0  
**209-I*****  
** COMP-5 is machine specific format.
```

As mentioned in the COBOL Data Items and Data Types (see page 182) section in this chapter, COMP-5 is an Ingres-compatible numeric data type, and a data item of the type is included in the Ingres system COPY file. You can ignore this warning or suppress it by using the cob compiler directive or command line flag:

```
cob -C warning=1
```

Also, because the program will be run through the COBOL interpreter that is linked to the Ingres runtime system, do not modify the default values of the COBOL compiler align and ibmcomp directives. To run your embedded SQL/COBOL test program, use the ingrts command (an alias to your Ingres-linked RTS):

```
ingrts test1
```

For more information on building and linking the Interpreter (or RTS), see How to Incorporate Ingres into the Micro Focus RTS - UNIX (see page 272) in this chapter.

Note: For operating system specific information on compiling and linking ESQL/COBOL programs, see the Readme file.

The COBOL Compiler—Windows Micro Focus Net Express

On Windows, use the cobol command to compile the COBOL code generated by the preprocessor. Then use the cblnames command to extract all public symbols into a cbllds.obj file for the linker, and the link utility to bind the objects into an executable.

The following example preprocesses and compiles the file test1:

```
esqlcbl test1.scb
cobol test1.cbl /case /litlink
cblnames -t -mtest1 test1.obj
link /OUT: test1.exe \
    /SUBSYSTEM:CONSOLE \
    /MACHINE:i386 \
    /NOD \
    test1.obj \
    cbllds.obj \
    libingres.lib \
    msvcrt.lib \
    oldnames.lib \
    mfrts32s.lib \
    kernel32.lib \
    user32.lib \
    gdi32.lib \
    advapi32.lib
```

The COBOL Compiler—VMS

The preprocessor generates COBOL code. To compile this code, use the VMS COBOL command. The following example preprocesses and compiles the file test1. Both the embedded SQL preprocessor and the COBOL compiler assume the default extensions.

```
esqlcbl test1
cobol/list test1
```

As of Ingres II 2.0/0011 (axm.vms/00), Ingres uses member alignment and IEEE floating-point formats. Embedded programs must be compiled with member alignment turned on. In addition, embedded programs accessing floating-point data (including the MONEY data type) must be compiled to recognize IEEE floating-point formats.

The VMS default qualifier /g_float is not a standard and should not be used.

On Alpha systems, hardware support for D_float is only partial, the default has changed to G_float, and support for IEEE (IEEE 754-1985 standard for floating point arithmetic) has been added. Because of this, and because IEEE is available on other platforms and is recognized as an industry standard, Ingres for OpenVMS Alpha uses the IEEE format.

All programs and libraries should be compiled using the IEEE qualifier. Do not mix programs or libraries compiled with different qualifiers.

For example:

```
esqlcbl prog.scb
cobol /float=ieee prog
```

Failure to use the /float=ieee qualifier or the use of non-IEEE float numbers will result in unpredictable results when non-IEEE floats are used as keys or in restrictions.

How Embedded SQL Programs are Linked

Embedded SQL programs require procedures from several VMS shared libraries in order to run properly. Once you have preprocessed and compiled an embedded SQL program, you can link it. Assuming the object file for your program is called dbentry, use the following link command:

```
link dbentry.obj,-
  ii_system:[ingres.files]esql.opt/opt
```

Link Precompiled Forms

The technique of declaring a precompiled form to the FRS is discussed in the *SQL Reference Guide* and in the COBOL Data Items and Data Types section in this chapter. To use such a form in your program, you must also follow the steps described here.

To link a precompiled form

1. In VIFRED, select a menu item to compile a form. VIFRED then creates a file in your directory describing the form in the VAX-11 MACRO language. Select a name for the file.
2. Once you have created the MACRO file, assemble it into linkable object code with the VMS command:

```
macro filename
```

3. The output of this command is a file with the extension .obj. Link this object file with your program by listing it in the link command, as shown in the following example, which links the form defined in the file empform:

```
link formentry,-  
  empform.obj,-  
  ii_system:[ingres.files]esql.opt/opt
```

How Embedded SQL Programs are Linked without Shared Libraries

While the use of shared libraries in linking embedded SQL programs is recommended for optimal performance and ease of maintenance, non-shared versions of the libraries have been included in case you require them. Non-shared libraries required by embedded SQL are listed in the esql.noshare options file. The options file must be included in your link command *after* all user modules. The libraries must be specified in the order given in the options file.

The following example demonstrates the link command for an embedded SQL program called dbentry, which has been preprocessed and compiled:

```
link dbentry,-  
  ii_system:[ingres.files]esql.noshare/opt
```

How to Place User-Written Embedded SQL Routines in Shareable Images

When you plan to place your code in a shareable image, note the following about the psect attributes of your global or external variables:

- As a default, some compilers mark global variables as shared (SHR: every user who runs a program linked to the shareable image sees the same variable) and others mark them as not shared (NOSHR: every user who runs a program linked to the shareable image gets their own private copy of the variable).
- Some compilers support modifiers you can place in your source code variable declaration statements to explicitly state which attributes to assign a variable.
- The attributes that a compiler assigns to a variable can be overridden at link time with the psect_attr link option, which overrides attributes of all variables in the psect.

Consult your compiler reference manual for further details.

Note: For operating system specific information on compiling and linking ESQ/COBOL programs, see the Readme file.

How to Incorporate Ingres into the Micro Focus RTS—UNIX

Before you can run any embedded SQL/COBOL program, you must create a new Micro Focus Runtime System (or RTS), linked with the Ingres libraries. This will enable your embedded SQL/COBOL programs to access the necessary Ingres routines at runtime.

If you are unsure whether your COBOL RTS is linked to the Ingres libraries, you can perform a simple test. Preprocess, compile, and run a simple ESQ/COBOL program that connects and disconnects from Ingres. For example, the simple test file test.scb could include the lines:

```
EXEC SQL CONNECT dbname END-EXEC.  
EXEC SQL DISCONNECT END-EXEC.
```

If your COBOL RTS is not linked to the Ingres libraries, you will receive the COBOL runtime error number 173 when you run the program:

```
esqlcbl test.scb  
cob test.cbl  
cobrun test  
Load error: file 'IIsqConnect'  
error code: 173, pc=1A, call=1, seg=0  
173 Called program file not found in  
drive/directory
```


How to Build an Ingres RTS without the Ingres FRS

If you are using the COBOL screen utilities and do not need to incorporate the Ingres forms runtime system (FRS) into your COBOL runtime support module, then you can link the RTS exclusively for database activity.

This section describes how to provide the COBOL RTS with all Ingres runtime routines.

Create a directory in which you want to store the Ingres-linked RTS. For example, if the COBOL root directory is `/usr/lib/cobol`, you may want to add a new directory `/usr/lib/cobol/ingres` to store the Ingres/COBOL RTS. From that new directory, issue the commands that extract the Ingres Micro Focus support modules, link the Ingres COBOL RTS, and supply an alias to run the new program.

The shell script shown below performs all of these steps. Note that `$II_SYSTEM` refers to the path-name of the Ingres root directory on your system:

```
#
# These 2 steps position you to where you want to
# build the RTS
#
mkdir /usr/lib/cobol/ingres
cd /usr/lib/cobol/ingres
#
# Extract 2 Ingres Micro Focus COBOL support modules
#
ar xv $II_SYSTEM/ingres/lib/libingres.a iimfdata.o
ar xv $II_SYSTEM/ingres/lib/libingres.a iimflibq.o
#

# Now link the new Ingres COBOL RTS (this example
# calls it "ingrts")
#
cob -x -e "" -o ingrts \
    iimfdata.o iimflibq.o \
    $II_SYSTEM/ingres/lib/libingres.a \
    -lc -lm
#
# Provide an alias to run the new program
# (distribute to RTS users)
#
alias ingrts /usr/lib/cobol/ingrts
```

Ingres shared libraries are available on some UNIX platforms. To link with these shared libraries replace `libingres.a` in the `cob` command with:

```
-L $II_SYSTEM/ingres/lib -linterp.1 -lframe.1 -lq.1 \
    -lcompat.1
```

To verify if your release supports shared libraries check for the existence of any of these four shared libraries in the \$II_SYSTEM/ingres/lib directory. For example:

```
ls -l $II_SYSTEM/ingres/lib/libq.1.*
```

Any user-defined handlers must also be incorporated into the Ingres/COBOL RTS, and should be added to the cob command line. For a detailed description, see Include User-Defined handlers in the Micro Focus RTS - UNIX (see page 245) in this chapter.

Since the resulting RTS is quite large, the temporary holding directory required by COBOL may need to be reset. By default, this directory is set to /usr/tmp. If you are issued "out of disk space" errors during the linking of the Ingres/COBOL RTS, you should consult your COBOL Programmer's Reference Manual to see how to modify the TMPDIR environment variable.

You may need to specify other system libraries in addition to the -lm library on the cob command. The libraries required are the same as those need to link an embedded SQL/C program. The library names may be added to the last line of the cob command shown above. For example, if the inet and the inetd system libraries are required, the last line of the cob command would be:

```
-lc -lm -linet -linetd
```

At this point you are ready to run your embedded SQL/COBOL program.

How to Build an RTS with the Ingres FRS

If you are using the Ingres forms system in your embedded SQL/COBOL programs then you must include the Ingres FRS in the RTS. The link script shown below builds an RTS that includes the Ingres FRS:

```
#
# Optional: Assume you are in an appropriate directory
# as described in the previous section.
#
cd /usr/lib/cobol/ingres
#
# Extract 3 Ingres Micro Focus support modules
#
ar xv $II_SYSTEM/ingres/lib/libingres.a iimfdata.o
ar xv $II_SYSTEM/ingres/lib/libingres.a iimflibq.o
ar xv $II_SYSTEM/ingres/lib/libingres.a iimffrs.o
#
```

```
# Now link the new Ingres COBOL RTS (this example
# calls it "ingfrs")
#
cob -x -e "" -o ingfrs \
    iimfdata.o iimflibq.o iimffrs.o \
    $II_SYSTEM/ingres/lib/libingres.a \
    -lc -lm
#
# Provide an alias to run the new program
# (distribute to RTS users)
#
alias ingfrs /usr/lib/cobol/ingfrs
```

You may be required to specify other system libraries on the cob command line. For information about how to specify other system libraries on the cob command line, see *How to Build an Ingres RTS without the Ingres FRS* (see page 273) in this chapter.

How to Include External Compiled Forms in the RTS

The description of how to build an Ingres RTS that can access the Ingres forms system does not include a method with which to include compiled forms into the RTS. Recall that compiled forms are precompiled form objects that do not need to be retrieved from the database. Since the compiled forms are external objects (in object code) you must link them into your RTS.

Because some UNIX platforms allow you to use the Micro Focus EXTERNAL clause to reference objects linked into your RTS and some do not, two procedures are given here. The first procedure describes how to include external compiled forms in the RTS on a platform that does permit the use of the EXTERNAL clause. The second procedure describes how to perform this task on a platform that does not allow EXTERNAL data items to reference objects linked to the RTS.

Procedure for Platforms that Accept the EXTERNAL Clause

Use this procedure if your platform accepts the EXTERNAL clause to reference objects linked into your RTS.

To include external compiled forms in the RTS

1. Build and compile the form in VIFRED.

When you compile a form in VIFRED, you are prompted for the name of the file, and VIFRED then creates the specified file in your directory, describing the form in C.

2. Compile the C file into object code:

```
% cc -c formfile.c
```

3. Link the compiled form(s) into your RTS by modifying the cob command line to include the object files for the forms. List the files before listing the system libraries that will be linked.

For example:

```
cob -x -e "" -o ingfrs \  
    iimfdata.o iimflibq.o iimffrs.o \  
    form1.o form2.o \  
    ...
```

Procedure for Platforms that Do Not Accept the EXTERNAL Clause

Use this procedure if your platform does not allow you to use the Micro Focus EXTERNAL clause to reference objects linked into your RTS. The extra steps force the external object to be loaded into your RTS and allow access to it through your ESQL/COBOL program.

To include external compiled forms in the RTS

1. Build and compile the form in VIFRED.

When you compile a form in VIFRED, you are prompted for the name of the file, and VIFRED then creates the specified file in your directory, describing the form in C.

2. Compile the C file into object code:

```
% cc -c formfile.c
```

3. Write a small embedded SQL/C procedure that just references the form and initializes it to the Ingres FRS using the addform statement.

Make sure that the name of the procedure follows conventions allowed for externally called names. For example, external names may be restricted to 14 characters on some versions of COBOL.

Example: addform statement usage

```
EXEC SQL BEGIN DECLARE SECTION;  
    extern int *form1;  
    extern int *form2;  
  
EXEC SQL END DECLARE SECTION;  
add_form1()  
{  
    EXEC FRS ADDFORM :form1;  
}  
add_form2()  
{  
    EXEC FRS ADDFORM :form2;  
}
```

4. Build the object code for the initialization of the compiled forms:

```
% esqlc filename.sc
% cc -c filename.c
```

where *filename.sc* is the name of the file containing the procedure written in Step 3.

5. Link the compiled form(s) and the initialization references to the form(s) into your RTS by modifying the cob command line to include the object files for the forms and the procedure. Specify the object files before the list of system libraries.

For example:

```
cob -x -e "" -o ingfrs \
    iimfdata.o iimflibq.o iimffrs.o \
    filename.o form1.o form2.o \
    ...
```

where *filename.o* is the name of the object file resulting from Step 4, containing the initialization references to the forms form1 and form2.

6. Replace the addform statement in your source program with a COBOL CALL statement to the appropriate C initialization procedure. For example, what would have been:

```
EXEC FRS ADDFORM :form1 END-EXEC.
```

becomes:

```
CALL "add_form1".
```

7. To illustrate this procedure, assume you have compiled two forms in VIFRED, empform and deptform, and need to access them from your embedded SQL/COBOL program without incurring the overhead (or database locks) of the forminit statement. After compiling them into C from VIFRED, turn them into object code:

```
% cc -c empform.c deptform.c
```

8. Now create an embedded SQL/C file, for example, addforms.sc, that includes a procedure (or two) that initializes each one using the addform statement:

```
EXEC SQL BEGIN DECLARE SECTION;
    extern int *empform;
    extern int *deptform;
```

```
EXEC SQL END DECLARE SECTION;

add_empform()
{

EXEC FRS ADDFORM :empform;

add_deptform()
{

EXEC FRS ADDFORM :deptform;

}
```

9. Now build the object code for the initialization of these 2 compiled forms:

```
esqlc addforms.sc
cc -c addforms.c
```

10. Then link the compiled forms and the initialization references to those forms into your RTS:

```
cob -x -e "" -o ingfrs \
iimfdata.o iimflibq.o iimffrs.o \
addforms.o empform.o deptform.o \
...
```

11. Finally, be sure to replace the appropriate addform statements in your source code with COBOL CALL statements.

You can store all your compiled forms in an archive library so that the constant modification of a link script will not be required. The sample programs near the end of this section were built using such a method that included a single file, `addforms.sc`, and an archive library, `compforms.a`, that included all the compiled forms referenced in the sample programs.

If, at a later time you are able to directly reference EXTERNAL data items from your COBOL source code then the intermediate step of creating an embedded SQL/C ADDFORM procedure can be skipped, and your compiled forms declared as EXTERNAL PIC S9(9) COMP-5 data-items in your embedded SQL/COBOL source code:

```
01 empform IS EXTERNAL PIC S9(9) USAGE COMP-5.
...
EXEC FRS ADDFORM :empform END-EXEC.
```

The external object code for each form must still be linked into the RTS but there is no need to write an embedded SQL/C intermediate file, or call an external C procedure to initialize the compiled form for you.

Embedded SQL/COBOL Preprocessor Errors

To list most errors, you can run the embedded SQL preprocessor with the listing (-l) option on. The listing will be sufficient for locating the source and reason for the error.

Preprocessor Error Messages

The following is a list of error messages specific to the COBOL language:

E_DC000A

"Table '%0c' contains column(s) of unlimited length."

Reason:

Character strings(s) of zero length have been generated. This causes a compile-time error.

Action:

Modify the output file to specify an appropriate length.

E_E40001

"Ambiguous qualification of COBOL data item '%0c'."

Reason:

This data item is not sufficiently qualified to distinguish it from another data item. It is likely that the data item is an elementary member of a COBOL record or group.

Action:

To avoid reference ambiguity, qualify the data item further by using IN or OF. When using COBOL table subscripts (by means of parenthesis), the subscripted item must be unambiguous when the left parenthesis is processed.

The preprocessor will generate code using the most recently declared instance of the ambiguous data item.

E_E40002

"Unsupported COBOL numeric PICTURE string '%0c'."

Reason:

An invalid picture character was encountered while processing a numeric picture string.

Action:

Ensure the numeric picture string includes only the following valid characters:

S
9
(
)
V

The preprocessor will treat the data item as though it was declared:

PICTURE S9(8) USAGE COMP.

E_E40003

"COMP picture '%0c' requires too many storage bytes. Try USAGE COMP-3."

Reason:

The COMPUTATIONAL data type must fit into a maximum of 4 bytes. Numeric integers of more than 9 digits require VAX quad-word integer storage (8 bytes), which is incompatible with the Ingres internal runtime data types.

Action:

Try reducing the picture string or declaring the data item as COMP-3 or COMP-2, which is compatible with Ingres floating-point data.

An exception is made to allow non-scaled 10-digit numeric picture strings (PICTURE S(10) USAGE COMP), which is representable by a 4-byte integer.

E_E40005

"'%0c' is not an elementary data item. Records cannot be used."

Reason:

In this usage, COBOL records or tables cannot be used.

Action:

In order to use this data item, you must refer to an elementary data item that is a member of the record, or an element of the COBOL table.

E_E40006

"COBOL declaration level %0c is out of bounds."

Reason:

Only levels 01 through 49 and 77 are accepted for COBOL data item declarations. Level numbers outside of this range will be treated as though they were level 01. Syntax errors caused in leading clauses of a COBOL declaration may cascade and generate this error message for the OCCURS and VALUE clauses of the erroneous declaration.

Action:

Use levels 01 through 49 and 77 for COBOL data item declarations.

E_E40007

"Data item requires a PICTURE string in this USAGE."

Reason:

The specified USAGE clause requires a COBOL PICTURE string in order to determine preprocessor data item type information. Not all USAGE clauses require a PICTURE string. Data items with USAGE COMP, COMP-3 and DISPLAY do require a PICTURE string. If no PICTURE string is specified the preprocessor will treat the data item as though it was declared:

PICTURE X(10) USAGE DISPLAY.

Action:

Include a COBOL PICTURE string in the specified USAGE clause.

E_E40008

"Data item on level %0c has no parent of lesser level."

Reason:

A data item declared on a level that is greater than the level of the most recently declared data item is considered to be a subordinate member of that group. The previous level, therefore, must be the level number of a COBOL record or group declaration. This is typical of a COBOL record containing a few elementary data items. A data item declared on a level that is less than the level of the most recently declared data item is considered to be on the same level as the "parent" of that data item. Level numbers violating this rule will be treated as though they were level 01.

Action:

Adhere to the rules for level subordination listed in the Reason section.

E_E40009

"Keyword PICTURE and the describing string must be on the same line."

Reason:

When the preprocessor scans the COBOL PICTURE string, it must find the PICTURE keyword and the corresponding string description on the same line in the source file. The PICTURE keyword and the string may be separated by the IS keyword. The preprocessor will treat the declaration as though there was no PICTURE clause.

Action:

Place the PICTURE keyword and the corresponding string description on the same line in the source code, or use the IS keyword.

E_E4000A

"'%0c' is not a legally declared data item."

Reason:

The specified data item must have not been declared, but is being used in place of a COBOL variable in an embedded statement.

Action:

Declare the data item prior to using it in an embedded statement.

E_E4000B

"Unsupported PICTURE '%0c' is numeric-display. USAGE COMP assumed."

Reason:

Some versions of the COBOL preprocessor do not support numeric display data items. For example:

PICTURE S9(8) USAGE DISPLAY.

Action:

If this is the case, use COMPUTATIONAL data items and assign to and from DISPLAY items before using the data item in embedded statements.

E_E4000C

"COBOL OCCURS clause is not allowed on level 01."

Reason:

The OCCURS clause must be used with a data item that is declared on a level greater than 01. This error is only a warning, and treats the data item correctly (as though declared as a COBOL table). A warning may also be generated by the COBOL compiler.

Action:

N/A

E_E4000E

"PICTURE '%0c' is too long. The maximum length is %1c."

Reason:

COBOL PICTURE strings must not exceed the maximum length specified in the error message.

Action:

Try to collapse consecutive occurrences of the same PICTURE symbol into a repeat count.

For example: PICTURE S999999999 becomes PICTURE S9(8)

E_E4000F

"PICTURE '%0c' contains non-integer repeat count, %1c."

Reason:

A COBOL repeat count in a PICTURE string was either too long or was not an integer. The preprocessor treats the data item as though declared with a PICTURE with a repeat count of 1. For example: S9(1) or X(1)

Action:

Check the repeat count in the PICTURE string to ensure that an integer was used.

E_E40011

"USAGE type '%0c' is not supported."

Reason:

The specified USAGE type is currently not supported.

Action:

E_E40012

"PICTURE '%0c' has two sign symbols (S)."

Reason:

The specified numeric PICTURE string has two sign symbols. The preprocessor will treat the data item as though it was declared:

PICTURE S9(8) USAGE COMP.

Action:

E_E40013

"PICTURE '%0c' has two decimal point symbols (V)."

Reason:

The specified numeric PICTURE string has two decimal point symbols. The preprocessor will treat the data item as though it was declared:

PICTURE S9(8) USAGE COMP.

Action:

E_E40014

"Missing quotation mark on continued string literal."

Reason:

The first non-blank character of a continued string literal must be a quotation mark in the indicator area. A missing quotation mark in the continued string literal or the wrong quotation mark will generate this error.

Action:

Include the missing quotation mark in the continued string literal.

E_E40015

"COBOL data item '%0c' is a table and must be subscripted."

Reason:

The data item is a COBOL table and must be subscripted in order to yield an elementary data item to retrieve or set Ingres data.

Action:

Subscript the specified data item.

E_E40016

"COBOL data item '%0c' is not a table and must not be subscripted."

Reason:

You have included subscripts when referring to a data item that was not declared as a COBOL table.

Action:

Either declare the data item as a COBOL table, or remove the subscripts that refer to the data item.

E_E40017

"Duplicate COBOL data declaration '%0c' clause found."

Reason:

You have included either a duplicate USAGE, PICTURE or OCCURS data declaration clause when declaring a data item.

Action:

Identify the duplicate data declaration clause and remove it.

Sample Applications

This section contains sample applications for the UNIX, Windows, and VMS environments.

The Department-Employee Master/Detail Application

This application uses two database tables joined on a specific column. This typical example of a department and its employees demonstrates how to process two tables as a master and a detail.

The program scans through all the departments in a database table, in order to reduce expenses. Based on certain criteria, the program updates department and employee records. The conditions for updating the data are the following:

Departments:

- If a department has made less than \$50,000 in sales, the department is dissolved.

Employees:

- If an employee was hired since the start of 1985, the employee is terminated.
- If the employee's yearly salary is more than the minimum company wage of \$14,000 and the employee is not nearing retirement (over 58 years of age), the employee takes a 5% pay cut.
- If the employee's department is dissolved and the employee is not terminated, the employee is moved into a state of limbo to be resolved by a supervisor.

This program uses two cursors in a master/detail fashion. The first cursor is for the Department table, and the second cursor is for the Employee table. Both tables are described in declare table statements at the start of the program. The cursors retrieve all the information in the tables, some of which is updated. The cursor for the Employee table also retrieves an integer date interval whose value is positive if the employee was hired after January 1, 1985. The tables contain no null values.

Each row that is scanned, from both the Department table and the Employee table, is recorded into the system output file. This file serves both as a log of the session and as a simplified report of the updates that were made.

Each section of code is commented for the purpose of the application and also to clarify some of the uses of the Embedded SQL statements. The program illustrates table creation, multi-statement transactions, all cursor statements, direct updates and error handling.

Windows and UNIX

```

IDENTIFICATION DIVISION.
PROGRAM-ID. EXPENSE-PROCESS.
ENVIRONMENT DIVISION.
DATA DIVISION.
WORKING-STORAGE SECTION.
EXEC SQL INCLUDE SQLCA END-EXEC.
EXEC SQL BEGIN DECLARE SECTION END-EXEC.
*
The department table
EXEC SQL DECLARE dept TABLE
      (name      char(12)      NOT NULL,
       totsales  decimal(9,2)  NOT NULL,
       employees smallint      NOT NULL)
END-EXEC.
*
The employee table
EXEC SQL DECLARE employee TABLE
      (name      char(20)      NOT NULL,
       age       integer1      NOT NULL,
       idno      integer       NOT NULL,
       hired     date          NOT NULL,
       dept      char(12)      NOT NULL,
       salary    decimal(8,2)  NOT NULL)
END-EXEC.
*
"State-of-Limbo" for employees who lose their department
EXEC SQL DECLARE toberesolved TABLE
      (name      char(20)      NOT NULL,
       age       integer1      NOT NULL,
       idno      integer       NOT NULL,
       hired     date          NOT NULL,
       dept      char(12)      NOT NULL,
       salary    decimal(8,2)  NOT NULL)
END-EXEC.
*
Minimum sales of department
01  MIN-DEPT-SALES  PIC S9(5)V9(2) USAGE COMP
                        VALUE IS 50000.00.
*
Minimum employee salary
01  MIN-EMP-SALARY  PIC S9(5)V9(2) USAGE COMP
                        VALUE IS 14000.00.
*
Age above which no salary-reduction will be made
01  NEARLY-RETIRED  PIC S9(2) USAGE COMP
                        VALUE IS 58.
*
Salary-reduction percentage
01  SALARY-REDUC    PIC S9(1)V9(2) USAGE COMP
                        VALUE IS 0.95.
*
Record corresponding to the "dept" table.
01  DEPT.
      02 DNAME      PIC X(12).
      02 TOTSALES   PIC S9(7)V9(2) USAGE COMP.
      02 EMPLOYEES  PIC S9(4) USAGE COMP.

```

```
*      Record corresponding to the "employee" table
01      EMP.
        02 ENAME          PIC X(20).
        02 AGE            PIC S9(2) USAGE COMP.
        02 IDNO           PIC S9(8) USAGE COMP.
        02 HIRED          PIC X(26).
        02 SALARY         PIC S9(6)V9(2) USAGE COMP.
        02 HIRED-SINCE-85 PIC S9(4) USAGE COMP.

*      Count of employees terminated.
01      EMPS-TERM        PIC S99 USAGE COMP.

*      Indicates whether the employee's dept was deleted
01      DELETED-DEPT     PIC S9 USAGE COMP.

*      Error message buffer used by CHECK-ERRORS.
01      ERRBUF          PIC X(200).

*      Formatting values for output
01      DEPT-OUT.
        02 FILLER        PIC X(12) VALUE "Department: ".
        02 DNAME-OUT     PIC X(12).
        02 FILLER        PIC X(13) VALUE "Total Sales: ".
        02 TOTSALES-OUT  PIC $,$$$,$$9.9(2) USAGE DISPLAY.
        02 DEPT-FORMAT  PIC X(19).

01      EMP-OUT.
        02 FILLER        PIC XX VALUE SPACES.
        02 TITLE         PIC X(11).
        02 IDNO-OUT      PIC Z9(6) USAGE DISPLAY.
        02 FILLER        PIC X VALUE SPACE.
        02 ENAME-OUT     PIC X(20).
        02 AGE-OUT       PIC Z9(2) USAGE DISPLAY.
        02 FILLER        PIC XX VALUE SPACES.
        02 SALARY-OUT    PIC $$$,$$9.9(2) USAGE DISPLAY.
        02 FILLER        PIC XX VALUE SPACES.
        02 DESCRIPTION   PIC X(24).
EXEC SQL END DECLARE SECTION END-EXEC.

**
* Procedure Division
*
*      Initialize the database, process each department and
*      terminate the session.
**

PROCEDURE DIVISION.
EXAMPLE SECTION.
XBEGIN.
DISPLAY "Entering application to process expenses".
PERFORM INIT-DB THRU END-INITDB.
PERFORM PROCESS-DEPTS THRU END-PROCDEPTS.
PERFORM END-DB THRU END-ENDDB.
DISPLAY "Successful completion of application".
STOP RUN.

**
* Paragraph: INIT-DB
*
*      Start up the database, and abort if there is an error
*      Before processing employees, create the table for employees
*      who lose their department, "toberesolved".
**
```



```

INIT-DB.
EXEC SQL WHENEVER SQLERROR STOP END-EXEC.
EXEC SQL CONNECT personnel END-EXEC.
DISPLAY "Creating '"To_Be_Resolved'" table".
EXEC SQL CREATE TABLE toberesolved
      (name      char(20),
       age       integer1,
       idno      integer,
       hired     date,
       dept      char(12),
       salary    decimal(8,2)

END-EXEC.
END-INITDB.
EXIT.

**
* Paragraph: END-DB
*
*   Commit the multi-statement transaction and close access to
*   the database after successful completion of the application.
**

END-DB.
EXEC SQL COMMIT END-EXEC.
EXEC SQL DISCONNECT END-EXEC.
END-ENDDB.
EXIT.

**
* Paragraph: PROCESS-DEPTS
*
*   Scan through all the departments, processing each one.
*   If the department has made less than $50,000 in sales, then
*   the department is dissolved. For each department process
*   all the employees (they may even be moved to another table).
*   If an employee was terminated, then update the department's
*   employee counter.
**

PROCESS-DEPTS.
EXEC SQL DECLARE deptcsr CURSOR FOR
      SELECT name, totalsales, employees
      FROM dept
      FOR DIRECT UPDATE OF name, employees
END-EXEC.

*   All errors from this point on close down the application.
EXEC SQL WHENEVER SQLERROR GOTO CLOSE-DOWN END-EXEC.
EXEC SQL WHENEVER NOT FOUND GOTO CLOSE-DEPT-CSR END-EXEC.
EXEC SQL OPEN deptcsr END-EXEC.
PERFORM UNTIL SQLCODE NOT = 0
      EXEC SQL FETCH deptcsr INTO :DEPT END-EXEC
*   Did the department reach minimum sales?
      IF TOTSALES < MIN-DEPT-SALES THEN
          EXEC SQL DELETE FROM dept
              WHERE CURRENT OF deptcsr END-EXEC
          MOVE 1 TO DELETED-DEPT
          MOVE " -- DISSOLVED --" TO DEPT-FORMAT
      ELSE
          MOVE 0 TO DELETED-DEPT
          MOVE SPACES TO DEPT-FORMAT
      END-IF

```

```

*      Log what we have just done
      MOVE DNAME      TO DNAME-OUT
      MOVE TOTSALES TO TOTSALES-OUT
      DISPLAY DEPT-OUT
*      Now process each employee in the department
      PERFORM PROCESS-EMPLOYEES THRU END-PROCEMPOYEEES
*      If some employees were terminated, record this fact
      IF EMPS-TERM > 0 AND DELETED-DEPT = 0 THEN
          EXEC SQL UPDATE dept
              SET employees = :EMPLOYEES - :EMPS-TERM
              WHERE CURRENT OF deptcsr END-EXEC
      END-IF
      END-PERFORM.

      CLOSE-DEPT-CSR.
      EXEC SQL WHENEVER NOT FOUND CONTINUE END-EXEC.
      EXEC SQL CLOSE deptcsr END-EXEC.
      END-PROCDEPTS.
      EXIT.

**
* Paragraph: PROCESS-EMPLOYEES
*
*      Scan through all the employees for a particular department.
*      Based on given conditions the employee may be terminated, or
*      given a salary reduction:
*      1. If an employee was hired since 1985 then the employee
*         is terminated.
*      2. If the employee's yearly salary is more than the
*         minimum company wage of $14,000 and the employee is
*         not close to retirement (over 58 years of age), then
*         the employee takes a 5% salary reduction.
*      3. If the employee's department is dissolved and the
*         employee is not terminated, then the employee is moved
*         into the "toberesolved" table.
**

      PROCESS-EMPLOYEES.
*      Note the use of the Ingres functions to find out
*      who was hired since 1985.

```

```

EXEC SQL DECLARE empcsr CURSOR FOR
    SELECT name, age, idno, hired, salary,
           int4(interval('days', hired -
date('01-jan-1985'))))
    FROM employee
    WHERE dept = :DNAME
    FOR DIRECT UPDATE OF name, salary
    END-EXEC.
*   All errors from this point on close down the application.
EXEC SQL WHENEVER SQLERROR GOTO CLOSE-DOWN END-EXEC.
EXEC SQL WHENEVER NOT FOUND GOTO CLOSE-EMP-CSR END-EXEC.
EXEC SQL OPEN empcsr END-EXEC.
*   Record how many employees are terminated
MOVE 0 TO EMPS-TERM.
PERFORM UNTIL SQLCODE NOT = 0
    EXEC SQL FETCH empcsr INTO :EMP END-EXEC
    IF HIRED-SINCE-85 > 0 THEN
        EXEC SQL DELETE FROM employee
            WHERE CURRENT OF empcsr END-EXEC
        MOVE "Terminated:" TO TITLE
        MOVE "Reason: Hired since 1985." TO DESCRIPTION
        ADD 1 TO EMPS-TERM
    ELSE
*       Reduce salary if not nearly retired
        IF SALARY > MIN-EMP-SALARY THEN
            IF AGE < NEARLY-RETIRED THEN
                EXEC SQL UPDATE employee
                    SET salary = salary * :SALARY-REDUC
                    WHERE CURRENT OF empcsr END-EXEC
                MOVE "Reduction: " TO TITLE
                MOVE "Reason: Salary." TO DESCRIPTION
            ELSE
*               Do not reduce salary
                MOVE "No Changes:" TO TITLE
                MOVE "Reason: Retiring." TO DESCRIPTION
            END-IF
        ELSE
*           Leave employee alone
            MOVE "No Changes:" TO TITLE
            MOVE "Reason: Salary." TO DESCRIPTION
        END-IF
*       Was employee's department dissolved?
        IF DELETED-DEPT = 1 THEN
            EXEC SQL INSERT INTO toberesolved
                SELECT * FROM employee
                WHERE idno = :IDNO END-EXEC
            EXEC SQL DELETE FROM employee
                WHERE CURRENT OF empcsr END-EXEC
        END-IF
    END-IF
END-IF

```

```

*           Log the employee's information
            MOVE IDNO    TO IDNO-OUT
            MOVE ENAME    TO ENAME-OUT
            MOVE AGE      TO AGE-OUT
            MOVE SALARY   TO SALARY-OUT
            DISPLAY EMP-OUT
        END-PERFORM.

CLOSE-EMP-CSR.
    EXEC SQL WHENEVER NOT FOUND CONTINUE END-EXEC
    EXEC SQL CLOSE empcsr END-EXEC.
END-PROCEMPOYEEES.
EXIT.

**
* Paragraph: CLOSE-DOWN
*
* This paragraph serves as an error handler called any time
* after INIT-DB has successfully completed. In all cases, it
* prints the cause of the error, and aborts the transaction,
* backing ou changes. Note that disconnecting from the
* database will implicitly close any open cursors too.
**
CLOSE-DOWN.
* Turn off error handling
  EXEC SQL WHENEVER SQLERROR CONTINUE END-EXEC.
  EXEC SQL INQUIRE_SQL(:ERRBUF = ERRORTXT) END-EXEC.
  DISPLAY "Closing Down because of database error:".
  DISPLAY ERRBUF.
  EXEC SQL ROLLBACK END-EXEC.
  EXEC SQL DISCONNECT END-EXEC.
  STOP RUN.

```

VMS

```

IDENTIFICATION DIVISION.
    PROGRAM-ID. EXPENSE-PROCESS.

ENVIRONMENT DIVISION.
    INPUT-OUTPUT SECTION.
        FILE-CONTROL.
            SELECT OUT-FILE ASSIGN TO "EXPENSES.LOG".
DATA DIVISION.
    FILE SECTION.
        FD OUT-FILE
            LABEL RECORD IS OMITTED.
        01 PRINT-OUT    PIC X(80).
WORKING-STORAGE SECTION.
    EXEC SQL INCLUDE SQLCA END-EXEC.
    EXEC SQL BEGIN DECLARE SECTION END-EXEC.
    * The department table
    EXEC SQL DECLARE dept TABLE
        (name          char(12) NOT NULL,
         totsales      decimal(14,2) NOT NULL,
         employees     smallint NOT NULL)
    END-EXEC.

```

```

* The employee table
EXEC SQL DECLARE employee TABLE
      (name      char(20) NOT NULL,
       age       integer1 NOT NULL,
       idno      integer NOT NULL,
       hired     date NOT NULL,
       dept      char(12) NOT NULL,
       salary    decimal(14,2) NOT NULL)
END-EXEC.

* "State-of-Limbo" for employees who lose their department
EXEC SQL DECLARE toberesolved TABLE
      (name      char(20) NOT NULL,
       age       integer1 NOT NULL,
       idno      integer NOT NULL,
       hired     date NOT NULL,
       dept      char(12) NOT NULL,
       salary    decimal(14,2) NOT NULL)
END-EXEC.

* Minimum sales of department
01  MIN-DEPT-SALES      USAGE COMP-2 VALUE IS 50000.00.

* Minimum employee salary
01  MIN-EMP-SALARY      USAGE COMP-2 VALUE IS 14000.00.

* Age above which no salary-reduction will be made
01  NEARLY-RETIRED     PIC S9(2) USAGE COMP VALUE IS 58.

* Salary-reduction percentage
01  SALARY-REDUC       USAGE COMP-1 VALUE IS 0.95.

* Record corresponding to the "dept" table.
01  DEPT.
      02 NAME           PIC X(12).
      02 TOTSALES       USAGE COMP-2.
      02 EMPLOYEES      PIC S9(4) USAGE COMP.

* Record corresponding to the "employee" table
01  EMP.
      02 NAME           PIC X(20).
      02 AGE           PIC S9(2) USAGE COMP.
      02 IDNO          PIC S9(6) USAGE COMP.
      02 HIRED         PIC X(26).
      02 SALARY        USAGE COMP-2.
      02 HIRED-SINCE-85 PIC S9(4) USAGE COMP.

* Count of employees terminated.
01  EMPS-TERM          PIC S99 USAGE COMP.

* Indicates whether the employee's dept was deleted
01  DELETED-DEPT      PIC S9 USAGE COMP.

* Indicates whether "toberesolved" table exists in INIT-DB paragraph.
01  FOUND-TABLE       PIC S9 USAGE COMP.

* Error message buffer used by CLOSE-DOWN
01  ERRBUF            PIC X(200).
EXEC SQL END DECLARE SECTION END-EXEC.

```

```
* Formatting values for output
01  DEPT-OUT.
    02  FILLER          PIC X(12) VALUE "Department: ".
    02  DNAME           PIC X(12).
    02  FILLER          PIC X(13) VALUE "Total Sales: ".
    02  TOTSALES-OUT    PIC $,,$$,,$$9.9(2) USAGE DISPLAY.
    02  DEPT-FORMAT     PIC X(19).
01  EMP-OUT.
    02  TITLE           PIC X(11).
    02  IDNO-OUT        PIC Z9(6) USAGE DISPLAY.
    02  FILLER          PIC X VALUE SPACE.
    02  ENAME           PIC X(20).
    02  AGE-OUT         PIC Z9(2) USAGE DISPLAY.
    02  FILLER          PIC XX VALUE SPACES.
    02  SALARY-OUT      PIC $$$,$$9.9(2) USAGE DISPLAY.
    02  FILLER          PIC XX VALUE SPACES.
    02  DESCRIPTION     PIC X(24).
PROCEDURE DIVISION.
SBEGIN.
* Initialize the database, process each department and
* terminate the session.
    DISPLAY "Entering application to process expenses".
    PERFORM INIT-DB THRU END-INITDB.
    PERFORM PROCESS-DEPTS THRU END-PROCDEPTS.
    PERFORM END-DB THRU END-ENDDB.
    DISPLAY "Successful completion of application".
    STOP RUN.
INIT-DB.
* This paragraph connects to the database and aborts if an error.
* Before processing employees, create the table for employees who
* lose their department, "toberesolved".
    OPEN OUTPUT OUT-FILE.
    MOVE SPACES TO PRINT-OUT.
    EXEC SQL WHENEVER SQLERROR STOP END-EXEC.
    EXEC SQL CONNECT personnel END-EXEC.
    MOVE ZERO TO FOUND-TABLE.
* Does the table exist?
    EXEC SQL SELECT 1
        INTO :FOUND-TABLE
        FROM iitables
        WHERE table_name = 'toberesolved'
    END-EXEC.
* If not, then create it.
    IF FOUND-TABLE = 0 THEN
        DISPLAY "Creating ""To_Be_Resolved"" table."
        EXEC SQL CREATE TABLE toberesolved
            (name          char(20)          NOT NULL,
             age           integer1         NOT NULL,
             idno          integer          NOT NULL,
             hired         date             NOT NULL,
             dept          char(12)         NOT NULL,
             salary        decimal(14,2)    NOT NULL)
        END-EXEC.
    END-INITDB.
END-DB.
```

```

* Commit the multi-statement transaction and access to the
* database.
    EXEC SQL COMMIT END-EXEC.
    EXEC SQL DISCONNECT END-EXEC.
    CLOSE OUT-FILE.
END-ENDDB.
PROCESS-DEPTS.
* This paragraph scans through all the departments, processing
* each one. If the department has made less than $50,000 in
* sales, then the department is dissolved. All employees in each
* department are processed (they may even be moved to another
* table). If an employee is terminated, the department's employee
* counter is updated.
    EXEC SQL DECLARE deptcsr CURSOR FOR
        SELECT name, totsales, employees
        FROM dept
        FOR DIRECT UPDATE OF name, employees
    END-EXEC.
* All errors from this point on close down the application.
    EXEC SQL WHENEVER SQLERROR GOTO CLOSE-DOWN END-EXEC.
    EXEC SQL WHENEVER NOT FOUND GOTO CLOSE-DEPT-CSR END-EXEC.
    EXEC SQL OPEN deptcsr END-EXEC.
    PERFORM UNTIL SQLCODE NOT = 0
        EXEC SQL FETCH deptcsr INTO :DEPT END-EXEC
* Did the department reach minimum sales?
        IF TOTSALES < MIN-DEPT-SALES THEN
            EXEC SQL DELETE FROM dept
                WHERE CURRENT OF deptcsr
            END-EXEC
            MOVE 1 TO DELETED-DEPT
            MOVE " -- DISSOLVED --" TO DEPT-FORMAT
        ELSE
            MOVE 0 TO DELETED-DEPT
            MOVE " " TO DEPT-FORMAT
        END-IF
* Log what we have just done.
        MOVE NAME IN DEPT TO DNAME
        MOVE TOTSALES TO TOTSALES-OUT
        WRITE PRINT-OUT FROM DEPT-OUT
* Now process each employee in the department.
        PERFORM PROCESS-EMPLOYEES THRU END-PROCEMPLOYEES
* If some employees were terminated, record this fact.
        IF EMPS-TERM > 0 AND DELETED-DEPT = 0 THEN
            EXEC SQL UPDATE dept
                SET employees = :EMPLOYEES - :EMPS-TERM
                WHERE CURRENT OF deptcsr
            END-EXEC
        END-IF
    END-PERFORM.
CLOSE-DEPT-CSR.
    EXEC SQL WHENEVER NOT FOUND CONTINUE END-EXEC.
    EXEC SQL CLOSE deptcsr END-EXEC.
END-PROCDEPTS.
PROCESS-EMPLOYEES.

```

```
* This paragraph scans through all the employees for a
* particular department.
* Based on given conditions, the employee may be terminated
* or given a salary
* reduction:
* 1. If an employee was hired since 1985, then the employee
*    is terminated.
*
* 2. If the employee's yearly salary is more than the
*    minimum company wage of $14,000 and the employee is not
*    close to retirement (over 58 years of age), then the
*    employee takes a 5% salary reduction.
*
* 3. If the employee's department is dissolved and the
*    employee is not terminated, then the employee is moved into
*    the "toberesolved" table.
*
* Note the use of the Ingres functions to find out who has
* been hired since 1985.
    EXEC SQL DECLARE empcsr CURSOR FOR
        SELECT name, age, idno, hired, salary,
            int4(interval('days', hired -
                date('01-jan-1985')))
        FROM employee
        WHERE dept = :DEPT.NAME
        FOR DIRECT UPDATE OF name, salary
        END-EXEC.
* All errors from this point on close down the application.
    EXEC SQL WHENEVER SQLERROR GOTO CLOSE-DOWN END-EXEC.
    EXEC SQL WHENEVER NOT FOUND GOTO CLOSE-EMP-CSR END-EXEC.
    EXEC SQL OPEN empcsr END-EXEC.
* Record how many employees are terminated.
    MOVE 0 TO EMPS-TERM.
    PERFORM UNTIL SQLCODE NOT = 0
        EXEC SQL FETCH empcsr INTO :EMP END-EXEC
        IF HIRED-SINCE-85 > 0 THEN
            EXEC SQL DELETE FROM employee
                WHERE CURRENT OF empcsr;
            MOVE "Terminated:" TO TITLE
            MOVE "Reason: Hired since 1985." TO DESCRIPTION
            ADD 1 TO EMPS-TERM
        ELSE
* Reduce salary if not nearly retired.
        IF SALARY > MIN-EMP-SALARY THEN
            IF AGE < NEARLY-RETIRED THEN
                EXEC SQL UPDATE employee
                    SET salary = salary *
                        :SALARY-REDUC
                    WHERE CURRENT OF empcsr
                    END-EXEC
                MOVE "Reduction: " TO TITLE
                MOVE "Reason: Salary." TO DESCRIPTION
            ELSE
```



```

* Do not reduce salary.
        MOVE "No Changes:" TO TITLE
        MOVE "Reason: Retiring." TO DESCRIPTION
    END-IF
* Leave employee alone.
    ELSE
        MOVE "No Changes:" TO TITLE
        MOVE "Reason: Salary." TO DESCRIPTION
    END-IF
* Was employee's department dissolved?
    IF DELETED-DEPT = 1 THEN
        EXEC SQL INSERT INTO toberesolved
            SELECT *
            FROM employee
            WHERE idno = :IDNO
        END-EXEC
        EXEC SQL DELETE FROM employee
            WHERE CURRENT OF empcsr END-EXEC
    END-IF
END-IF
END-IF
* Log the employee's information.
    MOVE IDNO      TO IDNO-OUT
    MOVE NAME IN EMP TO ENAME
    MOVE AGE       TO AGE-OUT
    MOVE SALARY    TO SALARY-OUT
    WRITE PRINT-OUT FROM EMP-OUT
END-PERFORM.
CLOSE-EMP-CSR.
EXEC SQL WHENEVER NOT FOUND CONTINUE END-EXEC
EXEC SQL CLOSE empcsr END-EXEC.
END-PROCEMPOYEEES.
CLOSE-DOWN.
* This paragraph serves as an error handler called any time after
* INIT-DB has successfully completed. In all cases, it prints
* the cause of the error and aborts the transaction, backing
* out changes.
* Note that disconnecting from the database will implicitly close
* any open cursors.
* Turn off error handling
    EXEC SQL WHENEVER SQLERROR CONTINUE END-EXEC
    EXEC SQL INQUIRE SQL(:ERRBUF = ERRORTXT) END-EXEC.
    DISPLAY "Closing Down because of database error:".
    DISPLAY ERRBUF.
    EXEC SQL ROLLBACK END-EXEC.
    EXEC SQL DISCONNECT END-EXEC.
STOP RUN.

```

The Table Editor Table Field Application

This application edits the Person table in the Personnel database. It is a forms application that allows the user to update a person's values, remove the person, or add new persons. Various table field utilities are provided with the application to demonstrate how they work.

The objects used in this application are shown in the following table:

Object	Description
personnel	The program's database environment.
person	A table in the database, with three columns: name (char(20)) age (smallint) number (integer) Number is unique.
personfrm	The VIFRED form with a single table field.
persontbl	A table field in the form, with two columns: name (char(20)) age (integer) When initialized, the table field includes the hidden number (integer) column.
personrec	A local structure, whose members correspond in name and type to columns in the Person table and the Persontbl table field.

At the start of the application, a database cursor is opened to load the table field with data from the Person table. Once the table field has been loaded, the user can browse and edit the displayed values. Entries can be added, updated or deleted. When finished, the values are unloaded from the table field, and the user's updates are transferred back into the Person table.

Windows and UNIX

```

**
* Program: TABLE-EDIT
*
* Table Editor program. The main program initializes
* the database and displays a form that contains a

* single table field of personnel. It allows the user

* to add, change or delete the rows in the field.
* The program then makes the changes to the
* underlying database table in a multi-statement
* transaction.
**

```

```

IDENTIFICATION DIVISION.
PROGRAM-ID. TABLE-EDIT.
ENVIRONMENT DIVISION.
DATA DIVISION.
WORKING-STORAGE SECTION.
EXEC SQL INCLUDE SQLCA END-EXEC.
EXEC SQL DECLARE person TABLE
      (name      char(20),
       age       smallint,
       number    integer)
END-EXEC.
EXEC SQL BEGIN DECLARE SECTION END-EXEC.
*   Person information

      01 PERSONREC.
         02 PNAME      PIC X(20)
         02 P-AGE      PIC S99 USAGE COMP.
         02 PNUMBER    PIC S9(6) USAGE COMP.
      01 MAXID        PIC S9(6) USAGE COMP.
*   Table field entry information
      01 RECNUM       PIC S9(4) USAGE COMP.
      01 LASTROW      PIC S9 USAGE COMP.
*   Utility buffers
      01 MSGBUF        PIC X(200).
      01 RESPBUF       PIC X(20).
      01 STATE         PIC S9 USAGE COMP.
EXEC SQL END DECLARE SECTION END-EXEC.
*   Table field row states:
*   Empty or undefined row

```

```
01 ST-UNDEF      PIC S9 USAGE COMP VALUE 0.
* Appended by user
01 ST-NEW        PIC S9 USAGE COMP VALUE 1.
* Loaded by program - not updated
01 ST-UNCHANGED  PIC S9 USAGE COMP VALUE 2.
* Loaded by program - since changed
01 ST-CHANGE     PIC S9 USAGE COMP VALUE 3.
* Deleted by program
01 ST-DELETE     PIC S9 USAGE COMP VALUE 4.
* SQLCA value for no rows
01 NOT-FOUND     PIC S9(3) USAGE COMP VALUE 100.
* Update error from database
01 UPDATE-ERROR  PIC S9(2) USAGE COMP.
* Transaction aborted
01 XACT-ABORTED  PIC S9 USAGE COMP.
PROCEDURE DIVISION.
EXAMPLE SECTION.
XBEGIN.

* Set up error handling for main program
EXEC SQL WHENEVER SQLWARNING CONTINUE END-EXEC.
EXEC SQL WHENEVER NOT FOUND CONTINUE END-EXEC.
EXEC SQL WHENEVER SQLERROR STOP END-EXEC.
* Start Ingres and the Ingres/FORMS system
EXEC SQL CONNECT personnel END-EXEC.
EXEC FRS FORMS END-EXEC.
* Verify that the user can edit the "person" table
EXEC FRS PROMPT NOECHO
      ('Password for table editor: ', :RESPBUF)
END-EXEC.
IF RESPBUF NOT = "MASTER_OF_ALL" THEN
      EXEC FRS MESSAGE 'No permission for task.
      Exiting . . .' END-EXEC
      EXEC FRS ENDFORMS END-EXEC
      EXEC SQL DISCONNECT END-EXEC
      STOP RUN.

* We assume no SQL errors can happen during screen updating
      EXEC SQL WHENEVER SQLERROR CONTINUE END-EXEC.
      EXEC FRS MESSAGE 'Initializing Person Form . . .' END-EXEC.
      EXEC FRS FORMINIT personfrm END-EXEC.
* Initialize "persontbl" table field with a data set in FILL
* mode, so that the runtime user can append rows. To keep
* track of events occurring to original rows loaded into the
* table field, hide the unique person number.
      EXEC FRS INITTABLE personfrm persontbl FILL
            (number = integer)
      END-EXEC.
      PERFORM LOAD-TABLE THROUGH ENDLLOAD-TABLE.
      EXEC FRS DISPLAY personfrm UPDATE END-EXEC
      EXEC FRS INITIALIZE END-EXEC
      EXEC FRS ACTIVATE MENUITEM 'Top' END-EXEC
      EXEC FRS BEGIN END-EXEC
```

```

*      Provide menu items, as well as the system FRS key,
*      to scroll to both extremes of the table field.
      EXEC FRS SCROLL personfrm persontbl TO 1 END-EXEC.
EXEC FRS END END-EXEC
EXEC FRS ACTIVATE MENUITEM 'Bottom' END-EXEC
EXEC FRS BEGIN END-EXEC
      EXEC FRS SCROLL personfrm persontbl TO END END-EXEC.
EXEC FRS END END-EXEC
EXEC FRS ACTIVATE MENUITEM 'Remove' END-EXEC
EXEC FRS BEGIN END-EXEC
*      Remove the person in the row the user's cursor is on.
*      If there are no persons, exit operation with message.
*      Note that this check cannot really happen, as there
*      is always an UNDEFINED row in FILL mode.
      EXEC FRS INQUIRE_FRS table personfrm
          (:LASTROW = LASTROW(persontbl)) END-EXEC.
      IF LASTROW = 0 THEN
          EXEC FRS MESSAGE 'Nobody to Remove' END-EXEC
          EXEC FRS SLEEP 2 END-EXEC
          EXEC FRS RESUME FIELD persontbl END-EXEC.
          EXEC FRS DELETEROW personfrm persontbl END-EXEC.
EXEC FRS END END-EXEC
EXEC FRS ACTIVATE MENUITEM 'Find' END-EXEC
EXEC FRS BEGIN END-EXEC
*      Scroll user to the requested table field entry. Prompt
*      the user for a name, and if one is typed in, loop through
*      the data set searching for it.
      MOVE SPACES TO RESPBUF.
      EXEC FRS PROMPT ('Person's name : ', :RESPBUF)
          END-EXEC.
      IF RESPBUF = SPACES THEN
          EXEC FRS RESUME FIELD persontbl END-EXEC.
          EXEC FRS UNLOADTABLE personfrm persontbl
              (:PNAME = name,
               :RECNUM = _record,
               :STATE = _state)
              END-EXEC
      EXEC FRS BEGIN END-EXEC
*      Compare name typed in with names in table, but do
*      not compare with deleted rows.
      IF PNAME = RESPBUF AND
          STATE NOT = ST-DELETE THEN
          EXEC FRS SCROLL personfrm persontbl
              TO :RECNUM END-EXEC
          EXEC FRS RESUME FIELD persontbl END-EXEC.
      EXEC FRS END END-EXEC.
*      Fell out of loop without finding name. Inform user.
      STRING "Person """, RESPBUF,
          "" not found in table [HIT RETURN] "
          DELIMITED BY SIZE INTO MSGBUF.
      EXEC FRS PROMPT NOECHO (:MSGBUF, :RESPBUF) END-EXEC.
EXEC FRS END END-EXEC
EXEC FRS ACTIVATE MENUITEM 'Exit' END-EXEC
EXEC FRS BEGIN END-EXEC
      EXEC FRS VALIDATE FIELD persontbl END-EXEC.
      EXEC FRS BREAKDISPLAY END-EXEC.
EXEC FRS END END-EXEC
EXEC FRS FINALIZE END-EXEC.

```

```
*      Exit person table editor and unload the table field.
*      If any updates, deletions or additions were made,
*      duplicate these changes in the source table. If the
*      user added new people, assign a unique person id to
*      each person before adding the person to the table. To
*      do this, increment the previously-saved maximum id
*      number with each insert.
*      Do all the updates in a transaction
EXEC SQL COMMIT WORK END-EXEC.
*      Hard code the error handling in the UNLOADTABLE
*      loop, as we want to cleanly exit the loop.
EXEC SQL WHENEVER SQLERROR CONTINUE END-EXEC.
MOVE 0 TO UPDATE-ERROR.
MOVE 0 TO XACT-ABORTED.
EXEC FRS MESSAGE
      'Exiting Person Application . . .' END-EXEC.
EXEC FRS UNLOADTABLE personfrm persontbl
      (:PNAME = name, :P-AGE = age,
       :PNUMBER = number, :STATE = _state)
      END-EXEC
EXEC FRS BEGIN END-EXEC
*      Row appended by user. Insert into "person" table
*      with new unique id.
      IF STATE = ST-NEW THEN
          ADD 1 TO MAXID
          EXEC SQL REPEATED INSERT INTO person
              VALUES (:PNAME, :P-AGE, :MAXID) END-EXEC
*      Row updated by user. Reflect in table.
      ELSE IF STATE = ST-CHANGE THEN
          EXEC SQL REPEATED UPDATE person SET
              name = :PNAME, age = :P-AGE
              WHERE number = :PNUMBER
              END-EXEC
*      Row deleted by user, so delete from table. Note that
*      rows appended by the user at runtime and the
*      deleted are not saved and are therefore not unloaded.
      ELSE IF STATE = ST-DELETE THEN
          EXEC SQL REPEATED DELETE FROM person
              WHERE number = :PNUMBER END-EXEC
      END-IF.
*      Else rows are UNDEFINED or UNCHANGED. No updates.
*      Handle error conditions: if an error occurred, abort
*      the transaction. If no rows were updated, inform user
*      and prompt for continuation.
```

```

      IF SQLCODE < 0 THEN
        EXEC SQL
          INQUIRE_SQL(:MSGBUF = ERRORTXT) END-EXEC
        EXEC SQL ROLLBACK WORK END-EXEC
        MOVE 1 TO UPDATE-ERROR
        MOVE 1 TO XACT-ABORTED
        EXEC FRS ENDLOOP END-EXEC
      ELSE IF SQLCODE = NOT-FOUND THEN
        STRING "Person """, PNAME,
          "" not updated. Abort all updates? "
        DELIMITED BY SIZE INTO MSGBUF
        EXEC FRS PROMPT (:MSGBUF, :RESPBUF) END-EXEC
        IF RESPBUF = "Y" OR RESPBUF = "y" THEN
          EXEC SQL ROLLBACK WORK END-EXEC
          MOVE 1 TO XACT-ABORTED
          EXEC FRS ENDLOOP END-EXEC
        END-IF
      END-IF.
    EXEC FRS END END-EXEC.
  IF XACT-ABORTED = 0 THEN
    EXEC SQL COMMIT END-EXEC.
  EXEC FRS ENDFORMS END-EXEC.
  EXEC SQL DISCONNECT END-EXEC.
  IF UPDATE-ERROR = 1 THEN
    DISPLAY
      "Your updates were aborted because of error:"
    DISPLAY msgbuf.
  STOP RUN.
**
* Paragraph: LOAD-TABLE
*
* This paragraph opens a database cursor to load the table
* field with data from the "person" table. The columns
* "name" and "age" will be displayed, and "number" will be
* hidden. It sets the maximum employee number.
**
LOAD-TABLE.
EXEC SQL DECLARE loadtab CURSOR FOR
  SELECT name, age, number
  FROM person
  END-EXEC.
*
* Set up error handling for loading procedure
EXEC SQL WHENEVER SQLERROR GOTO LOAD-END END-EXEC.
EXEC SQL WHENEVER NOT FOUND GOTO LOAD-END END-EXEC.
EXEC FRS MESSAGE
  'Loading Person Information . . .' END-EXEC.

```

```
*      Fetch the maximum person id number for later use
EXEC SQL SELECT MAX(number) INTO :MAXID
        FROM person END-EXEC.
EXEC SQL OPEN loadtab END-EXEC.
PERFORM UNTIL SQLCODE NOT = 0
*      Fetch data into record and load table field
EXEC SQL FETCH loadtab INTO :PERSONREC END-EXEC
EXEC FRS LOADTABLE personfrm persontbl
        (name = :PNAME, age = :P-AGE, number = :PNUMBER)
        END-EXEC
END-PERFORM.
LOAD-END.
EXEC SQL WHENEVER SQLERROR CONTINUE END-EXEC.
EXEC SQL CLOSE loadtab END-EXEC.
ENDLOAD-TABLE.
EXIT
```

VMS

```
IDENTIFICATION DIVISION.
PROGRAM-ID. TABLE-EDIT.
* Table Editor program. The main program initializes the database
* and displays a form that contains a single table field of
* personnel. It allows the user to add, change or delete the rows
* in the field. The program then makes the changes to the
* underlying database table in a multi-statement transaction.
```

```
ENVIRONMENT DIVISION.
DATA DIVISION.
WORKING-STORAGE SECTION.
EXEC SQL INCLUDE SQLCA END-EXEC.
EXEC SQL DECLARE person TABLE
        (name      char(20),
         age       smallint,
         number    integer)
        END-EXEC.
EXEC SQL BEGIN DECLARE SECTION END-EXEC.
* Person information
01 PERSONREC.
02 PNAME          PIC X(20).
02 P-AGE          PIC S99 USAGE COMP.
02 PNUMBER        PIC S9(6) USAGE COMP.
01 MAXID          PIC S9(6) USAGE COMP.
* Table field entry information
01 STATE          PIC S9 USAGE COMP.
01 RECNUM         PIC S9(4) USAGE COMP.
01 LASTROW        PIC S9 USAGE COMP.
* Utility buffers
01 MSGBUF         PIC X(200).
01 RESPBUF        PIC X(20).
EXEC SQL END DECLARE SECTION END-EXEC.
```



```

* Table field row states:
* Empty or undefined row
01 ST-UNDEF      PIC S9 USAGE COMP VALUE 0.
* Appended by user
01 ST-NEW       PIC S9 USAGE COMP VALUE 1.
* Loaded by program - not updated
01 ST-UNCHANGED PIC S9 USAGE COMP VALUE 2.
* Loaded by program - since changed
01 ST-CHANGE    PIC S9 USAGE COMP VALUE 3.
* Deleted by program
01 ST-DELETE    PIC S9 USAGE COMP VALUE 4.
* SQLCA value for no rows
01 NOT-FOUND    PIC S9(3) USAGE COMP VALUE 100.
* Update error from database
01 UPDATE-ERROR PIC S9(2) USAGE COMP.
* Transaction aborted
01 XACT-ABORTED PIC S9 USAGE COMP.
PROCEDURE DIVISION.
BEGIN.
* Set up error handling for main program
EXEC SQL WHENEVER SQLWARNING CONTINUE END-EXEC.
EXEC SQL WHENEVER NOT FOUND CONTINUE END-EXEC.
EXEC SQL WHENEVER SQLERROR STOP END-EXEC.
* Start Ingres and the Ingres/FORMS system
EXEC SQL CONNECT personnel END-EXEC.
EXEC FRS FORMS END-EXEC.
* Verify that the user can edit the "person" table
EXEC FRS PROMPT NOECHO
      ('Password for table editor: ', :RESPBUF)
      END-EXEC.
      IF RESPBUF NOT = "MASTER_OF_ALL" THEN
        EXEC FRS
          MESSAGE 'No permission for task. Exiting . . .'
          END-EXEC
        EXEC FRS ENDFORMS END-EXEC
        EXEC SQL DISCONNECT END-EXEC
        STOP RUN.
* We assume no SQL errors can happen during screen updating
EXEC SQL WHENEVER SQLERROR CONTINUE END-EXEC.
EXEC FRS MESSAGE 'Initializing Person Form . . .' END-EXEC.
EXEC FRS FORMINIT personfrm END-EXEC.
* Initialize "persontbl" table field with a data set in FILL
* mode, so that the runtime user can append rows. To keep track
* of events occurring to original rows loaded into the table
* field, hide the unique person number.
EXEC FRS INITTABLE personfrm persontbl FILL
      (number = integer)
      END-EXEC.
CALL "LOAD-TABLE" GIVING MAXID.
EXEC FRS DISPLAY personfrm UPDATE END-EXEC
EXEC FRS INITIALIZE END-EXEC
EXEC FRS ACTIVATE MENUITEM 'Top' END-EXEC
EXEC FRS BEGIN END-EXEC

```

```
* Provide menu items, as well as the system FRS key, to scroll
* to both extremes of the table field.
    EXEC FRS SCROLL personfrm persontbl TO 1 END-EXEC.
EXEC FRS END END-EXEC
EXEC FRS ACTIVATE MENUITEM 'Bottom' END-EXEC
EXEC FRS BEGIN END-EXEC
    EXEC FRS SCROLL personfrm persontbl TO END END-EXEC.
EXEC FRS END END-EXEC
EXEC FRS ACTIVATE MENUITEM 'Remove' END-EXEC
EXEC FRS BEGIN END-EXEC

* Remove the person in the row the user's cursor is on. If there
* are no persons, exit operation with message. Note that this
* check cannot really happen, as there is always an UNDEFINED row
* in FILL mode.
    EXEC FRS INQUIRE_FRS table personfrm
    (:LASTROW = LASTROW(persontbl)) END-EXEC.
    IF LASTROW = 0 THEN
        EXEC FRS MESSAGE 'Nobody to Remove' END-EXEC
        EXEC FRS SLEEP 2 END-EXEC
        EXEC FRS RESUME FIELD persontbl END-EXEC.
    EXEC FRS DELETEROW personfrm persontbl END-EXEC.
EXEC FRS END END-EXEC
EXEC FRS ACTIVATE MENUITEM 'Find' END-EXEC
EXEC FRS BEGIN END-EXEC

* Scroll user to the requested table field entry. Prompt the user
* for a name, and if one is typed in, loop through the data set
* searching for it.
    MOVE SPACES TO RESPBUF.
    EXEC FRS PROMPT ('Person's name : ', :RESPBUF)
    END-EXEC.
    IF RESPBUF = " " THEN
        EXEC FRS RESUME FIELD persontbl END-EXEC.
    EXEC FRS UNLOADTABLE personfrm persontbl
    (:PNAME = name,
    :RECNUM = _record,
    :STATE = _state)
    END-EXEC
    EXEC FRS BEGIN END-EXEC

* Compare name typed in with names in table, but do not compare
* with deleted rows.
    IF PNAME = RESPBUF AND STATE NOT = ST-DELETE
    THEN
        EXEC FRS SCROLL personfrm persontbl
        TO :RECNUM END-EXEC
        EXEC FRS RESUME FIELD persontbl END-EXEC.
    EXEC FRS END END-EXEC.

* Fell out of loop without finding name. Inform user.
    STRING "Person "" RESPBUF
    "" not found in table [HIT RETURN] "
    DELIMITED BY SIZE INTO MSGBUF.
    EXEC FRS PROMPT NOECHO (:MSGBUF, :RESPBUF) END-EXEC.
EXEC FRS END END-EXEC
EXEC FRS ACTIVATE MENUITEM 'Exit' END-EXEC
EXEC FRS BEGIN END-EXEC
    EXEC FRS VALIDATE FIELD persontbl END-EXEC.
    EXEC FRS BREAKDISPLAY END-EXEC.
EXEC FRS END END-EXEC
EXEC FRS FINALIZE END-EXEC.
```

```

* Exit person table editor and unload the table field. If any
* update, deletions or additions were made, duplicate these
* changes in the source table. If the user added new people,
* assign a unique person id to each person before adding the
* person to the table. To do this, increment the previously-saved
* maximum id number with each insert.
* Do all the updates in a transaction
  EXEC SQL COMMIT WORK END-EXEC.
* Hard code the error handling in the UNLOADTABLE loop, as we
* want to cleanly exit the loop.
  EXEC SQL WHENEVER SQLERROR CONTINUE END-EXEC.
  MOVE 0 TO UPDATE-ERROR.
  MOVE 0 TO XACT-ABORTED.
  EXEC FRS MESSAGE 'Exiting Person Application . . .'
    END-EXEC.
  EXEC FRS UNLOADTABLE personfrm persontbl
    (:PNAME = name, :P-AGE = age,
     :PNUMBER = number, :STATE = _state)
    END-EXEC
  EXEC FRS BEGIN END-EXEC

* Row appended by user. Insert into "person" table with new
* unique id.
    IF STATE = ST-NEW THEN
      ADD 1 TO MAXID
      EXEC SQL INSERT INTO person (name, age, number)
        VALUES (:PNAME, :P-AGE, :MAXID)
      END-EXEC
* Row updated by user. Reflect in table.
    ELSE IF STATE = ST-CHANGE THEN
      EXEC SQL UPDATE person SET
        name = :PNAME, age = :P-AGE
        WHERE number = :PNUMBER
      END-EXEC
* Row deleted by user, so delete from table. Note that rows x
* unique by the user at runtime and then deleted are not saved
* and are therefore not unloaded.
    ELSE IF state = ST-DELETE THEN
      EXEC SQL DELETE FROM person
        WHERE number = :PNUMBER END-EXEC
    END-IF.
* Else rows are UNDEFINED or UNCHANGED. No updates.

* Handle error conditions: if an error occurred, abort the
* transaction. If no rows were updated, inform user and prompt

```

```
* for continuation.
  IF SQLCODE < 0 THEN
    EXEC SQL INQUIRE_SQL(:MSGBUF = ERRORTXT) END-EXEC
    EXEC SQL ROLLBACK WORK END-EXEC
    MOVE 1 TO UPDATE-ERROR
    MOVE 1 TO XACT-ABORTED
    EXEC FRS ENDLOOP END-EXEC
  ELSE IF SQLCODE = NOT-FOUND THEN
    STRING "Person "" PNAME
      "" not updated. Abort all updates? "
    DELIMITED BY SIZE INTO MSGBUF
    EXEC FRS PROMPT (:MSGBUF, :RESPBUF) END-EXEC
    IF RESPBUF = "Y" OR RESPBUF = "y" THEN
      EXEC SQL ROLLBACK WORK END-EXEC
      MOVE 1 TO XACT-ABORTED
      EXEC FRS ENDLOOP END-EXEC
    END-IF
  END-IF.
EXEC FRS END END-EXEC.
IF XACT-ABORTED = 0 THEN
  EXEC SQL COMMIT END-EXEC.
EXEC FRS ENDFORMS END-EXEC.
EXEC SQL DISCONNECT END-EXEC.
IF UPDATE-ERROR = 1 THEN
  DISPLAY "Your updates were aborted because of error:"
  DISPLAY msgbuf.
STOP RUN.
END PROGRAM TABLE-EDIT.
IDENTIFICATION DIVISION.
PROGRAM-ID. LOAD-TABLE.
* This procedure opens a database cursor to load the table field
* with data from the "person" table. The columns "name" and "age"
* will be displayed, and "number" will be hidden. It returns the
* maximum employee number.
ENVIRONMENT DIVISION.
DATA DIVISION.
WORKING-STORAGE SECTION.
EXEC SQL INCLUDE SQLCA END-EXEC.
* Person information -- declared to preprocessor in main program
01 PERSONREC.
   02 PNAME          PIC X(20).
   02 P-AGE          PIC S99 USAGE COMP.
   02 PNUMBER        PIC S9(6) USAGE COMP.
01 MAXID            PIC S9(6) USAGE COMP.
PROCEDURE DIVISION GIVING MAXID.
BEGIN.
  EXEC SQL DECLARE loadtab CURSOR FOR
    SELECT name, age, number
    FROM person
  END-EXEC.
```

```

* Set up error handling for loading procedure
EXEC SQL WHENEVER SQLERROR GOTO LOAD-END END-EXEC.
EXEC SQL WHENEVER NOT FOUND GOTO LOAD-END END-EXEC.
EXEC FRS MESSAGE 'Loading Person Information . . .' END-EXEC.
* Fetch the maximum person id number for later use
EXEC SQL SELECT MAX(number) INTO :MAXID FROM person END-EXEC.
EXEC SQL OPEN loadtab END-EXEC.
PERFORM UNTIL SQLCODE NOT = 0
* Fetch data into record and load table field
EXEC SQL FETCH loadtab INTO :PERSONREC END-EXEC
EXEC FRS LOADTABLE personfrm persontbl
(name = :PNAME, age = :P-AGE, number = :PNUMBER)
END-EXEC
END-PERFORM.
LOAD-END.
EXEC SQL WHENEVER SQLERROR CONTINUE END-EXEC.
EXEC SQL CLOSE loadtab END-EXEC.
EXIT PROGRAM.
END PROGRAM LOAD-TABLE.

```

The Professor–Student Mixed Form Application

This application lets the user browse and update information about graduate students who report to a specific professor. The program is structured in a master/detail fashion, with the professor being the master entry, and the students the detail entries. The application uses two forms—one to contain general professor information and another for detailed student information.

The objects used in this application are shown in the following table:

Object	Description
personnel	The program's database environment.
professor	A database table with two columns: pname (char(25)) pdept (char(10)). See its declare table statement in the program for a full description.
student	A database table with seven columns: sname (char(25)) sage (integer1) sdate (char(25)) sgpa (float4) dofmp (integer) scomment (varchar(200))

Object	Description
	sadvisor (char(25)). See its declare table statement for a full description. The sadvisor column is the join field with the pname column in the Professor table.
masterfrm	The main form has the pname and pdept fields, which correspond to the information in the Professor table, and the studenttbl table field. The pdept field is display-only.
studenttbl	A table field in "masterfrm" with two columns, sname and sage. When initialized, it also has five hidden columns corresponding to information in the Student table.
studentfrm	The detail form, with seven fields, which correspond to information in the Student table. Only the sgpa, scomment, and sadvisor fields are updatable. All other fields are display-only.
grad	A structure whose members correspond in name and type to the columns of the Student database table, the studentfrm form and the studenttbl table field.

The program uses the masterfrm as the general-level master entry, in which data can only be retrieved and browsed, and the studentfrm as the detailed screen, in which specific student information can be updated.

The runtime user enters a name in the pname field and then selects the Students menu operation. The operation fills the studenttbl table field with detailed information of the students reporting to the named professor. This is done by the database cursor "studentcsr" in the LOAD-STUDENTS paragraph. The program assumes that each professor is associated with exactly one department. The user may then browse the table field (in read mode), which displays only the names and ages of the students. More information about a specific student may be requested by selecting the Zoom menu operation. This operation displays the form studentfrm (in update mode). The fields of studentfrm are filled with values stored in the hidden columns of studenttbl. The user may make changes to three fields (sgpa, scomment, and sadvisor). If validated, these changes will be written back to the database table (based on the unique student id), and to the table field's data set. This process can be repeated for different professor names.

Windows and UNIX

```

IDENTIFICATION DIVISION.
PROGRAM-ID. STUDENT-ADMINISTRATOR.
ENVIRONMENT DIVISION.
DATA DIVISION.
WORKING-STORAGE SECTION.
EXEC SQL INCLUDE SQLCA END-EXEC.
* Graduate student table
EXEC SQL DECLARE student TABLE
      (sname      char(25),
       sage       integer1,
       sbdate     char(25),
       sgpa       float4,
       sidno      integer,
       scomment   varchar(200),
       sadvisor   char(25))
      END-EXEC.
* Professor table
EXEC SQL DECLARE professor TABLE
      (pname      char(25),
       pdept      char(10))
      END-EXEC.

EXEC SQL BEGIN DECLARE SECTION END-EXEC.
* Global grad student record maps to database table
01 GRAD.
   02 SNAME      PIC X(25).
   02 SAGE       PIC S9(4) USAGE COMP.
   02 SBDATE     PIC X(25).
   02 SGPA       PIC S9(10)V9(8) USAGE COMP.
   02 SIDNO      PIC S9(9) USAGE COMP.
   02 SCOMMENT   PIC X(200).
   02 SADVISOR   PIC X(25).
* Professor info maps to database table
01 PROF.
   02 PNAME      PIC X(25).
   02 PDEPT      PIC X(10).

* Row number of last row in student table field
01 LASTROW      PIC S9(9) USAGE COMP.

* Is user on a table field?
01 ISTABLE      PIC S9 USAGE COMP.
* Were changes made to data in "studentfrm"?
01 CHANGED-DATA PIC S9 USAGE COMP.

Did user enter a valid advisor name?
01 VALID-ADVISOR PIC S9 USAGE COMP.
* "Studentfrm" loaded?
01 LOADFORM     PIC S9 USAGE COMP VALUE IS 0.

* Local utility buffers
01 MSGBUF       PIC X(200).
01 RESPBUF      PIC X.
01 OLD-ADVISOR  PIC X(25).

```

```
*      Note: Compiled forms are not yet accepted as
*      EXTERNAL due to restrictions noted in the chapter
*      that describes how to link the RTS with compiled
*      forms. Consequently, declarations of external
*      form objects and the corresponding ADDFORM
*      statement have been commented out and replaced by
*      a CALL "add_formname" statement.
*      01      masterfrm PIC S9(9) USAGE COMP-5 IS EXTERNAL.
*      01      studentfrm PIC S9(9) USAGE COMP-5 IS EXTERNAL.

EXEC SQL END DECLARE SECTION END-EXEC.

**
*      Procedure Division: STUDENT-ADMINISTRATOR
*
*      Start up program, Ingres and the FORMS system and
*      call Master driver.
**

PROCEDURE DIVISION.
EXAMPLE SECTION.
XBEGIN.

EXEC FRS FORMS END-EXEC.
EXEC SQL WHENEVER SQLERROR STOP END-EXEC.
EXEC FRS MESSAGE 'Initializing Student
                  Administrator . .' END-EXEC.

EXEC SQL CONNECT personnel END-EXEC.

PERFORM MASTER THRU END-MASTER.

EXEC FRS CLEAR SCREEN END-EXEC.
EXEC FRS ENDFORMS END-EXEC.
EXEC SQL DISCONNECT END-EXEC.
STOP RUN.

**
*      Paragraph: MASTER
*
*      Drive the application, by running "masterfrm", and
*      allowing the user to "zoom" into a selected student.
**

MASTER.
*      EXEC FRS ADDFORM :masterfrm END-EXEC.
CALL "add_masterfrm".

*      Initialize "studenttbl" with a data set in READ mode.
*      Declare hidden columns for all the extra fields that the
*      program will display when more information is requested
*      about a student. Columns "sname" and "sage" are displayed,
*      all other columns are hidden, the student information
*      form.
```



```

EXEC FRS INITTABLE masterfrm studenttbl READ
    (sbdate  = char(25),
     sgpa    = float4,
     sidno   = integer,
     scomment = char(200),
     sadvisor = char(20))
    END-EXEC.
EXEC FRS DISPLAY masterfrm UPDATE END-EXEC
EXEC FRS INITIALIZE END-EXEC

EXEC FRS BEGIN END-EXEC
    EXEC FRS MESSAGE
        'Enter an Advisor name . . .' END-EXEC.
    EXEC FRS SLEEP 2 END-EXEC.
EXEC FRS END END-EXEC

EXEC FRS ACTIVATE MENUITEM
    'Students', FIELD 'pname' END-EXEC
EXEC FRS BEGIN END-EXEC
*      Load the students of the specified professor
    EXEC FRS GETFORM (:PNAME = pname) END-EXEC

*
*      If no professor name is given, resume
    IF PNAME = SPACES THEN
        EXEC FRS RESUME FIELD pname END-EXEC.

*
*      Verify the professor exists. Local error handling
*      just prints the message, and continues. We assume
*      that each professor has exactly one department.

    EXEC SQL WHENEVER SQLERROR CALL SQLPRINT END-EXEC.
    EXEC SQL WHENEVER NOT FOUND CONTINUE END-EXEC.
    MOVE SPACES TO PDEPT.
    EXEC SQL SELECT pdept
        INTO :PDEPT
        FROM professor
        WHERE pname = :PNAME
        END-EXEC.
    IF PDEPT = SPACES THEN
        STRING "No professor with name """, PNAME,
            "" [RETURN]" DELIMITED BY SIZE
            INTO MSGBUF
        EXEC FRS PROMPT NOECHO (:MSGBUF, :RESPBUF)
            END-EXEC
        EXEC FRS CLEAR FIELD ALL END-EXEC
        EXEC FRS RESUME FIELD pname END-EXEC.

*
*      Fill the department field and load students
    EXEC FRS PUTFORM (pdept = :PDEPT) END-EXEC.

```

```
*          Refresh for query
          EXEC FRS REDISPLAY END-EXEC.

          PERFORM LOAD-STUDENTS THRU END-LOAD.
          EXEC FRS RESUME FIELD studenttbl END-EXEC.

EXEC FRS END END-EXEC

EXEC FRS ACTIVATE MENUITEM 'Zoom' END-EXEC

EXEC FRS BEGIN END-EXEC

*          Confirm that user is on "studenttbl", and that the
*          table field is not empty. Collect data from the row
*          and zoom for browsing and updating.
          EXEC FRS INQUIRE_FRS field
              masterfrm (:ISTABLE = table)
          END-EXEC.
          IF ISTABLE = 0 THEN
              EXEC FRS PROMPT NOECHO
                  ('Select from the student
                  table [RETURN]',
                  :RESPBUF) END-EXEC

          EXEC FRS RESUME FIELD studenttbl END-EXEC.
          EXEC FRS INQUIRE_FRS table masterfrm
              (:LASTROW = lastrow) END-EXEC.

          IF LASTROW = 0 THEN
              EXEC FRS PROMPT NOECHO
                  ('There are no students [RETURN]',
                  :RESPBUF) END-EXEC

              EXEC FRS RESUME FIELD pname END-EXEC.
*          Collect all data on student into global record
          EXEC FRS GETROW masterfrm studenttbl
              (:SNAME = sname,
              :SAGE = sage,
              :SBDATE = sbdate,
              :SGPA = sgpa,
              :SIDNO = sidno,
              :SCOMMENT = scomment,
              :SADVISOR = sadvisor)
          END-EXEC.
```

```

*      Display "studentfrm", and if any changes were made
*      make the updates to the local table field row. Only
*      updates to the columns corresponding to writable fields
*      in "studentfrm". If the student changed advisors, then
*      delete this row from the display.

      MOVE SADVISOR TO OLD-ADVISOR.
      PERFORM STUDENT-INFO-CHANGED THRU END-STUDENT.

      IF CHANGED-DATA = 1 THEN
        IF OLD-ADVISOR NOT = SADVISOR THEN
          EXEC FRS DELETEROW masterfrm studenttbl
          END-EXEC
        ELSE
          EXEC FRS PUTROW masterfrm studenttbl
            (sgpa = :SGPA,
             scomment = :SCOMMENT,
             sadvisor = :SADVISOR)
          END-EXEC
        END-IF
      END-IF.

      EXEC FRS END END-EXEC

      EXEC FRS ACTIVATE MENUITEM 'Exit' END-EXEC
      EXEC FRS BEGIN END-EXEC
        EXEC FRS BREAKDISPLAY END-EXEC.
      EXEC FRS END END-EXEC

      EXEC FRS FINALIZE END-EXEC

      END-MASTER.
      EXIT.

**
*      Paragraph: LOAD-STUDENTS
*
*      For the current professor name, this paragraph loads into
*      the "studenttbl" table field all the students whose
*      advisor is the professor with that name.
**

      LOAD-STUDENTS.

      EXEC SQL DECLARE studentcsr CURSOR FOR
        SELECT sname, sage, sbdate, sgpa,
               sidno, scomment, sadvisor
        FROM student
        WHERE sadvisor = :PNAME
      END-EXEC.

*      Clear previous contents of table field. Load the table
*      field from the database table based on the advisor name.
*      Columns "sname" and "sage" will be displayed, and all
*      others will be hidden.

```

```
EXEC FRS MESSAGE 'Retrieving Student Information . . .'  
END-EXEC.  
EXEC FRS CLEAR FIELD studenttbl END-EXEC.  
  
EXEC SQL WHENEVER SQLERROR GOTO END-LOAD END-EXEC.  
EXEC SQL WHENEVER NOT FOUND GOTO END-LOAD END-EXEC.  
  
EXEC SQL OPEN studentcsr END-EXEC.  
  
* Before we start the loop, we know that the OPEN was  
* successful and that NOT FOUND was not set.  
PERFORM UNTIL SQLCODE NOT = 0  
    EXEC SQL FETCH studentcsr INTO :GRAD END-EXEC  
    EXEC FRS LOADTABLE masterfrm studenttbl  
        (sname    = :SNAME,  
         sage     = :SAGE,  
         sbdate   = :SBDATE,  
         sgpa     = :SGPA,  
         sidno    = :SIDNO,  
         scomment = :SCOMMENT,  
         sadvisor = :SADVISOR)  
        END-EXEC  
END-PERFORM.  
END-LOAD.  
  
* Clean up on an error, and close cursors  
EXEC SQL WHENEVER NOT FOUND CONTINUE END-EXEC.  
EXEC SQL WHENEVER SQLERROR CONTINUE END-EXEC.  
EXEC SQL CLOSE studentcsr END-EXEC.  
  
**  
* Paragraph: STUDENT-INFO-CHANGED  
*  
* Allow the user to zoom into the details of a selected  
* student. Some of the data can be updated by the user.  
* If any updates were made, then reflect these back into  
* the database table. The paragraph records whether or not  
* changes were made via the CHANGED-DATA variable.  
**  
  
STUDENT-INFO-CHANGED.  
  
* Control ADDFORM to only initialize once  
IF LOADFORM = 0 THEN  
    EXEC FRS MESSAGE 'Loading Student form . . .' END-EXEC  
    EXEC FRS ADDFORM :studentfrm END-EXEC  
    CALL "add_studentfrm"  
    MOVE 1 TO LOADFORM.
```

```

*      Local error handle just prints error and continues
EXEC SQL WHENEVER SQLERROR CALL SQLPRINT END-EXEC.
EXEC SQL WHENEVER NOT FOUND CONTINUE END-EXEC.
EXEC FRS DISPLAY studentfrm FILL END-EXEC
EXEC FRS INITIALIZE
      (sname   = :SNAME,
       sage    = :SAGE,
       sbdate  = :SBDATE,
       sgpa    = :SGPA,
       sidno   = :SIDNO,
       scomment = :SCOMMENT,
       sadvisor = :SADVISOR)
      END-EXEC

EXEC FRS ACTIVATE MENUITEM 'Write' END-EXEC
EXEC FRS BEGIN END-EXEC
      If changes were made, update the database table.
*
*      EXEC FRS INQUIRE_FRS form (:CHANGED-DATA = change)
      END-EXEC.

      IF CHANGED-DATA = 0 THEN
        EXEC FRS BREAKDISPLAY END-EXEC.

      EXEC FRS VALIDATE END-EXEC.
      EXEC FRS MESSAGE
        'Writing changes to database. . .' END-EXEC.
      EXEC FRS GETFORM
        (:SGPA = sgpa,
         :SCOMMENT = scomment,
         :SADVISOR = sadvisor)
        END-EXEC.
*
      Enforce integrity of professor name.
      MOVE 0 TO VALID-ADVISOR.
      EXEC SQL SELECT 1 INTO :VALID-ADVISOR
        FROM professor
        WHERE pname = :SADVISOR
        END-EXEC.
      IF VALID-ADVISOR = 0 THEN
        EXEC FRS MESSAGE
          'Not a valid advisor name'
          END-EXEC
        EXEC FRS SLEEP 2 END-EXEC
        EXEC FRS RESUME FIELD sadvisor END-EXEC

```


```
        ELSE
            EXEC SQL UPDATE student SET
                sgpa      = :SGPA,
                scomment = :SCOMMENT,
                sadvisor  = :SADVISOR
            WHERE sidno = :SIDNO
            END-EXEC
            EXEC FRS BREAKDISPLAY END-EXEC
        END-IF.

EXEC FRS END END-EXEC
EXEC FRS ACTIVATE MENUITEM 'Quit' END-EXEC

EXEC FRS BEGIN END-EXEC
*      Quit without submitting changes
      MOVE 0 TO CHANGED-DATA.
      EXEC FRS BREAKDISPLAY END-EXEC.

EXEC FRS END END-EXEC

EXEC FRS FINALIZE END-EXEC

END-STUDENT.
EXIT. 
```

VMS

```
IDENTIFICATION DIVISION.
PROGRAM-ID. STUDENT-ADMINISTRATOR.
```

```
ENVIRONMENT DIVISION.
```

```
DATA DIVISION.
WORKING-STORAGE SECTION.
EXEC SQL INCLUDE SQLCA END-EXEC.
```

```
Graduate student table
EXEC SQL DECLARE student TABLE
(sname      char(25),
 sage       integer1,
 sbdate     char(25),
 sgpa       float4,
 sidno      integer,
 scomment   archars(200),
 sadvisor   char(25))
END-EXEC.
```

```

Professor table
EXEC SQL DECLARE professor TABLE
    (pname      char(25),
     pdept      char(10))
END-EXEC.

EXEC SQL BEGIN DECLARE SECTION END-EXEC.

Global grad student record maps to database table
GRAD.
    02 SNAME      PIC X(25).
    02 SAGE       PIC S9(4) USAGE COMP.
    02 SBDATE     PIC X(25).
    02 SGPA       USAGE COMP-1.
    02 SIDNO      PIC S9(9) USAGE COMP.
    02 SCOMMENT   PIC X(200).
    02 SADVISOR   PIC X(25).

Professor info maps to database table
PROF.
    02 PNAME      PIC X(25).
    02 PDEPT      PIC X(10).

Row number of last row in student table field
01 LASTROW      PIC S9(9) USAGE COMP.

Is user on a table field?
01 ISTABLE      PIC S9 USAGE COMP.

Were changes made to data in "studentfrm"?
01 CHANGED      PIC S9 USAGE COMP.

Did user enter a valid advisor name?
VALID-ADVISOR PIC S9 USAGE COMP.

"Studentfrm" loaded?
01 LOADFORM     PIC S9 USAGE COMP VALUE IS 0.

Local utility buffers
01 MSGBUF       PIC X(200).
01 RESPBUF      PIC X.
01 OLD-ADVISOR  PIC X(25).

Externally compiled forms
01 MASTERF      PIC S9(9) USAGE COMP VALUE EXTERNAL Masterfrm.
01 STUDENTF     PIC S9(9) USAGE COMP VALUE EXTERNAL Studentfrm.
EXEC SQL END DECLARE SECTION END-EXEC.

PROCEDURE DIVISION.
BEGIN.

```

Start program and call Master driver. First, start Ingres and the FORMS system.

```
EXEC FRS FORMS END-EXEC.

EXEC SQL WHENEVER SQLERROR STOP END-EXEC.
EXEC FRS MESSAGE 'Initializing Student Administrator . . .'
                END-EXEC.

EXEC SQL CONNECT personnel END-EXEC.

PERFORM MASTER THRU END-MASTER.

EXEC FRS CLEAR SCREEN END-EXEC.
EXEC FRS ENDFORMS END-EXEC.
EXEC SQL DISCONNECT END-EXEC.
STOP RUN.
```

MASTER.

This paragraph drives the application. It runs "masterfrm" and allows the user to "zoom" in on a selected student.

```
EXEC FRS ADDFORM :MASTERF END-EXEC.
Initialize "studenttbl" with a data set in READ mode. Declare
hidden columns for all the extra fields that the program will
display when more information is requested about a student.
Columns "sname" and "sage" are displayed. All other columns are
hidden, to be used in the student information form.
```

```
EXEC FRS INITTABLE masterfrm studenttbl READ
(sbdate   = char(25),
 sgpa     = float4,
 sidno    = integer,
 scoment  = char(200),
 sadvisor = char(20))
END-EXEC.

EXEC FRS DISPLAY masterfrm UPDATE END-EXEC
EXEC FRS INITIALIZE END-EXEC
EXEC FRS BEGIN END-EXEC
    EXEC FRS MESSAGE 'Enter an Advisor name . . .'
    END-EXEC.
    EXEC FRS SLEEP 2 END-EXEC.

EXEC FRS END END-EXEC
EXEC FRS ACTIVATE MENUITEM 'Students', FIELD 'pname'
    END-EXEC
EXEC FRS BEGIN END-EXEC
```



```

*   Load the students of the specified professor
      EXEC FRS GETFORM (:PNAME = pname) END-EXEC.

*   If no professor name is given, resume
      IF PNAME = " " THEN
        EXEC FRS RESUME FIELD pname END-EXEC.

*   Verify that the professor exists. Local error handling just
*   prints the message and continues. Assume that each professor
*   has exactly one department.

      EXEC SQL WHENEVER SQLERROR CALL SQLPRINT END-EXEC.
      EXEC SQL WHENEVER NOT FOUND CONTINUE END-EXEC.
      MOVE SPACES TO PDEPT.
      EXEC SQL SELECT pdept
        INTO :PDEPT
        FROM professor
        WHERE pname = :PNAME
      END-EXEC.

      IF PDEPT = " " THEN
        STRING "No professor with name " PNAME
          " " [RETURN] DELIMITED BY SIZE INTO MSGBUF
        EXEC FRS PROMPT NOECHO (:MSGBUF, :RESPBUF)
          END-EXEC
        EXEC FRS CLEAR FIELD ALL END-EXEC
        EXEC FRS RESUME FIELD pname END-EXEC.

*   Fill the department field and load students
*
      EXEC FRS PUTFORM (pdept = :PDEPT) END-EXEC.

* Refresh for query
      EXEC FRS REDISPLAY END-EXEC.
      PERFORM LOAD-STUDENTS THRU END-LOAD.

      EXEC FRS RESUME FIELD studenttbl END-EXEC.

      EXEC FRS END END-EXEC
      EXEC FRS ACTIVATE MENUITEM 'Zoom' END-EXEC
      EXEC FRS BEGIN END-EXEC

* Confirm that user is in "studenttbl" and that the table field
* is not empty. Collect data from the row and zoom for browsing
* and updating.

      EXEC FRS INQUIRE_FRS field masterfrm
        (:ISTABLE = table)
      END-EXEC.

      IF ISTABLE = 0 THEN
        EXEC FRS PROMPT NOECHO
          ('Select from the student table [RETURN]',
           :RESPBUF) END-EXEC
        EXEC FRS RESUME FIELD studenttbl END-EXEC.

```

```
EXEC FRS INQUIRE_FRS table masterfrm
(:LASTROW = lastrow) END-EXEC.
IF LASTROW = 0 THEN
  EXEC FRS PROMPT NOECHO
    ('There are no students [RETURN]',
    :RESPBUF) END-EXEC
  EXEC FRS RESUME FIELD pname END-EXEC.

* Collect all data on student into global record
EXEC FRS GETROW masterfrm studenttbl
(:SNAME   = sname,
:SAGE     = sage,
:SBDATE   = sbdate,
:SGPA     = sgpa,
:SIDNO    = sidno,
:SCOMMENT = scomment,
:SADVISOR = sadvisor)
END-EXEC.

* Display "studentfrm," and if any changes were made, make the
* update to the local table field row. Only make updates to the
* columns corresponding to writable fields in "studentfrm." If
* the student changed advisors delete this row from the display.

MOVE SADVISOR TO OLD-ADVISOR.
PERFORM STUDENT-INFO-CHANGED THRU END-STUDENT.

IF CHANGED = 1 THEN
  IF OLD-ADVISOR NOT = SADVISOR THEN
    EXEC FRS DELETEROW masterfrm studenttbl
    END-EXEC
  ELSE
    EXEC FRS PUTROW masterfrm studenttbl
      (sgpa      = :SGPA,
       scomment  = :SCOMMENT,
       sadvisor  = :SADVISOR)
    END-EXEC
  END-IF
END-IF.

EXEC FRS END END-EXEC
EXEC FRS ACTIVATE MENUITEM 'Exit' END-EXEC
EXEC FRS BEGIN END-EXEC
  EXEC FRS BREAKDISPLAY END-EXEC.
EXEC FRS END END-EXEC
EXEC FRS FINALIZE END-EXEC
```

END-MASTER.

LOAD-STUDENTS.

* For the current professor name, this paragraph loads into the
 * "studenttbl" table field all the students whose advisor is the
 * professor with that name.

```
EXEC SQL DECLARE studentcsr CURSOR FOR
      SELECT sname, sage, sbdate, sgpa,
             sidno, scomment, sadvisor
      FROM student
      WHERE sadvisor = :PNAME
END-EXEC.
```

* Clear previous contents of table field. Load the table field
 * from the database table based on the advisor name. Columns
 * "sname" and "sage" will be displayed, and all others will be
 * hidden.

```
EXEC FRS MESSAGE 'Retrieving Student Information . . .'
END-EXEC.
```

```
EXEC FRS CLEAR FIELD studenttbl END-EXEC.
```

```
EXEC SQL WHENEVER SQLERROR GOTO END-LOAD END-EXEC.
EXEC SQL WHENEVER NOT FOUND GOTO END-LOAD END-EXEC.
```

```
EXEC SQL OPEN studentcsr END-EXEC.
```

* Before we start the loop, we know that the OPEN was
 * successful and that NOT FOUND was not set.

```
PERFORM UNTIL SQLCODE NOT = 0
      EXEC SQL FETCH studentcsr INTO :GRAD END-EXEC
      EXEC FRS LOADTABLE masterfrm studenttbl
            (sname   = :SNAME,
             sage    = :SAGE,
             sbdate  = :SBDATE,
             sgpa    = :SGPA,
             sidno   = :SIDNO,
             scomment = :SCOMMENT,
             sadvisor = :SADVISOR)
      END-EXEC
```

```
END-PERFORM.
```

END-LOAD.

```
* Clean up on an error, and close cursors
EXEC SQL WHENEVER NOT FOUND CONTINUE END-EXEC.
EXEC SQL WHENEVER SQLERROR CONTINUE END-EXEC.
EXEC SQL CLOSE studentcsr END-EXEC.

STUDENT-INFO-CHANGED.

* This paragraph allows the user to zoom in on the details of a
* selected student. Some of the data can be updated by the
* user. If any updates were made, they are reflected back into
* the database table. The paragraph records whether or not
* changes were made via the CHANGED variable.

* Control ADDFORM to only initialize once
IF LOADFORM = 0 THEN
    EXEC FRS MESSAGE 'Loading Student form . . .' END-EXEC
    EXEC FRS ADDFORM :STUDENTF END-EXEC
    MOVE 1 TO LOADFORM.

* Local error handle just prints error and continues
EXEC SQL WHENEVER SQLERROR CALL SQLPRINT END-EXEC.
EXEC SQL WHENEVER NOT FOUND CONTINUE END-EXEC.

EXEC FRS DISPLAY studentfrm FILL END-EXEC
EXEC FRS INITIALIZE
    (sname   = :SNAME,
     sage    = :SAGE,
     sbdate  = :SBDATE,
     sgpa    = :SGPA,
     sidno   = :SIDNO,
     scomment = :SCOMMENT,
     sadvisor = :SADVISOR)
    END-EXEC
EXEC FRS ACTIVATE MENUITEM 'Write' END-EXEC
EXEC FRS BEGIN END-EXEC

* If changes were made, update the database table. Only bother
* with the fields that are not read-only.

EXEC FRS INQUIRE_FRS form (:CHANGED = change) END-EXEC.

IF CHANGED = 0 THEN
    EXEC FRS BREAKDISPLAY END-EXEC.

EXEC FRS VALIDATE END-EXEC.

EXEC FRS MESSAGE
    'Writing changes to database. . .'
    END-EXEC.

EXEC FRS GETFORM
    (:SGPA    = sgpa,
     :SCOMMENT = scomment,
     :SADVISOR = sadvisor)
    END-EXEC.

* Enforce integrity of professor name.
```

```

        MOVE 0 TO VALID-ADVISOR.
        EXEC SQL SELECT 1 INTO :VALID-ADVISOR
              FROM professor
              WHERE pname = :SADVISOR
        END-EXEC.
        IF VALID-ADVISOR = 0 THEN
            EXEC FRS MESSAGE 'Not a valid advisor name'
            END-EXEC
            EXEC FRS SLEEP 2 END-EXEC
            EXEC FRS RESUME FIELD sadvisor END-EXEC
        ELSE
            EXEC SQL UPDATE student SET
                  sgpa      = :SGPA,
                  scomment  = :SCOMMENT,
                  sadvisor  = :SADVISOR
                  WHERE sidno = :SIDNO
            END-EXEC
            EXEC FRS BREAKDISPLAY END-EXEC
        END-IF.

        EXEC FRS END END-EXEC
        EXEC FRS ACTIVATE MENUITEM 'Quit' END-EXEC
        EXEC FRS BEGIN END-EXEC
        * Quit without submitting changes
            MOVE 0 TO CHANGED.
            EXEC FRS BREAKDISPLAY END-EXEC.

        EXEC FRS END END-EXEC
        EXEC FRS FINALIZE END-EXEC

    END-STUDENT.
    EXIT.

```

The SQL Terminal Monitor Application

This application executes SQL statements that are read in from the terminal. The application reads statements from input and writes results to output. Dynamic SQL is used to process and execute the statements.

When the application starts, the user is prompted for the database name. The user is then prompted for an SQL statement. SQL comments and statement delimiters are not accepted. The SQL statement is processed using Dynamic SQL and results and SQL errors are written to output. At the end of the results, an indicator of the number of rows affected is displayed. The loop is then continued and the user is prompted for another SQL statement. When end-of-file is typed in the application rolls back any pending updates and disconnects from the database.

The user's SQL statement is prepared using prepare and describe. If the SQL statement is not a select statement, then it is run using execute and the number of rows affected is printed. If the SQL statement is a select statement, a Dynamic SQL cursor is opened, and all the rows are fetched and printed. The sections of code that print the results do not try to tabulate the results. A row of column names is printed, followed by each row of the results.

Keyboard interrupts are not handled. Fatal errors, such as allocation errors, and boundary condition violations are handled by rolling back pending updates and disconnecting from the database session.

Windows and UNIX

```
IDENTIFICATION DIVISION.
PROGRAM-ID.    SQL-MONITOR.
ENVIRONMENT DIVISION.
DATA DIVISION.
WORKING-STORAGE SECTION.
* Include SQL Communications and Descriptor Areas
EXEC SQL INCLUDE SQLCA END-EXEC.
EXEC SQL INCLUDE SQLDA END-EXEC.
* Dynamic SQL statement name (documentary only)
EXEC SQL DECLARE stmt STATEMENT END-EXEC.
* Cursor declaration for dynamic statement
EXEC SQL DECLARE csr CURSOR FOR stmt END-EXEC.
EXEC SQL BEGIN DECLARE SECTION END-EXEC.
* Database name
01 DB-NAME          PIC X(30).
* Dynamic SQL statement buffer
01 STMT-BUF         PIC X(1000).
* SQL error message buffer
01 ERROR-BUF        PIC X(1024).
EXEC SQL END DECLARE SECTION END-EXEC.
* SQL statement number
01 STMT-NUM         PIC 999.
* Reading state
01 READING-STMT     PIC S9(4) USAGE COMP.
   88 DONE-READING  VALUE 0.
   88 STILL-READING VALUE 1.
* Number of rows affected by last SQL statement
01 STMT-ROWS        PIC ZZZZ9.
* Number of rows retrieved by last SELECT statement
01 SELECT-ROWS      PIC S9(8) USAGE COMP.
* Dynamic SELECT statement set up state
01 SELECT-SETUP     PIC S9(4) USAGE COMP.
   88 SETUP-FAIL    VALUE 0.
   88 SETUP-OK      VALUE 1.
* Index into SQLVAR table
01 COLN            PIC 999.
* Base data type of SQLVAR item without nullability
01 BASE-TYPE        PIC S9(4) USAGE COMP.
* Is a result column type nullable
01 IS-NULABLE       PIC S9(4) USAGE COMP.
   88 NOT-NULABLE   VALUE 0.
   88 NULABLE       VALUE 1.
```

```

*      Global result data storage.  This pool of data
*      includes the maximum number of result data
*      items needed to execute a Dynamic SELECT
*      statement.  There is a table of 1024 integers,
*      decimal and null indicator data items, and a
*      large character string buffer.
*      The display data picture formats may be
*      modified if more numeric precision is
*      required.  Note: floating-point and
*      money types are stored in decimal variables.
      01 RESULT-DATA.
          02 NUMERIC-DATA OCCURS IISQ-MAX-COLS TIMES.
              03 INT-DATA          PIC S9(9) USAGE COMP-5 SYNC.
              03 IND-DATA          PIC S9(4) USAGE COMP-5 SYNC.
          02 DECIMAL-DATA          OCCURS IISQ-MAX-COLS TIMES.
              03 DEC-DATA          PIC S9(10)V9(8) USAGE COMP-3.
          02 STRING-DATA.
              03 CHAR-LEN          PIC S9(4) USAGE COMP.
              03 CHAR-DATA          PIC X(2500).
          02 DISPLAY-DATA.
              03 DISP-INT          PIC +Z(6)99.
              03 DISP-DEC          PIC +Z(8)99.99(8).
*      Current lengths of local character data.
      01 CUR-LEN                  PIC S9(4) USAGE COMP.
**
* Procedure Division: SQL-MONITOR
*
*      Main entry of SQL Monitor application.  Prompt for
*      database name and connect to the database.  Run
*      the monitor and disconnect from the database.
*      Before disconnecting, roll back any pending updates.
**
      PROCEDURE DIVISION.
      EXAMPLE SECTION.
      XBEGIN.
*      Execute a dummy ACCEPT statement from the CONSOLE prior
*      to using the ACCEPT statement to read in input.  This
*      introductory ACCEPT statement (which is documented to
*      read from COMMAND-LINE) may not be necessary on all systems.
      ACCEPT DB-NAME FROM CONSOLE.

```

```
*      Prompt for database name.
      MOVE SPACES TO DB-NAME.
      DISPLAY "SQL Database: " WITH NO ADVANCING.
      ACCEPT DB-NAME FROM CONSOLE.
      IF (DB-NAME = SPACES) THEN
        DISPLAY "*****"
        STOP RUN.
      DISPLAY " -- SQL Terminal Monitor -- ".
*      Treat connection errors as fatal.
      EXEC SQL WHENEVER SQLERROR STOP END-EXEC.
      EXEC SQL CONNECT :DB-NAME END-EXEC.
*      Run the Terminal Monitor
      PERFORM RUN-MONITOR.
      EXEC SQL WHENEVER SQLERROR CONTINUE END-EXEC.
      DISPLAY "SQL: Exiting monitor program.".
      EXEC SQL ROLLBACK END-EXEC.
      EXEC SQL DISCONNECT END-EXEC.
      STOP RUN.
**

* Paragraph: RUN-MONITOR
*
*      Run the SQL monitor. Initialize the global
*      SQLDA with the number of SQLVAR elements. Loop
*      while prompting the user for input; if
*      end-of-file is detected then return to the
*      calling paragraph (the main program). If the
*      user inputs a statement, execute it (using
*      paragraph EXECUTE-STATEMENT).
**
      RUN-MONITOR.
*      Initialize the SQLN (the number of SQLVAR
*      elements is set by default to IISQ-MAX-COLS)
*      Now we are setup for input. Initialize
*      statement number and reading state.
      MOVE 0 TO STMT-NUM.
      SET STILL-READING TO TRUE.
*      Loop while prompting, reading and processing
*      the SQL statement.
      PERFORM UNTIL DONE-READING
        ADD 1 TO STMT-NUM
        PERFORM READ-STATEMENT
        IF (STILL-READING) THEN
          PERFORM EXECUTE-STATEMENT THRU END-EXECUTE
        END-IF
      END-PERFORM.
**

* Paragraph: EXECUTE-STATEMENT
*
*      Using the PREPARE and DESCRIBE facilities determine if
*      the input statement is a SELECT statement or not. If
*      the statement is not a SELECT statement then EXECUTE it,
*      otherwise open a cursor and
*      process a dynamic SELECT statement (using paragraph
*      EXECUTE-SELECT). After processing the statement, print
*      the number of rows affected by the statement and any SQL
*      errors.
**
```



```

EXECUTE-STATEMENT.
EXEC SQL WHENEVER SQLERROR GO TO END-EXECUTE END-EXEC.
*   PREPARE and DESCRIBE the statement. Inspect the
*   contents of the SQLDA and determine if it is a SELECT
*   statement or not.
EXEC SQL PREPARE stmt FROM :STMT-BUF END-EXEC.
EXEC SQL DESCRIBE stmt INTO :SQLDA END-EXEC.
*   IF SQLD = 0 then this is not a SELECT.
IF (SQLD = 0) THEN
    EXEC SQL EXECUTE stmt END-EXEC
    MOVE SQLERRD(3) TO STMT-ROWS

*   Otherwise this is a SELECT. Verify that there are enough
*   SQLVAR result variables. If there are too few print an
*   error and continue, otherwise call EXECUTE-SELECT.
ELSE IF (SQLD > SQLN) THEN
    DISPLAY "SQL Error: SQLDA requires more than "
           "1024 result variables."
    MOVE 0 TO STMT-ROWS
ELSE
    PERFORM EXECUTE-SELECT THRU END-SELECT
    MOVE SELECT-ROWS TO STMT-ROWS
END-IF.
*   Print the number of rows processed.
DISPLAY "[" STMT-ROWS " row(s)]".
*   Only print the error message if we arrived at this label
*   because of an SQL error.
END-EXECUTE.
EXEC SQL WHENEVER SQLERROR CONTINUE END-EXEC.
IF (SQLCODE < 0) THEN
    PERFORM PRINT-ERROR.
**
* Paragraph: EXECUTE-SELECT
*   Execute a Dynamic SELECT statement. The SQLDA has already
*   been described, so print the table header column names,
*   open a dynamic cursor, and retrieve and print the results.
*   Accumulate the number of rows processed in SELECT-ROWS.
**
EXECUTE-SELECT.
*   So far no rows.
MOVE 0 TO SELECT-ROWS.
*   Set up the result types and data items, and print result
*   column names. SETUP-ROW will set SETUP-FAIL/OK if it
*   fails/succeeds.
PERFORM SETUP-ROW.
IF (SETUP-FAIL) THEN
    GO TO END-SELECT.
EXEC SQL WHENEVER SQLERROR GO TO SELECT-ERR END-EXEC.

```

```
*      Open the dynamic cursor.
EXEC SQL OPEN csr FOR READONLY END-EXEC.
*      Fetch and print each row. Accumulate the number of
*      rows fetched.
PERFORM UNTIL SQLCODE NOT = 0
    EXEC SQL FETCH csr USING DESCRIPTOR :SQLDA END-EXEC
    IF (SQLCODE = 0) THEN
        ADD 1 TO SELECT-ROWS
        PERFORM PRINT-ROW
    END-IF
END-PERFORM.
SELECT-ERR.
EXEC SQL WHENEVER SQLERROR CONTINUE END-EXEC.

*      Only print the error message if we arrived at this
*      label because of an SQL error.
IF (SQLCODE < 0) THEN
    PERFORM PRINT-ERROR.
EXEC SQL CLOSE csr END-EXEC.
END-SELECT.
EXIT.

**
* Paragraph: SETUP-ROW
*
*      A statement has just been described, so set up the
*      SQLDA for result processing. Print all the column
*      names and allocate result data items for retrieving
*      data using paragraph SETUP-COLUMN.
*      This paragraph sets SETUP-OK if it succeeds, and
*      SETUP-FAIL if there was some sort of initialization
*      error(in SETUP-COLUMN).
**

      SETUP-ROW.

*      Initialize column setup. No character data used yet.

      SET SETUP-OK TO TRUE.
      MOVE 1 TO CHAR-LEN.

*      Process each column.

      PERFORM SETUP-COLUMN
          VARYING COLN FROM 1 BY 1
          UNTIL (COLN > SQLD) OR (SETUP-FAIL).
```

```

*      At this point we've processed all columns for
*      data type information.
*      End the line of column names.

      DISPLAY SPACE.
      DISPLAY "-----".
**
* Paragraph: SETUP-COLUMN
*
*      When setting up for a SELECT statement column names are
*      printed, and result data items (for retrieving data)
*      are chosen out of a pool of variables (integers,
*      decimals, a large character string space and null
*      indicators). The SQLDATA and SQLIND fields are pointed
*      at the addresses of the result data items and
*      indicators. Paragraph sets SETUP-FAIL if it fails.
**
      SETUP-COLUMN.

*      For each column print the number and name of the column,
*      e.g.: [001] sal [002] name [003] age
      DISPLAY "[" COLN "]" " WITH NO ADVANCING.
      DISPLAY SQLNAMEC(COLN)(1:SQLNAMEL(COLN)) WITH NO ADVANCING.
      IF (COLN < SQLD) THEN
          DISPLAY SPACE WITH NO ADVANCING.

*      Determine the data type of the column and to where SQLDATA
*      and SQLIND must point in order to retrieve data-compatible
*      results. Use the global numeric table and the large
*      character string buffer from which pieces can be allocated.

*      First find the base type of the current column.

*      Note: Normally you should clear the SQLIND pointer if it
*      is not being used using the SET TO NULL statement. At the
*      time of this writing, however, SET pointer-item TO NULL
*      was not accepted. The pointer will be ignored by
*      Ingres if the SQLTYPE is positive.

      IF (SQLTYPE(COLN) > 0) THEN
          MOVE SQLTYPE(COLN) TO BASE-TYPE
          SET NOT-NULLABLE TO TRUE
          SET SQLIND(COLN) TO NULL
*      ELSE
          COMPUTE BASE-TYPE = 0 - SQLTYPE(COLN)
          SET NULLABLE TO TRUE
          SET SQLIND(COLN) TO ADDRESS OF IND-DATA(COLN)
      END-IF.

```

```
* Collapse all different types into one of
* integer, decimal or character.

* Integer data uses 4-byte COMP.

      IF (BASE-TYPE = IISQ-INT-TYPE) THEN
          MOVE IISQ-INT-TYPE TO SQLTYPE(COLN)
          MOVE 4 TO SQLLEN(COLN)
          SET SQLDATA(COLN) TO ADDRESS OF INT-DATA(COLN)

* Money and floating-point data or decimal data use COMP-3
*
* Note: You must encode precision and length when setting
* SQLLEN for a decimal data type. Use the formula: SQLLEN =
* (256 * p+s) where p is the Ingres precision and s is
* scale of the decimal host variable. DEC-DATA is
* defined as PIC S9(10)V9(8), so p = 10 + 8 (Ingres
* precision is the total number of digits.) and s = 8.
* Therefore, SQLLEN = (256 * 18 + 8) = 4616.

      ELSE IF (BASE-TYPE = IISQ-MNY-TYPE) OR
              (BASE-TYPE = IISQ-DEC-TYPE) OR
              (BASE-TYPE = IISQ-FLT-TYPE) THEN
          MOVE IISQ-DEC-TYPE TO SQLTYPE(COLN)
          MOVE 4616          TO SQLLEN(COLN)
          SET SQLDATA(COLN) TO ADDRESS OF DEC-DATA(COLN)

* Dates, fixed and varying-length character
* strings use character data.

      ELSE IF (BASE-TYPE = IISQ-DTE-TYPE)
              OR (BASE-TYPE = IISQ-CHA-TYPE)
              OR (BASE-TYPE = IISQ-VCH-TYPE)
              OR (BASE-TYPE = IISQ-LVCH-TYPE) THEN

* Fix up the lengths of dates and determine the length
* of the sub-string required from the large character
* string buffer.

          IF (BASE-TYPE = IISQ-DTE-TYPE) THEN
              MOVE IISQ-DTE-LEN TO SQLLEN(COLN)
          END-IF
          IF (BASE-TYPE = IISQ-LVCH-TYPE) THEN
* Maximize the length of a large object to 100
* for this example.
```

```

        MOVE 100 TO SQLLEN(COLN)
        END-IF
        MOVE IISQ-CHA-TYPE TO SQLTYPE(COLN)
        MOVE SQLLEN(COLN) TO CUR-LEN

*       If we do not have enough character space left
*       print an error.

        IF ((CHAR-LEN + CUR-LEN) > 2500) THEN
            DISPLAY "SQL Error: Character result "
                "data overflow."
            SET SETUP-FAIL TO TRUE
        ELSE

*       There is enough space so point at the start of the
*       corresponding sub-string. Allocate space out of
*       character buffer and accumulate the currently used
*       character space.

            SET SQLDATA(COLN) TO ADDRESS OF
                CHAR-DATA(CHAR-LEN:)
            ADD CUR-LEN TO CHAR-LEN
        END-IF
    END-IF.

*       If nullable negate the data type
    IF (NULLABLE) THEN
        COMPUTE SQLTYPE(COLN) = 0 - SQLTYPE(COLN)
    END-IF.

**
*       Paragraph: PRINT-ROW
*
*       For each result column inside the SQLDA, print the
*       value. Print its column number too in order to
*       identify it with a column name printed earlier in
*       SETUP-ROW. If the value is NULL print "N/A".The
*       details of the printing are done in PRINT-COLUMN.
**

    PRINT-ROW.

*       Reset the character counter to the first byte.
    MOVE 1 TO CHAR-LEN.
*       Process each column.

    PERFORM PRINT-COLUMN
        VARYING COLN FROM 1 BY 1
        UNTIL (COLN > SQLD).

*       End each line of column data.

    DISPLAY SPACE.

```

```
**
* Paragraph: PRINT-COLUMN
*
* Detailed printing of PRINT-ROW. This paragraph does
* not attempt to tabulate the results in a tabular
* format. The display formats used can be modified if
* more precision is required.
**

PRINT-COLUMN.

* For each column print the number and value of the column.
* NULL columns are printed as "N/A".
  DISPLAY "[" COLN "]" " WITH NO ADVANCING.

* Find the base type of the current column.

  IF (SQLTYPE(COLN) > 0) THEN
    MOVE SQLTYPE(COLN) TO BASE-TYPE
    SET NOT-NULLABLE TO TRUE
  ELSE
    COMPUTE BASE-TYPE = 0 - SQLTYPE(COLN)
    SET NULLABLE TO TRUE
  END-IF.

* Different types have been collapsed into one of
* integer, decimal or character. If the data is NULL
* then just print "N/A".
  IF (NULLABLE AND (IND-DATA(COLN) = -1)) THEN
    DISPLAY "N/A" WITH NO ADVANCING

* Integer data.

  ELSE IF (BASE-TYPE = IISQ-INT-TYPE) THEN
    MOVE INT-DATA(COLN) TO DISP-INT
    DISPLAY DISP-INT WITH NO ADVANCING

* Decimal, money and float column data will also
* be printed here.

  ELSE IF (BASE-TYPE = IISQ-DEC-TYPE) THEN
    MOVE DEC-DATA(COLN) TO DISP-DEC
    DISPLAY DISP-DEC WITH NO ADVANCING
* Character data. Print only the relevant substring.

  ELSE IF (BASE-TYPE = IISQ-CHA-TYPE) THEN
    MOVE SQLLEN(COLN) TO CUR-LEN
    DISPLAY CHAR-DATA(CHAR-LEN:CUR-LEN)
      WITH NO ADVANCING
    ADD CUR-LEN TO CHAR-LEN
  END-IF.
```

```

*      Add trailing space after each value.
      IF (COLN < SQLD) THEN
          DISPLAY SPACE WITH NO ADVANCING.

**

* Paragraph: PRINT-ERROR
*
*      SQLCA error detected. Retrieve the error message and
*      print it.
**

      PRINT-ERROR.

      EXEC SQL INQUIRE_SQL (:ERROR-BUF = ERRORTXT) END-EXEC.
      DISPLAY "SQL Error:".
      DISPLAY ERROR-BUF.

**

* Paragraph: READ-STATEMENT
*
*      Prompt user and read input SQL statement. This paragraph
*      can be expanded to scan and process an SQL statement
*      string searching
*      for delimiters (such as quotes and the semicolon).
*      Currently the user is allowed to input only one SQL e
*      statement on one line without any terminators. Blank or
*      empty lines will cause the normal termination of this
*      program.
**

      READ-STATEMENT.

      DISPLAY STMT-NUM ">" WITH NO ADVANCING.
      ACCEPT STMT-BUF FROM CONSOLE.
      IF (STMT-BUF = SPACES) THEN
          DISPLAY "*****"
          SET DONE-READING TO TRUE.

```

VMS

```

IDENTIFICATION DIVISION.
PROGRAM-ID. SQL-MONITOR.
ENVIRONMENT DIVISION.
DATA DIVISION.
WORKING-STORAGE SECTION.
Include SQL Communications and Descriptor Areas
EXEC SQL INCLUDE SQLCA END-EXEC.
EXEC SQL INCLUDE SQLDA END-EXEC.

```

```
* Dynamic SQL statement name (documentary only)
EXEC SQL DECLARE stmt STATEMENT END-EXEC.
* Cursor declaration for dynamic statement
EXEC SQL DECLARE csr CURSOR FOR stmt END-EXEC.
EXEC SQL BEGIN DECLARE SECTION END-EXEC.
* Database name
01 DB-NAME PIC X(30).
* Dynamic SQL statement buffer
01 STMT-BUF PIC X(1000).
* SQL error message buffer
01 ERROR-BUF PIC X(1024).
EXEC SQL END DECLARE SECTION END-EXEC.
* SQL statement number
01 STMT-NUM PIC 999.
* Reading state
01 READING-STMT PIC S9(4) USAGE COMP.
88 DONE-READING VALUE 0.
88 STILL-READING VALUE 1.
* Number of rows affected by last SQL statement
01 STMT-ROWS PIC ZZZZ9.
* Number of rows retrieved by last SELECT statement
01 SELECT-ROWS PIC S9(8) USAGE COMP.
* Dynamic SELECT statement set up state
01 SELECT-SETUP PIC S9(4) USAGE COMP.
88 SETUP-FAIL VALUE 0.
88 SETUP-OK VALUE 1.
* Index into SQLVAR table
01 COL PIC 999.
* Base data type of SQLVAR item without nullability
01 BASE-TYPE PIC S9(4) USAGE COMP.
* Is a result column type nullable
01 IS-NULLABLE PIC S9(4) USAGE COMP.
88 NOT-NULLABLE VALUE 0.
88 NULLABLE VALUE 1.

* Global result data storage. This pool of data includes the maximum
* number of result data items needed to execute a Dynamic SELECT
* statement. There is a table of 1024 integers, decimal, large object
* handlers, and null indicator data items, and a large character
* string buffer. Note: Floating-point and money types are stored in
* decimal variables.
01 RESULT-DATA.
02 INTEGER-DATA OCCURS 1024 TIMES.
03 INT-DATA PIC S9(9) USAGE COMP.
03 IND-DATA PIC S9(4) USAGE COMP.
02 DECIMAL-DATA OCCURS 1024 TIMES.
03 DEC-DATA PIC S9(10)V9(8) USAGE COMP-3.
02 STRING-DATA.
03 CHAR-LEN PIC S9(4) USAGE COMP.
03 CHAR-DATA PIC X(2500).
02 BLOB-DATA OCCURS 1024 TIMES.
03 BLOB-ARG USAGE POINTER.
03 BLOB-HDLR PIC S9(9) USAGE COMP.
```



```

* User defined handler for large objects
01 UsrDatHdlr      PIC S9(9) USAGE COMP VALUE EXTERNAL UsrDataHdlr
* Limit the size of a large object
01 BLOB-MAX        PIC S9(4) USAGE COMP IS EXTERNAL.
* Current lengths of local character data.
01 CUR-LEN         PIC S9(4) USAGE COMP.
**

* Procedure Division: SQL-MONITOR
*
* Main entry of SQL Monitor application. Prompt for database name
* and connect to the database. Run the monitor and disconnect from
* the database. Before disconnecting roll back any pending updates.
**
PROCEDURE DIVISION.
  SBEGIN.
  * Prompt for database name.
    DISPLAY "SQL Database: " WITH NO ADVANCING.
    ACCEPT DB-NAME AT END STOP RUN.
    DISPLAY " -- SQL Terminal Monitor -- ".
  * Treat connection errors as fatal.
    EXEC SQL WHENEVER SQLERROR STOP END-EXEC.
    EXEC SQL CONNECT :DB-NAME END-EXEC.
  * Run the Terminal Monitor
    PERFORM RUN-MONITOR.
    EXEC SQL WHENEVER SQLERROR CONTINUE END-EXEC.
    DISPLAY "SQL: Exiting monitor program.".
    EXEC SQL ROLLBACK END-EXEC.
    EXEC SQL DISCONNECT END-EXEC.
    STOP RUN.
  **

  * Paragraph: RUN-MONITOR
  *
  * Run the SQL monitor. Initialize the global SQLDA with the number
  * of SQLVAR elements. Loop while prompting the user for input;
  * if end-of-file is detected then return to the calling paragraph
  * (the main program). If the user inputs a statement, execute it
  * (using paragraph EXECUTE-STATEMENT).
  **
  RUN-MONITOR.
  * Initialize the SQLN (set the number of SQLVAR elements)
    MOVE 1024 TO SQLN.
  * If you increase BLOB-MAX then increase BLOB_DATA in the datahandler
    MOVE 50 TO BLOB-MAX.
  * Now we are setup for input. Initialize statement number and

  * reading state.
    MOVE 0 TO STMT-NUM.
    SET STILL-READING TO TRUE.
  * Loop while prompting, reading and processing the SQL statement.
    PERFORM UNTIL DONE-READING
      ADD 1 TO STMT-NUM
      PERFORM READ-STATEMENT
      IF (STILL-READING) THEN
        PERFORM EXECUTE-STATEMENT THRU END-EXECUTE
      END-IF
    END-PERFORM.
  **

```

```
* Paragraph: EXECUTE-STATEMENT
*
* Using the PREPARE and DESCRIBE facilities determine if the input
* statement is a SELECT statement or not. If the statement is not
* a SELECT statement then EXECUTE it, otherwise open a cursor and
* process a dynamic SELECT statement (using paragraph EXECUTE-SELECT).
* After processing the statement, print the number of rows affected
* by the statement and any SQL errors.
**
EXECUTE-STATEMENT.
    EXEC SQL WHENEVER SQLERROR GO TO END-EXECUTE END-EXEC.
* PREPARE and DESCRIBE the statement. Inspect the contents of the
* SQLDA and determine if it is a SELECT statement or not.
    EXEC SQL PREPARE stmt FROM :STMT-BUF END-EXEC.
    EXEC SQL DESCRIBE stmt INTO :SQLDA END-EXEC.
* If SQLD = 0 then this is not a SELECT.
    IF (SQLD = 0) THEN
        EXEC SQL EXECUTE stmt END-EXEC
        MOVE SQLERRD(3) TO STMT-ROWS

* Otherwise this is a SELECT. Verify that there are enough SQLVAR
* result variables. If there are too few print an error and continue,
* otherwise call EXECUTE-SELECT.
    ELSE
        IF (SQLD > SQLN) THEN
            DISPLAY "SQL Error: SQLDA requires more than "
                "1024 result variables."
            MOVE 0 TO STMT-ROWS
        ELSE
            PERFORM EXECUTE-SELECT THRU END-SELECT
            MOVE SELECT-ROWS TO STMT-ROWS
        END-IF
    END-IF.
* Print the number of rows processed.
    DISPLAY "[" STMT-ROWS " row(s)]".
* Only print the error message if we arrived at this label because
* of an SQL error.
END-EXECUTE.
    EXEC SQL WHENEVER SQLERROR CONTINUE END-EXEC.
    IF (SQLCODE < 0) THEN
        PERFORM PRINT-ERROR.
**
* Paragraph: EXECUTE-SELECT
*
* Execute a Dynamic SELECT statement. The SQLDA has already been
* described, so print the table header column names, open a
* dynamic cursor, and retrieve and print the results. Accumulate
* the number of rows processed in SELECT-ROWS.
**
EXECUTE-SELECT.
* So far no rows.
    MOVE 0 TO SELECT-ROWS.
```

```

* Set up the result types and data items, and print result column

* names SETUP-ROW will set SETUP-FAIL/OK if it fails/succeeds.
  PERFORM SETUP-ROW.
  IF (SETUP-FAIL) THEN
    GO TO END-SELECT.
  EXEC SQL WHENEVER SQLERROR GO TO SELECT-ERR END-EXEC.
* Open the dynamic cursor.
  EXEC SQL OPEN csr FOR READONLY END-EXEC.
* Fetch and print each row. Accumulate the number of rows fetched.
  PERFORM UNTIL SQLCODE NOT = 0
    EXEC SQL FETCH csr USING DESCRIPTOR :SQLDA END-EXEC
    IF (SQLCODE = 0) THEN
      ADD 1 TO SELECT-ROWS
      PERFORM PRINT-ROW
    END-IF
  END-PERFORM.
SELECT-ERR.
  EXEC SQL WHENEVER SQLERROR CONTINUE END-EXEC.

* Only print the error message if we arrived at this label because
* of an SQL error.
  IF (SQLCODE < 0) THEN
    PERFORM PRINT-ERROR.
  EXEC SQL CLOSE csr END-EXEC.
END-SELECT.
EXIT.
**

* Paragraph: SETUP-ROW
*
* A statement has just been described so set up the SQLDA for result
* processing. Print all the column names and allocate result data
* items for retrieving data using paragraph SETUP-COLUMN.
*
* This paragraph sets SETUP-OK if it succeeds, and SETUP-FAIL if
* there was some sort of initialization error (in SETUP-COLUMN).
**
SETUP-ROW.
* Initialize column setup. No character data used yet.
  SET SETUP-OK TO TRUE.
  MOVE 1 TO CHAR-LEN.
* Process each column.
  PERFORM SETUP-COLUMN
    VARYING COL FROM 1 BY 1
    UNTIL (COL > SQLD) OR (SETUP-FAIL).
* At this point we've processed all columns for data type
* information. End the line of column names.
  DISPLAY SPACE.
  DISPLAY "-----".
**

* Paragraph: SETUP-COLUMN
*

```

```

* When setting up for a SELECT statement column names are printed,
* and result data items (for retrieving data) are chosen out of a
* pool of variables (integers, floating-points, a large character
* string space, and null indicators). The SQLDATA and SQLIND fields
* are pointed at the addresses of the result data items and
* indicators. Paragraph sets SETUP-FAIL if it fails.
**
SETUP-COLUMN.
* For each column print the number and name of the column, e.g.:
*
  [001] sal [002] name [003] age
  DISPLAY "[" COL "]" " WITH NO ADVANCING.
  DISPLAY SQLNAMEC(COL)(1:SQLNAMEL(COL)) WITH NO ADVANCING.
  IF (COL < SQLD) THEN
    DISPLAY SPACE WITH NO ADVANCING.
* Determine the data type of the column and to where SQLDATA and
* SQLIND must point in order to retrieve data-compatible results. Use
* the global numeric table and the large character string buffer from
* which pieces can be allocated.

* First find the base type of the current column.
  IF (SQLTYPE(COL) > 0) THEN
    MOVE SQLTYPE(COL) TO BASE-TYPE
    SET NOT-NULLABLE TO TRUE
    MOVE 0 TO SQLIND(COL)
  ELSE
    COMPUTE BASE-TYPE = 0 - SQLTYPE(COL)
    SET NULLABLE TO TRUE
    SET SQLIND(COL) TO REFERENCE IND-DATA(COL)
  END-IF.
* Collapse all different types into one of integer, float or
* character.
* Integer data uses 4-byte COMP.
  IF (BASE-TYPE = 30) THEN
    IF (NOT-NULLABLE) THEN
      MOVE 30 TO SQLTYPE(COL)
    ELSE
      MOVE -30 TO SQLTYPE(COL)
    END-IF
    MOVE 4 TO SQLLEN(COL)
    SET SQLDATA(COL) TO REFERENCE INT-DATA(COL)
* Money, decimal and floating-point data use COMP-3.
*

```

```

* Note: You must encode precision and length when setting SQLLEN
* for a decimal data type. Use the formula: SQLLEN = (256 * p+s)
* where p is the Ingres precision and s is scale of the Decimal
* host variable. DEC-DATA is defined as PIC S9(10)V9(8), so
* p = 10+8 (Ingres precision is the total number of digits)
* and s= 8. Therefore, SQLLEN = (256 * 18+8) = 4616.
      ELSE IF (BASE-TYPE = 5)
        OR (BASE-TYPE = 10)
        OR (BASE-TYPE = 31) THEN
        IF (NOT-NULLABLE) THEN
          MOVE 10 TO SQLTYPE(COL)
        ELSE
          MOVE -10 TO SQLTYPE(COL)
        END-IF
        MOVE 4616 TO SQLLEN(COL)
        SET SQLDATA(COL) TO REFERENCE DEC-DATA(COL)
* Dates, fixed and varying-length character strings use
* character data.
      ELSE IF (BASE-TYPE = 3) OR (BASE-TYPE = 20)
        OR (BASE-TYPE = 21) THEN
* Fix up the lengths of dates and determine the length of the
* sub-string required from the large character string buffer.
        IF (BASE-TYPE = 3) THEN
          MOVE 25 TO SQLLEN(COL)
        END-IF
        IF (NOT-NULLABLE) THEN
          MOVE 20 TO SQLTYPE(COL)
        ELSE
          MOVE -20 TO SQLTYPE(COL)
        END-IF
        MOVE SQLLEN(COL) TO CUR-LEN

* If we do not have enough character space left print an error.
        IF ((CHAR-LEN + CUR-LEN) > 2500) THEN
          DISPLAY "SQL Error: Character result "
            "data overflow."
          SET SETUP-FAIL TO TRUE
        ELSE
* There is enough space so point at the start of the corresponding
* sub-string. Allocate space out of character buffer and accumulate
* the currently used character space.

```

```
        SET SQLDATA(COL) TO REFERENCE CHAR-DATA(CHAR-LEN:)
        ADD CUR-LEN TO CHAR-LEN
    END-IF
* For Long Varchar use Datahandler
    ELSE IF (BASE-TYPE = 22) THEN
        IF (NOT-NULLABLE) THEN
            MOVE 46 TO SQLTYPE(COL)
        ELSE
            MOVE -46 TO SQLTYPE(COL)
        END-IF
        SET SQLDATA(COL) TO REFERENCE BLOB-DATA(COL)
        MOVE UsrDataHdlr to BLOB-HDLR(COL)
        MOVE BLOB-MAX TO SQLLEN(COL)
        MOVE SQLLEN(COL) TO CUR-LEN
* If we do not have enough character space left print an error.
        IF ((CHAR-LEN + CUR-LEN) > 2500) THEN
            DISPLAY "SQL Error: Large object result "
                "data overflow."
            SET SETUP-FAIL TO TRUE
        ELSE
* There is enough space so point at the start of the corresponding
* sub-string. Allocate space out of character buffer and accumulate
* the currently used character space.
            SET BLOB-ARG(COL) TO REFERENCE CHAR-DATA(CHAR-LEN:)
            ADD CUR-LEN TO CHAR-LEN
        END-IF
    END-IF.
**
* Paragraph: PRINT-ROW
*
* For each result column inside the SQLDA, print the value. Print
* its column number too in order to identify it with a column name
* printed earlier in SETUP-ROW. If the value is NULL print "N/A".
* The details of the printing are done in PRINT-COLUMN.
**
PRINT-ROW.
* Reset the character counter to the first byte.
    MOVE 1 TO CHAR-LEN.
* Process each column.
    PERFORM PRINT-COLUMN
        VARYING COL FROM 1 BY 1
        UNTIL (COL > SQLD).
* End each line of column data.
    DISPLAY SPACE.
**
* Paragraph: PRINT-COLUMN
*
* Detailed printing of PRINT-ROW. This paragraph does not attempt
* to tabulate the results in a tabular format. Default formats are
* used (using WITH CONVERSION clause).
**
PRINT-COLUMN.
* For each column print the number and value of the column.
* NULL columns are printed as "N/A".
    DISPLAY "[" COL "]" " WITH NO ADVANCING.
```

```

* Find the base type of the current column.
  IF (SQLTYPE(COL) > 0) THEN
    MOVE SQLTYPE(COL) TO BASE-TYPE
    SET NOT-NULLABLE TO TRUE
  ELSE
    COMPUTE BASE-TYPE = 0 - SQLTYPE(COL)
    SET NULLABLE TO TRUE
  END-IF.
* Different types have been collapsed into one of integer, float or
* character. If the data is NULL then just print "N/A".
  IF (NULLABLE AND (IND-DATA(COL) = -1)) THEN
    DISPLAY "N/A" WITH NO ADVANCING
* Integer data.
  ELSE IF (BASE-TYPE = 30) THEN
    DISPLAY INT-DATA(COL) WITH CONVERSION WITH NO ADVANCING
* Decimal data.
  ELSE IF (BASE-TYPE = 10) THEN
    DISPLAY DEC-DATA(COL) WITH CONVERSION WITH NO ADVANCING
* Character and large object data. Print only the relevant substring.
  ELSE IF (BASE-TYPE = 20)
    OR (BASE-TYPE = 46) THEN
    MOVE SQLLEN(COL) TO CUR-LEN
    DISPLAY CHAR-DATA(CHAR-LEN:CUR-LEN) WITH NO ADVANCING
    ADD CUR-LEN TO CHAR-LEN
  END-IF.
* Add trailing space after each value.
  IF (COL < SQLD) THEN
    DISPLAY SPACE WITH NO ADVANCING.
**
* Paragraph: PRINT-ERROR
*
* SQLCA error detected. Retrieve the error message and print it.
**
PRINT-ERROR.
  EXEC SQL INQUIRE_SQL (:ERROR-BUF = ERRORTXT) END-EXEC.
  DISPLAY "SQL Error:".
  DISPLAY ERROR-BUF.
**
* Paragraph: READ-STATEMENT
*
* Prompt user and read input SQL statement. This paragraph can be
* expanded to scan and process an SQL statement string searching
* for delimiters (such as quotes and the semicolon). Currently
* the user is allowed to input only one SQL statement on one
* line without any terminators. Blank lines or Control Z
* will cause normal termination of the program.
**
READ-STATEMENT.
  DISPLAY STMT-NUM "> " WITH NO ADVANCING.
  ACCEPT STMT-BUF AT END SET DONE-READING TO TRUE.

  IF (STMT-BUF = SPACES) THEN
    SET DONE-READING TO TRUE.
END PROGRAM SQL-MONITOR.
*****

```

```
IDENTIFICATION DIVISION.
PROGRAM-ID.  UsrDataHdlr.
ENVIRONMENT DIVISION.
DATA DIVISION.

WORKING-STORAGE SECTION.

    Include SQL Communications and Descriptor Areas
EXEC SQL INCLUDE SQLCA END-EXEC.

EXEC SQL BEGIN DECLARE SECTION END-EXEC.
01 SEG-BUG          PIC X(100).
01 SEG-LEN          PIC S9(6) USAGE COMP.
01 DATA-END        PIC S9(6) USAGE COMP.
01 MAX-LEN          PIC S9(6) USAGE COMP.
01 TOTAL-LEN        PIC S9(6) USAGE COMP.
EXEC SQL END DECLARE SECTION END-EXEC.


* Limit the size of a large object.
01 BLOB-MAX         PIC S9(4) USAGE COMP IS EXTERNAL.
01 P                PIC S9(6) USAGE COMP.

LINKAGE-SECTION.
01 BLOB-DATA        PIC X(50).
PROCEDURE DIVISION USING BLOB-DATA.
BEGIN.

    EXEC SQL WHENEVER SQLERROR CALL SQLPRINT END-EXEC.

    MOVE BLOB-MAX TO MAX-LEN.
    MOVE 0 TO DATA-END.
    MOVE 0 TO TOTAL-LEN.
    PERFORM UNTIL DATA-END = 1
        OR TOTAL-LEN NOT < BLOB-MAX
        EXEC SQL GET DATA (:SEG-BUF = SEGMENT,
                           :SEG-LEN = SEGMENTLENGTH,
                           :DATA-END = DATAEND
                           WITH MAXLENGTH = :MAX-LEN
                           END-EXEC
        ADD TOTAL-LEN 1 GIVING P
        STRING SEG-BUG DELIMITED BY SIZE INTO BLOB-DATA WITH
            POINTER P
        ADD SEG-LEN TO TOTAL-LEN
    END-PERFORM.

    IF DATA-END = 0 THEN
        EXEC SQL ENDDATA END-EXEC.

END PROGRAM UsrDataHdlr. 
```


A Dynamic SQL/Forms Database Browser

This program lets the user browse data from and insert data into any table in any database, using a dynamically defined form. The program uses Dynamic SQL and Dynamic FRS statements to process the interactive data. You should already have used VIFRED to create a Default Form based on the database table that you want to browse. VIFRED will build a form with fields that have the same names and data types as the columns of the specified database table.

When run, the program prompts the user for the name of the database, the table and the form. The form is profiled using the describe form statement, and the field name, data type and length information is processed. From this information, the program fills in the SQLDA data and null indicator areas, and builds two Dynamic SQL statement strings to select data from and insert data into the database.

The Browse menu item retrieves the data from the database using an SQL cursor associated with the dynamic select statement, and displays that data using the dynamic putform statement. A submenu allows the user to continue with the next row or return to the main menu. The Insert menu item retrieves the data from the form using the dynamic getform statement, and adds the data to the database table using a prepared insert statement. The Save menu item commits the user's changes and, because prepared statements are discarded, reprepares the select and insert statements. When the Quit menu item is selected, all pending changes are rolled back and the program is terminated.

For readability, all Embedded SQL words are in uppercase.

Windows and UNIX

```
IDENTIFICATION DIVISION.  
PROGRAM-ID. DYNAMIC-FRS.  
ENVIRONMENT DIVISION.  
DATA DIVISION.  
WORKING-STORAGE SECTION.  
* Include SQL Communications and Descriptor Areas  
EXEC SQL INCLUDE SQLCA END-EXEC.  
EXEC SQL INCLUDE SQLDA END-EXEC.  
  
* Dynamic SQL SELECT and INSERT statements (documentary only)  
EXEC SQL DECLARE sel_stmt STATEMENT END-EXEC.  
EXEC SQL DECLARE ins_stmt STATEMENT END-EXEC.  
  
* Cursor declaration for dynamic statement  
EXEC SQL DECLARE csr CURSOR FOR sel_stmt END-EXEC.  
  
EXEC SQL BEGIN DECLARE SECTION END-EXEC.
```

```
*      Database, form and table names
01 DB-NAME      PIC X(40).
01 FORM-NAME    PIC X(40).
01 TABLE-NAME  PIC X(40).

*      Dynamic SQL SELECT and INSERT statement buffers
01 SEL-BUF      PIC X(1000).
01 INS-BUF      PIC X(1000).

*      Error status and prompt error return buffer
01 ERR          PIC S9(8) USAGE COMP.
01 RET          PIC X.

EXEC SQL END DECLARE SECTION END-EXEC.

*      DESCRIBE-FORM (form profiler) return state
01 DESCRIBED    PIC S9(4) USAGE COMP.
   88 DESCRIBE-FAIL  VALUE 0.
   88 DESCRIBE-OK    VALUE 1.

*      Index into SQLVAR table
01 COLN         PIC S9(4) USAGE COMP.

*      Base data type of SQLVAR item without nullability
01 BASE-TYPE    PIC S9(4) USAGE COMP.

*      Is a result column type nullable
01 IS-NULABLE   PIC S9(4) USAGE COMP.
   88 NOT-NULABLE   VALUE 0.
   88 NULABLE       VALUE 1.

*      Global result data storage. This pool of data includes the
*      maximum number of data items needed to execute a dynamic
*      retrieval or insertion. There is a table of 1024 integer,
*      decimal and null indicator data items, and a large
*      character string buffer from which sub-strings are
*      allocated. Note: Floating-point and money types are stored
*      in decimal variables.
01 RESULT-DATA.
   02 ARRAY-STORAGE OCCURS IISQ-MAX-COLS TIMES.
       03 INTEGERS      PIC S9(9) USAGE COMP-5 SYNC.
       03 DECIMALS      PIC S9(10)V9(8) USAGE COMP-3.
       03 INDICATORS    PIC S9(4) USAGE COMP-5 SYNC.
   02 CHARS           PIC X(3000).

*      Total used length of data buffer
02 CHAR-CNT         PIC S9(4) USAGE COMP VALUE 1.

*      Current length required from character data buffer
02 CHAR-CUR         PIC S9(4) USAGE COMP.

*      Buffer for building Dynamic SQL statement string names
01 NAMES           PIC X(1000) VALUE SPACES.
01 NAME-CNT        PIC S9(4) USAGE COMP VALUE 1.
```

```

*      Buffer for collecting Dynamic SQL place holders
01 MARKS                      PIC X(1000) VALUE SPACES.
01 MARK-CNT                   PIC S9(4) USAGE COMP VALUE 1.

**
* Procedure Division: DYNAMIC-FRS
*
*      Main body of Dynamic SQL forms application. Prompt for
*      database, form and table name. Perform DESCRIBE-FORM
*      to obtain a profile of the form and set up the SQL
*      statements. Then allow the user to interactively browse
*      the database table and append new data.
**
      PROCEDURE DIVISION.
      EXAMPLE SECTION.
      XBEGIN.

*      Turn on forms system
      EXEC FRS FORMS END-EXEC.

*      Prompt for database name - will abort on errors
      EXEC SQL WHENEVER SQLERROR STOP END-EXEC.
      EXEC FRS PROMPT ('Database name: ', :DB-NAME) END-EXEC.
      EXEC SQL CONNECT :DB-NAME END-EXEC.

      EXEC SQL WHENEVER SQLERROR CALL SQLPRINT END-EXEC.

*      Prompt for table name - later a Dynamic SQL SELECT
*      statement will be built from it.

      EXEC FRS PROMPT ('Table name: ', :TABLE-NAME) END-EXEC.

*      Prompt for form name. Check forms errors through
*      INQUIRE_FRS.

      EXEC FRS PROMPT ('Form name: ', :FORM-NAME) END-EXEC.
      EXEC FRS MESSAGE 'Loading form ...' END-EXEC.
      EXEC FRS FORMINIT :FORM-NAME END-EXEC.
      EXEC FRS INQUIRE_FRS FRS (:ERR = ERRORNO) END-EXEC.
      IF (ERR > 0) THEN
          EXEC FRS MESSAGE 'Could not load form.
                          Exiting.' END-EXEC
          EXEC FRS ENDFORMS END-EXEC
          EXEC SQL DISCONNECT END-EXEC
          STOP RUN.

*      Commit any work done so far - access of forms catalogs
      EXEC SQL COMMIT END-EXEC.

```

```
*      Describe the form and build the SQL statement strings
PERFORM DESCRIBE-FORM THROUGH END-DESCRIBE.
IF (DESCRIBE-FAIL) THEN
    EXEC FRS MESSAGE 'Could not describe form. Exiting.'
    END-EXEC
    EXEC FRS ENDFORMS END-EXEC
    EXEC SQL DISCONNECT END-EXEC
    STOP RUN.

*      PREPARE the SELECT and INSERT statements that correspond
*      to the menu items Browse and Insert. If the Save menu item
*      is chosen the statements are reprepared.

EXEC SQL PREPARE sel_stmt FROM :SEL-BUF END-EXEC.
MOVE SQLCODE TO ERR.
EXEC SQL PREPARE ins_stmt FROM :INS-BUF END-EXEC.
IF (ERR < 0) OR (SQLCODE < 0) THEN
    EXEC FRS MESSAGE
        'Could not prepare SQL statements.
        Exiting.' END-EXEC
    EXEC FRS ENDFORMS END-EXEC
    EXEC SQL DISCONNECT END-EXEC
    STOP RUN.

*      Display the form and interact with user, allowing browsing
*      and the inserting of new data.

EXEC FRS DISPLAY :FORM-NAME FILL END-EXEC
EXEC FRS INITIALIZE END-EXEC
EXEC FRS ACTIVATE MENUITEM 'Browse' END-EXEC
EXEC FRS BEGIN END-EXEC

*      Retrieve data and display the first row on the form,
*      allowing the user to browse through successive rows. If
*      data types from the database table are not consistent with
*      data descriptions obtained from the form, a retrieval
*      error will occur. Inform the user of this or other errors.
*
*      Note that the data will return sorted by the first field
*      that was described, as the SELECT statement, sel_stmt,
*      included an ORDER BY clause.

EXEC SQL OPEN csr FOR READONLY END-EXEC.
```

```

*      Fetch and display each row
      FETCH-NEXT-ROW.
      IF (SQLCODE NOT= 0) THEN
        GO TO END-FETCH-NEXT.

      EXEC SQL FETCH csr USING DESCRIPTOR :SQLDA END-EXEC.

      IF (SQLCODE NOT= 0) THEN
        EXEC SQL CLOSE csr END-EXEC
        EXEC FRS PROMPT NOECHO ('No more rows :', :RET)
        END-EXEC
        EXEC FRS CLEAR FIELD ALL END-EXEC
        EXEC FRS RESUME END-EXEC.

      EXEC FRS PUTFORM :FORM-NAME USING DESCRIPTOR :SQLDA
        END-EXEC.
      EXEC FRS INQUIRE_FRS FRS (:ERR = ERRORNO) END-EXEC.
      IF (ERR > 0) THEN
        EXEC SQL CLOSE csr END-EXEC
        EXEC FRS RESUME END-EXEC.

*      Display data before prompting user with submenu
      EXEC FRS REDISPLAY END-EXEC.

      EXEC FRS SUBMENU END-EXEC
      EXEC FRS ACTIVATE MENUITEM 'Next', FRSKEY4 END-EXEC
      EXEC FRS BEGIN END-EXEC

*      Continue with cursor loop
      EXEC FRS MESSAGE 'Next row ...' END-EXEC.
      EXEC FRS CLEAR FIELD ALL END-EXEC.

      EXEC FRS END END-EXEC
      EXEC FRS ACTIVATE MENUITEM 'End', FRSKEY3 END-EXEC
      EXEC FRS BEGIN END-EXEC
      EXEC SQL CLOSE csr END-EXEC.
      EXEC FRS CLEAR FIELD ALL END-EXEC.
      EXEC FRS RESUME END-EXEC.

      EXEC FRS END END-EXEC

*      Fetch next row
      GO TO FETCH-NEXT-ROW.

*      End of row processing
      END-FETCH-NEXT.
      CONTINUE.

      EXEC FRS END END-EXEC
      EXEC FRS ACTIVATE MENUITEM 'Insert' END-EXEC
      EXEC FRS BEGIN END-EXEC
      EXEC FRS GETFORM :FORM-NAME USING DESCRIPTOR :SQLDA
        END-EXEC.
      EXEC FRS INQUIRE_FRS FRS (:ERR = ERRORNO) END-EXEC.
      IF (ERR > 0) THEN
        EXEC FRS CLEAR FIELD ALL END-EXEC
        EXEC FRS RESUME END-EXEC.

```

```
EXEC SQL EXECUTE ins_stmt USING DESCRIPTOR :SQLDA
END-EXEC.
IF (SQLCODE < 0) OR (SQLERRD(3) = 0) THEN
EXEC FRS PROMPT NOECHO
    ('No rows inserted :', :RET) END-EXEC
ELSE
EXEC FRS PROMPT NOECHO
    ('One row inserted :', :ret) END-EXEC.

EXEC FRS END END-EXEC
EXEC FRS ACTIVATE MENUITEM 'Save' END-EXEC
EXEC FRS BEGIN END-EXEC

* COMMIT any changes and then re-PREPARE the SELECT and
* INSERT statements as the COMMIT statements discards them.

EXEC SQL COMMIT END-EXEC.
EXEC SQL PREPARE sel_stmt FROM :SEL-BUF END-EXEC.
MOVE SQLCODE TO ERR.
EXEC SQL PREPARE ins_stmt FROM :INS-BUF END-EXEC.
IF (ERR < 0) OR (SQLCODE < 0) THEN
EXEC FRS PROMPT NOECHO
    ('Could not reprepare SQL
        statements :', :RET)
    END-EXEC
EXEC FRS BREAKDISPLAY END-EXEC.
EXEC FRS END END-EXEC
EXEC FRS ACTIVATE MENUITEM 'Clear' END-EXEC
EXEC FRS BEGIN END-EXEC
EXEC FRS CLEAR FIELD ALL END-EXEC.

EXEC FRS END END-EXEC
EXEC FRS ACTIVATE MENUITEM 'Quit', FRSKEY2 END-EXEC
EXEC FRS BEGIN END-EXEC
EXEC SQL ROLLBACK END-EXEC.
EXEC FRS BREAKDISPLAY END-EXEC.
EXEC FRS END END-EXEC
EXEC FRS FINALIZE END-EXEC.

EXEC FRS ENDFORMS END-EXEC.
EXEC SQL DISCONNECT END-EXEC.

STOP RUN.
```

```

**
* Paragraph: DESCRIBE-FORM
*
*   Profile the specified form for name and data type
*   information. Using the DESCRIBE FORM statement, the SQLDA
*   is loaded with field information from the form. This h
*   paragraph (together with the DESCRIBE-COLUMN paragraph) n
*   processes the form information to allocate result storage,
*   point at storage for dynamic FRS
*   data retrieval and assignment, and build SQL statements
*   strings for subsequent dynamic SELECT and INSERT
*   statements. For example, assume the form (and table) 'emp'
*   has the following fields:
*
*
*           Field Name      Type      Nullable?
*           -----      -
*           name            char(10)   No
*           age             integer4   Yes
*           salary          money      Yes
*
*   Based on 'emp', this paragraph will construct the SQLDA.
*   The paragraph allocates variables from a result variable
*   pool (integers, floats and a large character string
*   space). The SQLDATA and SQLIND fields are pointed at the
*   addresses of the result variables in the pool. The
*   following SQLDA is built:
*
*           SQLVAR(1)
*                   SQLTYPE = CHAR TYPE
*                   SQLLEN  = 10
*                   SQLDATA = pointer into CHARS buffer
*                   SQLIND  = null
*                   SQLNAME = 'name'
*           SQLVAR(2)
*                   SQLTYPE = - INTEGER TYPE
*                   SQLLEN  = 4
*                   SQLDATA = address of INTEGERS(2)
*                   SQLIND  = address of INDICATORS(2)
*                   SQLNAME = 'age'
*           SQLVAR(3)
*                   SQLTYPE = - DECIMAL TYPE
*                   SQLLEN  = 4616 (see below)
*                   SQLDATA = address of DECIMALS(3)
*                   SQLIND  = address of INDICATORS(3)
*                   SQLNAME = 'salary'
*
*   This paragraph also builds two dynamic SQL statements
*   strings.
*   Note that the paragraph should be extended to verify that
*   the statement strings do fit into the statement buffers
*   (this was not done in this example). The above example
*   would construct the following statement strings:
*
*   'SELECT name, age, salary FROM emp ORDER BY name'
*   'INSERT INTO emp (name, age, salary) VALUES (?, ?, ?)'
*

```

```
*      This paragraph sets DESCRIBE-OK if it succeeds, and
*      DESCRIBE-FAIL if there was some sort of initialization
*      error.
**
DESCRIBE-FORM.

*      Initialize the SQLDA and DESCRIBE the form.  If we cannot
*      fully describe the form (our SQLDA is too small) then
*      report an error and return.

SET DESCRIBE-OK TO TRUE.

MOVE IISQ-MAX-COLS TO SQLN.
EXEC FRS DESCRIBE FORM :FORM-NAME ALL INTO
                                :SQLDA END-EXEC.
EXEC FRS INQUIRE_FRS FRS (:ERR = ERRORNO) END-EXEC.
IF (ERR > 0) THEN
    SET DESCRIBE-FAIL TO TRUE
    GO TO END-DESCRIBE.
IF (SQLD > SQLN) THEN
    EXEC FRS PROMPT NOECHO
        ('SQLDA is too small for form :', :RET) END-EXEC
    SET DESCRIBE-FAIL TO TRUE
    GO TO END-DESCRIBE.
IF (SQLD = 0) THEN
    EXEC FRS PROMPT NOECHO
        ('There are no fields in the form :', :RET) END-EXEC
    SET DESCRIBE-FAIL TO TRUE
    GO TO END-DESCRIBE.
```



```

*      For each field determine the size and type of the
*      result data area.  This is done by DESCRIBE-COLUMN.
*
*      If a table field type is returned then issue an error.
*
*      Also, for each field add the field name to the 'NAMES'
*      buffer and the SQL place holders '?' to the 'MARKS'
*      buffer, which will be used to build the final SELECT and
*      INSERT statements.

      PERFORM DESCRIBE-COLUMN
            VARYING COLN FROM 1 BY 1
            UNTIL (COLN > SQLD) OR (DESCRIBE-FAIL).

*      At this point we've processed all columns for data type
*      information.
*      Create final SELECT and INSERT statements.  For the SELECT
*      statement ORDER BY the first field.
      STRING "SELECT " NAMES(1: NAME-CNT) " FROM "
            TABLE-NAME " ORDER BY "
            SQLNAMEC(1)(1: SQLNAMEL(1))
            DELIMITED BY SIZE INTO SEL-BUF.
      STRING "INSERT INTO " TABLE-NAME "("
            NAMES(1: NAME-CNT) ") VALUES ("
            MARKS(1: MARK-CNT) ")"
            DELIMITED BY SIZE INTO INS-BUF.

      END-DESCRIBE.
      EXIT.

**
*      Paragraph: DESCRIBE-COLUMN
*
*      When setting up data for the SQLDA result data items are
*      chosen out of a pool of variables.  The SQLDATA and SQLIND
*      fields are pointed at the addresses of the result data
*      items and indicators as described in paragraph
*      DESCRIBE-FORM.
*
*      Field names are collected for the building of the Dynamic
*      SQL statement strings as described for paragraph
*      DESCRIBE-FORM.
*
*      Paragraph sets DESCRIBE-FAIL if it fails.
**
      DESCRIBE-COLUMN.

*      Determine the data type of the field and to where SQLDATA
*      and SQLIND must point in order to retrieve type-compatible
*      results.

*      First find the base type of the current column.

*      Note: Normally you should clear the SQLIND pointer if it
*      is not being used using the SET TO NULL statement.  At the
*      time of this writing, however, SET pointer-item TO NULL
*      was not accepted.  The pointer will be ignored by
*      Ingres if the SQLTYPE is positive.

```

```
IF (SQLTYPE(COLN) > 0) THEN
  MOVE SQLTYPE(COLN) TO BASE-TYPE
  SET NOT-NULLABLE TO TRUE
  SET SQLIND(COLN) TO NULL
ELSE
  COMPUTE BASE-TYPE = 0 - SQLTYPE(COLN)
  SET NULLABLE TO TRUE
  SET SQLIND(COLN) TO ADDRESS OF INDICATORS(COLN)
END-IF.
```

* Collapse all different types into one of integer,
* float or character.

* Integer data uses 4-byte COMP.

```
IF (BASE-TYPE = IISQ-INT-TYPE) THEN
  MOVE IISQ-INT-TYPE TO SQLTYPE(COLN)
  MOVE 4 TO SQLLEN(COLN)
  SET SQLDATA(COLN) TO ADDRESS OF INTEGERS(COLN)
```

* Money and floating-point or decimal use COMP-3.
*

* Note: You must encode precision and length when setting
* SQLLEN for a decimal data type. Use the formula: $SQLLEN =$
* $(256 * p + s)$ where p is the Ingres precision and s
* is scale of the decimal host variable. DEC-DATA is defined
* as PIC S9(10)V9(8), so $p = 10 + 8$ (Ingres precision
* is the total number of digits) and $s = 8$. Therefore, $SQLLEN$
* $= (256 * 18 + 8) = 4616$.

```
ELSE IF (BASE-TYPE = IISQ-MNY-TYPE)
  OR (BASE-TYPE = IISQ-DEC-TYPE)
  OR (BASE-TYPE = IISQ-FLT-TYPE) THEN
  MOVE IISQ-DEC-TYPE TO SQLTYPE(COLN)
  MOVE 4616 TO SQLLEN(COLN)
  SET SQLDATA(COLN) TO ADDRESS OF DECIMALS(COLN)
```

* Dates, fixed and varying-length character strings use
* character data.

```
ELSE IF (BASE-TYPE = IISQ-DTE-TYPE)
  OR (BASE-TYPE = IISQ-CHA-TYPE)
  OR (BASE-TYPE = IISQ-VCH-TYPE) THEN
```

* Fix up the lengths of dates and determine the length of
* the sub-string required from the large character string
* buffer.

```
IF (BASE-TYPE = IISQ-DTE-TYPE) THEN
  MOVE IISQ-DTE-LEN TO SQLLEN(COLN)
END-IF
MOVE IISQ-CHA-TYPE TO SQLTYPE(COLN)
MOVE SQLLEN(COLN) TO CHAR-CUR
```

* If we do not have enough character space left display an
* error.

```

        IF ((CHAR-CNT + CHAR-CUR) > 3000) THEN
            EXEC FRS PROMPT NOECHO
            ('Character pool buffer overflow :', :RET) END-EXEC
            SET DESCRIBE-FAIL TO TRUE
        ELSE
*       There is enough space so point at the start of the
*       corresponding sub-string. Allocate space out of character
*       buffer and accumulate the currently used character space.

            SET SQLDATA(COLN) TO ADDRESS OF CHARS(CHAR-CNT:)
            ADD CHAR-CUR TO CHAR-CNT
        END-IF

*       Table fields are not allowed
    ELSE IF (BASE-TYPE = IISQ-TBL-TYPE) THEN
        EXEC FRS PROMPT NOECHO
        ('Table field found in form :', :RET) END-EXEC
        SET DESCRIBE-FAIL TO TRUE
*       Unknown data type
    ELSE
        EXEC FRS PROMPT NOECHO
        ('Invalid field type :', :RET) END-EXEC
        SET DESCRIBE-FAIL TO TRUE
    END-IF.

*       If nullable negate the data type
    IF (NULLABLE) THEN
        COMPUTE SQLTYPE(COLN) = 0 - SQLTYPE(COLN)
    END-IF.

*       Store field names and place holders (separated by commas)
*       for the SQL statements.

    IF (COLN > 1) THEN
        MOVE ", " TO NAMES(NAME-CNT:1)
        ADD 1 TO NAME-CNT
        MOVE ", " TO MARKS(MARK-CNT:1)
        ADD 1 TO MARK-CNT.
    END-IF.

    MOVE SQLNAMEC(COLN)(1:SQLNAMEL(COLN)) TO
        NAMES(NAME-CNT:SQLNAMEL(COLN)).
    ADD SQLNAMEL(COLN) TO NAME-CNT.
    MOVE "?" TO MARKS(MARK-CNT:1).
    ADD 1 TO MARK-CNT.

```

VMS

```

IDENTIFICATION DIVISION.
PROGRAM-ID. DYNAMIC-FRS.
ENVIRONMENT DIVISION.
DATA DIVISION.
WORKING-STORAGE SECTION.

```

```
Include SQL Communications and Descriptor Areas
EXEC SQL INCLUDE SQLCA END-EXEC.
EXEC SQL INCLUDE SQLDA END-EXEC.
* Dynamic SQL SELECT and INSERT statements (documentary only)
EXEC SQL DECLARE sel_stmt STATEMENT END-EXEC.
EXEC SQL DECLARE ins_stmt STATEMENT END-EXEC.
* Cursor declaration for dynamic statement
EXEC SQL DECLARE csr CURSOR FOR sel_stmt END-EXEC.
EXEC SQL BEGIN DECLARE SECTION END-EXEC.
* Database, form and table names
    01 DB-NAME                PIC X(40).
    01 FORM-NAME              PIC X(40).
    01 TABLE-NAME            PIC X(40).
```

```

* Dynamic SQL SELECT and INSERT statement buffers
  01 SEL-BUF          PIC X(1000).
  01 INS-BUF          PIC X(1000).
* Error status and prompt error return buffer
  01 ERR              PIC S9(8) USAGE COMP.
  01 RET              PIC X.
EXEC SQL END DECLARE SECTION END-EXEC.
* DESCRIBE-FORM (form profiler) return state
  01 DESCRIBED        PIC S9(4) USAGE COMP.
      88 DESCRIBE-FAIL VALUE 0.
      88 DESCRIBE-OK  VALUE 1.
* Index into SQLVAR table
  01 COL              PIC S9(4) USAGE COMP.
* Base data type of SQLVAR item without nullability
  01 BASE-TYPE        PIC S9(4) USAGE COMP.
* Is a result column type nullable
  01 IS-NULLABLE      PIC S9(4) USAGE COMP.
      88 NOT-NULLABLE VALUE 0.
      88 NULLABLE     VALUE 1.

* Global result data storage. This pool of data includes the maximum
* number of data items needed to execute a dynamic retrieval or
* insertion. There is a table of 1024 integer, floating-point and
* null indicator data items, and a large character string buffer
* from which sub-strings are allocated.
  01 RESULT-DATA.
      02 INTEGERS      PIC S9(9) USAGE COMP OCCURS 1024 TIMES.
      02 DECIMALS      PIC S9(10)V9(8) USAGE COMP-3 OCCURS 1024 TIMES.
      02 INDICATORS    PIC S9(4) USAGE COMP OCCURS 1024 TIMES.
      02 CHARS         PIC X(3000).
* Total used length of data buffer
  01 CHAR-CNT         PIC S9(4) USAGE COMP VALUE 1.

* Current length required from character data buffer
  01 CHAR-CUR         PIC S9(4) USAGE COMP.
* Buffer for building Dynamic SQL statement string names
  01 NAMES            PIC X(1000) VALUE SPACES.
  01 NAME-CNT         PIC S9(4) USAGE COMP VALUE 1.
* Buffer for collecting Dynamic SQL place holders
  01 MARKS           PIC X(1000) VALUE SPACES.
  01 MARK-CNT        PIC S9(4) USAGE COMP VALUE 1.
**
* Procedure Division: DYNAMIC-FRS
*
* Main body of Dynamic SQL forms application. Prompt for database,
* form and table name. Perform DESCRIBE-FORM to obtain a profile
* of the form and set up the SQL statements. Then allow the user
* to interactively browse the database table and append new data.
**
PROCEDURE DIVISION.
  SBEGIN.
* Turn on forms system
    EXEC FRS FORMS END-EXEC.
* Prompt for database name - will abort on errors
    EXEC SQL WHENEVER SQLERROR STOP END-EXEC.
    EXEC FRS PROMPT ('Database name: ', :DB-NAME) END-EXEC.
    EXEC SQL CONNECT :DB-NAME END-EXEC.
    EXEC SQL WHENEVER SQLERROR CALL SQLPRINT END-EXEC.
* Prompt for table name - later a Dynamic SQL SELECT statement

```

```
* will be built from it.
    EXEC FRS PROMPT ('Table name: ', :TABLE-NAME) END-EXEC.
* Prompt for form name. Check forms errors reported through
* INQUIRE_FRS.
    EXEC FRS PROMPT ('Form name: ', :FORM-NAME) END-EXEC.
    EXEC FRS MESSAGE 'Loading form ...' END-EXEC.
    EXEC FRS FORMINIT :FORM-NAME END-EXEC.
    EXEC FRS INQUIRE_FRS FRS (:ERR = ERRORNO) END-EXEC.
    IF (ERR > 0) THEN
        EXEC FRS MESSAGE 'Could not load form. Exiting.' END-EXEC
        EXEC FRS ENDFORMS END-EXEC
        EXEC SQL DISCONNECT END-EXEC
        STOP RUN.
* Commit any work done so far - access of forms catalogs
    EXEC SQL COMMIT END-EXEC.
* Describe the form and build the SQL statement strings
    PERFORM DESCRIBE-FORM THROUGH END-DESCRIBE.
    IF (DESCRIBE-FAIL) THEN
        EXEC FRS MESSAGE 'Could not describe form. Exiting.'
        END-EXEC
        EXEC FRS ENDFORMS END-EXEC
        EXEC SQL DISCONNECT END-EXEC
        STOP RUN.

* PREPARE the SELECT and INSERT statements that correspond to the
* menu items Browse and Insert. If the Save menu item is chosen
* the statements are reprepared.
    EXEC SQL PREPARE sel_stmt FROM :SEL-BUF END-EXEC.
    MOVE SQLCODE TO ERR.
    EXEC SQL PREPARE ins_stmt FROM :INS-BUF END-EXEC.
    IF (ERR < 0) OR (SQLCODE < 0) THEN
        EXEC FRS MESSAGE
            'Could not prepare SQL statements. Exiting.' END-EXEC
        EXEC FRS ENDFORMS END-EXEC
        EXEC SQL DISCONNECT END-EXEC
        STOP RUN.
* Display the form and interact with user, allowing browsing
* and the inserting of new data.

    EXEC FRS DISPLAY :FORM-NAME FILL END-EXEC
    EXEC FRS INITIALIZE END-EXEC
    EXEC FRS ACTIVATE MENUITEM 'Browse' END-EXEC
    EXEC FRS BEGIN END-EXEC
* Retrieve data and display the first row on the form, allowing
* the user to browse through successive rows. If data types
* from the database table are not consistent with data descriptions
* obtained from the form, a retrieval error will occur. Inform
* the user of this or other errors.
*
* Note that the data will return sorted by the first field that
* was described, as the SELECT statement, sel_stmt, included an
* ORDER BY clause.
    EXEC SQL OPEN csr FOR READONLY END-EXEC.
* Fetch and display each row
FETCH-NEXT-ROW.
    IF (SQLCODE NOT= 0) THEN
        GO TO END-FETCH-NEXT.
    EXEC SQL FETCH csr USING DESCRIPTOR :SQLDA END-EXEC.
    IF (SQLCODE NOT= 0) THEN
```

```

        EXEC SQL CLOSE csr END-EXEC
        EXEC FRS PROMPT NOECHO ('No more rows :', :RET)
        END-EXEC
        EXEC FRS CLEAR FIELD ALL END-EXEC
        EXEC FRS RESUME END-EXEC.
    EXEC FRS PUTFORM :FORM-NAME USING DESCRIPTOR :SQLDA
    END-EXEC.
    EXEC FRS INQUIRE_FRS FRS (:ERR = ERRORNO) END-EXEC.
    IF (ERR > 0) THEN
        EXEC SQL CLOSE csr END-EXEC
        EXEC FRS RESUME END-EXEC.
* Display data before prompting user with submenu
    EXEC FRS REDISPLAY END-EXEC.
    EXEC FRS SUBMENU END-EXEC
    EXEC FRS ACTIVATE MENUITEM 'Next', FRSKEY4 END-EXEC
    EXEC FRS BEGIN END-EXEC

* Continue with cursor loop
        EXEC FRS MESSAGE 'Next row ...' END-EXEC.
        EXEC FRS CLEAR FIELD ALL END-EXEC.
    EXEC FRS END END-EXEC
    EXEC FRS ACTIVATE MENUITEM 'End', FRSKEY3 END-EXEC
    EXEC FRS BEGIN END-EXEC
        EXEC SQL CLOSE csr END-EXEC.
        EXEC FRS CLEAR FIELD ALL END-EXEC.
        EXEC FRS RESUME END-EXEC.
    EXEC FRS END END-EXEC

* Fetch next row
    GO TO FETCH-NEXT-ROW.
* End of row processing
END-FETCH-NEXT.
    CONTINUE.
    EXEC FRS END END-EXEC
    EXEC FRS ACTIVATE MENUITEM 'Insert' END-EXEC
    EXEC FRS BEGIN END-EXEC
        EXEC FRS GETFORM :FORM-NAME USING DESCRIPTOR :SQLDA END-EXEC.
        EXEC FRS INQUIRE_FRS FRS (:ERR = ERRORNO) END-EXEC.
        IF (ERR > 0) THEN
            EXEC FRS CLEAR FIELD ALL END-EXEC
            EXEC FRS RESUME END-EXEC.
        EXEC SQL EXECUTE ins_stmt USING DESCRIPTOR :SQLDA END-EXEC.
        IF (SQLCODE < 0) OR (SQLERRD(3) = 0) THEN
            EXEC FRS PROMPT NOECHO ('No rows inserted :', :RET)
            END-EXEC
        ELSE
            EXEC FRS PROMPT NOECHO ('One row inserted :', :ret)
            END-EXEC.
    EXEC FRS END END-EXEC
    EXEC FRS ACTIVATE MENUITEM 'Save' END-EXEC
    EXEC FRS BEGIN END-EXEC
* COMMIT any changes and then re-PREPARE the SELECT and INSERT
* statements as the COMMIT statements discards them.
        EXEC SQL COMMIT END-EXEC.
        EXEC SQL PREPARE sel_stmt FROM :SEL-BUF END-EXEC.
        MOVE SQLCODE TO ERR.
        EXEC SQL PREPARE ins_stmt FROM :INS-BUF END-EXEC.
        IF (ERR < 0) OR (SQLCODE < 0) THEN
            EXEC FRS PROMPT NOECHO
                ('Could not reprepare SQL statements :', :RET)

```

```
        END-EXEC
        EXEC FRS BREAKDISPLAY END-EXEC.
EXEC FRS END END-EXEC
EXEC FRS ACTIVATE MENUITEM 'Clear' END-EXEC
EXEC FRS BEGIN END-EXEC
        EXEC FRS CLEAR FIELD ALL END-EXEC.
EXEC FRS END END-EXEC
EXEC FRS ACTIVATE MENUITEM 'Quit', FRSKEY2 END-EXEC
EXEC FRS BEGIN END-EXEC
        EXEC SQL ROLLBACK END-EXEC.
        EXEC FRS BREAKDISPLAY END-EXEC.

EXEC FRS END END-EXEC
EXEC FRS FINALIZE END-EXEC.
EXEC FRS ENDFORMS END-EXEC.
EXEC SQL DISCONNECT END-EXEC.
STOP RUN.

**
* Paragraph: DESCRIBE-FORM
*
* Profile the specified form for name and data type information.
* Using the DESCRIBE FORM statement, the SQLDA is loaded with
* field information from the form. This paragraph (together with
* the DESCRIBE-COLUMN paragraph) processes the form information
* to allocate result storage, point at storage for dynamic FRS
* data retrieval and assignment, and build SQL statements strings
* for subsequent dynamic SELECT and INSERT statements. For example,
* assume the form (and table) 'emp' has the following fields:
*
* Field Name Type      Nullable?
* -----
* name      char(10)   No
* age       integer4   Yes
* salary    money      Yes
*
* Based on 'emp', this paragraph will construct the SQLDA.
* The paragraph allocates variables from a result variable
* pool (integers, decimals and a large character string space).
* The SQLDATA and SQLIND fields are pointed at the addresses
* of the result variables in the pool. The following SQLDA
* is built:
*
*      SQLVAR(1)
*      SQLTYPE = CHAR TYPE
*      SQLLEN  = 10
*      SQLDATA = pointer into CHARS buffer
*      SQLIND  = null
*      SQLNAME = 'name'
*      SQLVAR(2)
*      SQLTYPE = - INTEGER TYPE
*      SQLLEN  = 4
*      SQLDATA = address of INTEGERS(2)
*      SQLIND  = address of INDICATORS(2)
*      SQLNAME = 'age'
*      SQLVAR(3)
*      SQLTYPE = - DECIMAL TYPE
*      SQLLEN  = 4616 (see below)
*      SQLDATA = address of DECIMALS(3)
*      SQLIND  = address of INDICATORS(3)
```



```

*          SQLNAME = 'salary'
*

* This paragraph also builds two dynamic SQL statements strings.
* Note that the paragraph should be extended to verify that the
* statement strings do fit into the statement buffers (this was
* not done in this example). The above example would construct
* the following statement strings:
*
* 'SELECT name, age, salary FROM emp ORDER BY name'
* 'INSERT INTO emp (name, age, salary) VALUES (?, ?, ?)'
*
* This paragraph sets DESCRIBE-OK if it succeeds, and
* DESCRIBE-FAIL if there was some sort of initialization error.
**
DESCRIBE-FORM.
* Initialize the SQLDA and DESCRIBE the form. If we cannot fully
* describe the form (our SQLDA is too small) then report an error
* and return.
      SET DESCRIBE-OK TO TRUE.
      MOVE 1024 TO SQLN.
      EXEC FRS DESCRIBE FORM :FORM-NAME ALL INTO :SQLDA END-EXEC.
      EXEC FRS INQUIRE_FRS FRS (:ERR = ERRORNO) END-EXEC.
      IF (ERR > 0 ) THEN
          SET DESCRIBE-FAIL TO TRUE
          GO TO END-DESCRIBE.
      IF (SQLD > SQLN) THEN
          EXEC FRS PROMPT NOECHO
              ('SQLDA is too small for form :', :RET) END-EXEC
          SET DESCRIBE-FAIL TO TRUE
          GO TO END-DESCRIBE.
      IF (SQLD = 0) THEN
          EXEC FRS PROMPT NOECHO
              ('There are no fields in the form :', :RET) END-EXEC
          SET DESCRIBE-FAIL TO TRUE
          GO TO END-DESCRIBE.

* For each field determine the size and type of the result data area.
* This is done by DESCRIBE-COLUMN.
*
* If a table field type is returned then issue an error.
*
* Also, for each field add the field name to the 'NAMES' buffer
* and the SQL place holders '?' to the 'MARKS' buffer, which
* will be used to build the final SELECT and INSERT statements.
      PERFORM DESCRIBE-COLUMN
          VARYING COL FROM 1 BY 1
          UNTIL (COL > SQLD) OR (DESCRIBE-FAIL).
* At this point we've processed all columns for data type
* information. Create final SELECT and INSERT statements. For the
* SELECT statement ORDER BY the first field.
      STRING "SELECT " NAMES(1: NAME-CNT) " FROM " TABLE-NAME
          " ORDER BY " SQLNAMEC(1)(1: SQLNAMEL(1))
          DELIMITED BY SIZE INTO SEL-BUF.
      STRING "INSERT INTO " TABLE-NAME "(" NAMES(1: NAME-CNT)
          ")" VALUES (" MARKS(1: MARK-CNT) ")"
          DELIMITED BY SIZE INTO INS-BUF.
END-DESCRIBE.
EXIT.

```

```
**
* Paragraph: DESCRIBE-COLUMN
*
* When setting up data for the SQLDA result data items are chosen
* out of a pool of variables. The SQLDATA and SQLIND fields are
* pointed at the addresses of the result data items and indicators
* as described in paragraph DESCRIBE-FORM.
*
* Field names are collected for the building of the Dynamic SQL
* statement strings as described for paragraph DESCRIBE-FORM.
*
* Paragraph sets DESCRIBE-FAIL if it fails.
**

DESCRIBE-COLUMN.
* Determine the data type of the field and to where SQLDATA and
* SQLIND must point in order to retrieve type-compatible results.
* First find the base type of the current column.
      IF (SQLTYPE(COL) > 0) THEN
        MOVE SQLTYPE(COL) TO BASE-TYPE
        SET NOT-NULLABLE TO TRUE
        MOVE 0 TO SQLIND(COL)
      ELSE
        COMPUTE BASE-TYPE = 0 - SQLTYPE(COL)
        SET NULLABLE TO TRUE
        SET SQLIND(COL) TO REFERENCE INDICATORS(COL).
* Collapse all different types into one of integer, float
* or character.
* Integer data uses 4-byte COMP.
      IF (BASE-TYPE = 30) THEN
        IF (NOT-NULLABLE) THEN
          MOVE 30 TO SQLTYPE(COL)
        ELSE
          MOVE -30 TO SQLTYPE(COL)
        END-IF
        MOVE 4 TO SQLLEN(COL)
        SET SQLDATA(COL) TO REFERENCE INTEGERS(COL)
* Money and floating-point or decimal data use COMP-3.
* Note: You must encode precision and length when setting SQLLEN
* for a decimal data type. Use the formula: SQLLEN = (256 *p+s)
* where p is the Ingres precision and s is scale of the decimal
* host variable. DEC-DATA is defined as PIC S9(10)V9(8), so
* p = 10 + 8 (Ingres precision is the total number of digits)
* and s = 8. Therefore, SQLLEN = (256 * 18+8) = 4616.
      ELSE IF (BASE-TYPE = 5)
        OR (BASE-TYPE = 10)
        OR (BASE-TYPE = 31) THEN
        IF (NOT-NULLABLE) THEN
          MOVE 10 TO SQLTYPE(COL)
        ELSE
          MOVE -10 TO SQLTYPE(COL)
        END-IF
        MOVE 4616 TO SQLLEN(COL)
        SET SQLDATA(COL) TO REFERENCE DECIMALS(COL)

* Dates, fixed and varying-length character strings use
* character data.
      ELSE IF (BASE-TYPE = 3)
        OR (BASE-TYPE = 20)
        OR (BASE-TYPE = 21) THEN
```

```

* Fix up the lengths of dates and determine the length of the
* sub-string required from the large character string buffer.
    IF (BASE-TYPE = 3) THEN
        MOVE 25 TO SQLLEN(COL)
    END-IF
    IF (NOT-NULLABLE) THEN
        MOVE 20 TO SQLTYPE(COL)
    ELSE
        MOVE -20 TO SQLTYPE(COL)
    END-IF
    MOVE SQLLEN(COL) TO CHAR-CUR
* If we do not have enough character space left display an error.
    IF ((CHAR-CNT + CHAR-CUR) > 3000) THEN
        EXEC FRS PROMPT NOECHO
            ('Character pool buffer overflow :', :RET) END-EXEC
        SET DESCRIBE-FAIL TO TRUE
    ELSE
* There is enough space so point at the start of the corresponding
* sub-string. Allocate space out of character buffer and accumulate
* the currently used character space.
        SET SQLDATA(COL) TO REFERENCE CHARS(CHAR-CNT:)
        ADD CHAR-CUR TO CHAR-CNT
    END-IF
* Table fields are not allowed
    ELSE IF (BASE-TYPE = 52) THEN
        EXEC FRS PROMPT NOECHO
            ('Table field found in form :', :RET) END-EXEC
        SET DESCRIBE-FAIL TO TRUE
* Unknown data type
    ELSE
        EXEC FRS PROMPT NOECHO ('Invalid field type :', :RET)
        END-EXEC
        SET DESCRIBE-FAIL TO TRUE
    END-IF.
* Store field names and place holders (separated by commas)
* for the SQL statements.
    IF (COL > 1) THEN
        MOVE ", " TO NAMES(NAME-CNT:1)
        ADD 1 TO NAME-CNT
        MOVE ", " TO MARKS(MARK-CNT:1)
        ADD 1 TO MARK-CNT.
    END-IF.
    MOVE SQLNAMEC(COL)(1:SQLNAMEL(COL)) TO
        NAMES(NAME-CNT:SQLNAMEL(COL)).
    ADD SQLNAMEL(COL) TO NAME-CNT.
    MOVE "?" TO MARKS(MARK-CNT:1).
    ADD 1 TO MARK-CNT.

```


Chapter 4: Embedded SQL for Fortran

This section contains the following topics:

[Embedded SQL Statement Syntax for Fortran](#) (see page 365)

[Fortran Variables and Data Types](#) (see page 371)

[The SQL Communications Area](#) (see page 399)

[Dynamic Programming for Fortran](#) (see page 407)

[Advanced Processing](#) (see page 420)

[Preprocessor Operation](#) (see page 432)

[Preprocessor Error Messages](#) (see page 449)

[Sample Applications](#) (see page 452)

[Sample Application Compiled with /float=ieee Flag \(VMS\)](#) (see page 496)

Embedded SQL Statement Syntax for Fortran

This section describes the language-specific issues inherent in embedding SQL database and forms statements in a Fortran program. An Embedded SQL database statement has the following general syntax:

[margin] **exec sql** *SQL_statement*

The syntax of an Embedded SQL/FORMS statement is almost identical:

[margin] **exec frs** *SQL/FORMS_statement*

For information on SQL statements, see the SQL Reference Guide. For information on SQL/FORMS statements, see the Forms-based Application Development Tools User Guide.

The following sections describe the various syntactical elements of these statements as implemented in Fortran.

The preprocessor generates tab format code. As a result, tab characters instead of single spaces delimit various syntactical elements, such as labels.

Margin

In general, Embedded SQL statements in Fortran require no special margins. The **exec** keyword can begin anywhere on the source line as long as it is preceded only by blank space. Host declarations can also begin on any column. In the case, however, of an Embedded SQL statement continuation, the continuation indicator must follow the rules for line continuation. For more information, see Line Continuation (see page 367) in this chapter. For more information on tab format for source input, see Preprocessor Operation (see page 432) in this chapter.

For portability to other implementations of SQL, you should code your SQL statements between columns 7 and 72.

Terminator

Unlike other Embedded SQL languages, there is no terminator for Fortran. For example, a **delete** statement embedded in a Fortran program looks like:

```
exec sql delete from employee where eno = :numvar
```

Do not follow an Embedded SQL statement on the same line with another Embedded SQL statement or with a Fortran statement. This causes preprocessor compile time syntax errors on the second statement. Only use white space (blanks and tabs) after the end of the statement to the end of the line.

The preprocessor allows, but does not require, a semicolon (;) to be a statement terminator for Embedded SQL statements. It does not write the semicolon to the output file it creates. The terminating semicolon can be convenient when entering source code directly from the terminal, using the **-s** flag on the preprocessor command line to test the syntax of a particular statement. For further details, see Preprocessor Operation (see page 432) in this chapter.

Labels

Like Fortran statements, Embedded SQL statements can have a label prefix. An Embedded SQL label is a Fortran statement number specified between columns 1 and 5. For example:

```
100 exec sql close cursor1
```

The label can appear anywhere a Fortran label can appear. However, labels cause the preprocessor to generate Fortran **continue** statements. Therefore, you should precede only *executable* SQL statements with labels. Although the preprocessor accepts the label in front of any **exec sql** or **exec frs** prefix, it may not be appropriate to code the label on some lines. For example, the following label, although acceptable to the preprocessor, later causes a compiler error:

```
101 exec sql include sqlca
```

The preprocessor reserves statement numbers 7000 through 12000.

Line Continuation

You can continue embedded SQL statements over multiple lines. The line continuation rules are the same as those for Fortran statements.

A line continuation indicator is:

- **UNIX**

An ampersand (&) in the first column or any character in column 6, except a blank or zero

- **VMS**

Any digit, except zero, following the first tab

- **Windows**

Any character except zero or blank in column 6

The preprocessor considers the characters after the continuation indicator to be the first characters of the line. For example, the following **select** statement continues over four lines:

```
exec sql select ename  
1 into :namvar  
2 from employee  
3 where eno = :numvar
```

You can put blank lines between Embedded SQL statement lines. Blank lines do not require a continuation indicator. If a line continuation indicator is missing from an Embedded SQL statement that spans more than one line, the preprocessor generates the following error message: "Syntax error on terminator or missing Fortran continuation indicator".

You must use the continuation indicator to continue Embedded SQL/Fortran declarations over multiple lines. Comments (except comments that use the SQL comment delimiters—see Comments (see page 368)) cannot continue over multiple lines.

VMS

You cannot continue variable initialization clauses over multiple lines. 

Comments

You can use the following characters in column 1 to indicate that a line is a comment:


- The letter "C"
- The asterisk (*)
- The lower case letter "c" (VMS and Windows)
- The exclamation point (!) (VMS and Windows)

The following example illustrates the correct use of the "C" comment delimiter:

```
      exec sql select ename
1 into :namvar
2 from employee
C Confirm that "eno" is the same as the current
C value chosen
3 where eno = :curval
```

VMS

The exclamation point can also be used anywhere on the statement line to mark a comment that extends to the end of the line as in the following example. However, this type of comment line cannot be continued over multiple lines:

```
exec sql delete from employee !Delete all employees 
```


A comment line can appear anywhere in an Embedded SQL program that a blank line is allowed, with the following exceptions:

- In string constants. The preprocessor interprets such a comment as part of the string constant.
- Between component lines of Embedded SQL/FORMS block-type statements. All block-type statements (such as **activate** and **unloadtable**) are compound statements that include a statement section delimited by **begin** and **end**. Comment lines must not appear between the statement and its section. The preprocessor interprets such comments as Fortran host code, causing preprocessor syntax errors. For example, the following statement causes a syntax error on the first comment:

```

      exec frs unloadtable empform
                                employee (:namvar = ename)
C Illegal comment before statement body.
      exec frs begin
C Comment legal here
      exec frs message :namvar
      exec frs end

```

VMS: You could also use an exclamation point on the following line with the C comment. For example:

```

C Comment legal here
      exec frs message :namvar      !And legal here too

```

- An example of a compound statement is the **display** statement, which typically consists of the **display** clause, an **initialize** section, **activate** sections, and a **finalize** section. The preprocessor translates these comments as host code, which causes syntax errors on subsequent statement components.
- In parts of statements that are dynamically defined. For example, a comment in a string variable specifying a form name is interpreted as part of the form name.

The SQL comment delimiter (--) indicates that the remainder of the line is a comment. In-line comments are not propagated to the host language file.

String Literals

Use single quotes to delimit Embedded SQL string literals. To embed a single quote in a string literal, use two single quotes, for example:

```

      exec sql update employee
1   set comments ='Doesn't seem to relax'
2   where eno    = :numvar

```

You can continue string literals over multiple lines. Following Fortran rules, if the continued line ends without a closing quotation mark, the continuation line must follow the rules for continuation markers. The first character after the continuation marker is considered part of the string literal. For example:

```
exec sql update employee
1  set comments = 'Completed all projects on time.
2  Recommended for promotion.'
3  where ename = 'Jones'
```

Do not place comment lines between string literal continuation lines.

String Literals and Statement Strings

The Dynamic SQL statements **prepare** and **execute immediate** both use statement strings, which specify an SQL statement. The statement string can be specified by a string literal or character string variable, for example:

```
exec sql execute immediate 'drop employee'
str = 'drop employee'
exec sql execute immediate :str
```

As with regular Embedded SQL string literals, the statement string delimiter is the single quote. However, quotes embedded in statement strings must conform to the SQL *runtime* rules when the statement is executed. Notice the doubling of the single quote in the following dynamic **insert** statement:

```
exec sql prepare s1 from
1 'Insert into t1 values ('single''double''')
```

The runtime evaluation of the previous statement string is:

```
Insert into t1 values ('single'double''')
```

which inserts the single'double" value into t1.

The Create Procedure Statement

As described in the *SQL Reference Guide*, the **create procedure** statement has language-specific syntax rules for line continuation, string literal continuation, comments, and the final terminator. These syntax rules follow the rules discussed in this section. For example, there is no final terminator. Regardless of the number of statements in the procedure's body, the preprocessor treats the **create procedure** statement as a single statement and, as an Embedded SQL/Fortran statement, it has no final terminator. However, all statements *within* the body of the procedure must end with a semicolon.

The following example shows a **create procedure** statement that follows the Embedded SQL/Fortran syntax rules:

```
exec sql
1 create procedure proc (parm integer) as
2 declare
3     var integer;
4 begin
C Use Fortran comment line
5     if (parm > 10) then
6         message 'Fortran strings can continue
7 over lines';
8         insert into tab values (:parm);
9     endif;
1 end
```

Database procedures tend to be quite long, requiring a Fortran continuation indicator on each line. There is no limit over how many lines the **create procedure** statement can continue, even though the Fortran compiler may have a limit for host Fortran statements.

Fortran Variables and Data Types

This section describes how to declare and use Fortran program variables in Embedded SQL.

Variable and Type Declarations

The following sections describe variable and type declarations.

Embedded SQL Variable Declaration Sections

Embedded SQL statements use Fortran variables to transfer data between the database, or a form, and the program. You can also use Fortran constants in those SQL statements transferring data from the program into the database. You must declare Fortran variables, constants and structure definitions to SQL before using them in any Embedded SQL statements. The preprocessor does not allow the declaration of Fortran variables by implication. Fortran variables are declared to SQL in a *declaration section*. This section has the following syntax:

```
exec sql begin declare section
        Fortran variable declarations
exec sql end declare section
```

Embedded SQL variable declarations are global to the program file from the point of declaration onward. Multiple declaration sections can be incorporated into a single file, as is the case when a few different Fortran subprograms issue embedded statements using local variables. Each subprogram can have its own declaration section. For more information on the declaration of variables and types that are local to Fortran subprograms see The Scope of Variables (see page 387) in this chapter.

Reserved Words in Declarations

Fortran keywords are reserved, therefore you cannot declare types or variables with the same name as these keywords:

byte	double	map	real
character	integer	parameter	record
complex	logical	precision	structure

The Embedded SQL preprocessor does not distinguish between uppercase and lowercase in keywords. In generating Fortran code, it converts any uppercase letters in keywords to lowercase.

Variable and Type Declarations

The preprocessor recognizes numeric variables declared with the following format:

```
data_type [*default_type_len]
    var_name [*type_len] [(array_spec)] [/init_clause/]
    {, var_name [*type_len] [(array_spec)] [/init_clause/]}
```

The preprocessor recognizes character variables declared with the following format:

```
data_type [*default_type_len[,]]
    var_name [(array_spec)] [*type_len] [/init_clause/]
    {, var_name [(array_spec)] [*type_len] [/init_clause/]}
```

Syntax Notes:

- A variable or type name must begin with an alphabetic character, which can be followed by alphanumeric characters. In VMS and Windows, it can also be followed by underscores.
- For information on the allowable *data_types*, see Data Types (see page 375) in this chapter.

- The *default_type_len* specifies the size of the variable being declared. For variables of numeric type, it must be represented by an integer literal of an acceptable length for the particular data type. For variables of character type, it can be represented by an integer literal or a parenthesized expression followed optionally by a comma. The preprocessor does not parse the length field for variables of type character. Note the default type lengths in the declarations shown below:

```
C Declares "eage" a 2-byte integer
integer*2 eage
C Declares "stat" a 4-byte integer
integer*4 stat
C Declares "ename" a character string
character*(4+len) ename
```

- The *type_len* allows you to declare a variable with a length different from *default_type_len*. Again, you can use a parenthesized expression only to declare the length of character variable declarations. The type length for a numeric variable must be an integer literal representing an acceptable numeric size. For example:

```
C Default-sized integer and 2-byte integer
integer length
integer*2 height
character*15 name, socsec*(numlen)
```

Some UNIX Fortran compilers do not permit the length of a character variable to be redeclared.

- The data type and variable names must be legal Fortran identifiers beginning with an alphabetic character. In VMS, it can also begin with an underscore.
- The *array_spec* should conform to Fortran syntax rules. The preprocessor simply notes that the declared variable is an array but does not parse the *array_spec* clause. Note that if you specify both an array and a type length, the order of those two clauses differs depending on whether the variable being declared is of character or numeric type. The following are examples of array declarations:

```
C Array specification first
character*16 enames(100), edepts(15)*10
C Type length first
real*4 saltab(5,12), real*8 yrtots(12)
```

- The preprocessor allows you to initialize a variable or array in the declaration statement by means of the *init_clause*. The preprocessor accepts, but does not examine, any initial data. The Fortran compiler, however, will later detect any errors in the initial data. For example:

```
real*8 initcash /512.56/
character*4 baseyear /'1950'/
character*4 year /1950/
C Acceptable to preprocessor but not to compiler
```

Do not continue initial data over multiple lines. If an initialization value is too long for the line, as could be the case with a string constant, instead use the Fortran **DATA** statement. For UNIX, *init_clause* is an extension to the F77 standard.

Constant Declarations

UNIX

You can declare constants to the preprocessor using the Fortran **parameter** statement using the following syntax:

```
parameter (const_name = value {, const_name = value})
```

Syntax Notes:

- The preprocessor derives the data type of *const_name* from the data type of *value*. The F77 compiler uses implicit data typing; it derives the data type of *value* from the first letter of *const_name*. Be sure that the type of the specified value is the same as the implicit type derived from *const_name*.
- The *value* can be a real, integer or character literal. It cannot be an expression or a symbolic name.

The following example declaration illustrates the **parameter** statement:

```
C real constant
  parameter (pi = 3.14159 )
C integer and real
  parameter (bigint = 2147483648, bignum = 999999.99 )
```

VMS

You can declare constants to the preprocessor using the Fortran **parameter** statement using the following syntax:

```
parameter const_name = value {, const_name = value}
```

Syntax Notes:

- The preprocessor and the compiler derive the data type of *const_name* from the data type of *value*. Neither the preprocessor nor the compiler make use of implicit data typing. Explicit data type declarations are not allowed in **parameter** statements.
- The *value* can be a real, integer or character literal. It cannot be an expression or a symbolic name.

The following example declarations illustrate the **parameter** statement:

```
parameter (pi = 3.14159 )      real constant

parameter (bigint = 2147483648,
           bignum = 999999.99) !integer and real
```

Windows

You can declare constants to the preprocessor using the Fortran **parameter** statement using the following syntax:

```
parameter [(const_name = value {, const_name = value}[i])]
```

Syntax Notes:

- The preprocessor and the compiler derive the data type of *const_name* by an explicit type declaration statement in the same scoping unit or by the implicit typing rules in effect for the scoping unit. If the named constant is implicitly typed, it can appear in a subsequent type declaration only if that declaration confirms the implicit typing.
- The *value* can be an expression of any data type.

The following example declarations illustrate the **parameter** statement:

```
C real constant
  parameter pi = 3.14159
C integer and real
  parameter (bigint = 2147483648, bignum = 999999.99)
```

Data Types

The Embedded SQL preprocessor accepts the following elementary Fortran data types and maps them to corresponding Ingres data types. For a description of exact type mapping, see Data Type Conversion (see page 395) in this chapter.

Fortran Data Types	Ingres Data Types
integer* <i>N</i> where <i>N</i> = 2 or 4	integer
logical	integer
logical* <i>N</i> where <i>N</i> = 1, 2 or 4	integer
byte	integer
real	float
real* <i>N</i> where <i>N</i> = 4 or 8	float
double precision	float

Fortran Data Types	Ingres Data Types
character*N where N ≥ 0	character
real*8	decimal
integer	integer

Integer Data Type

The Fortran compiler allows the default size of integer variables to be either two or four bytes in length, depending on whether the `-i2` compiler flag (UNIX), the `noi4` flag (VMS), or the `/integer_size:16` or `/4I2` (Windows) is set.

This feature is also supported in Embedded SQL/Fortran by means of the preprocessor flag `-i2`. This flag allows you to change the default size of integer variables to two from the normal default size of four bytes. For detailed information on this flag, see Preprocessor Operations (see page 432) in this chapter.

You can explicitly override the default size when declaring the Fortran variable to the preprocessor. To do so, you must specify a size indicator (`*2` or `*4`) following the **integer** keyword, as these examples illustrate:

```
integer*2 smlint
integer*4 bigint
```

These declarations create Embedded SQL integer variables of two and four bytes, respectively, regardless of the default setting.

The preprocessor treats byte and logical data type as integer data types. A logical variable has a default size of either 2 or 4 bytes according to whether the `-i2` flag has been set. You can override this default size by using a size indicator of 1, 2, or 4. For example:

```
logical log1*1, log2*2, log4*4
```

The byte data type has a size of one byte. You cannot override this size.

You can use an integer or byte variable with any numeric-valued object to assign or receive numeric data. For example, you can use such a variable to set a field in a form or to select a column from a database table. It can also specify simple numeric objects, such as table field row numbers. You can use a logical variable to assign or receive integer data, although your program should restrict its value to 1 and 0, which map respectively to the Fortran logical values `.TRUE.` and `.FALSE.`

Real Data Type

The preprocessor accepts real and double precision as legal real data types. The preprocessor accepts both 4-byte and 8-byte real variables. It makes no distinction between an 8-byte real variable and a double precision variable. The default size of a real variable is four bytes. However, you can override this size if you use a size indicator (*8) after the **real** keyword. For example:

```
C 4-byte real variable
      real salary
C 8-byte real variable
      real*8 yrtoda
C 8-byte real variable
      double precision saltot
```

You can only use a real variable to assign or receive numeric data (both real, decimal, and integer). You cannot use it to specify numeric objects, such as table field row numbers.

VMS

The preprocessor expects the internal format of real and double precision variables to be the standard VAX format. For this reason, you should not compile your program with the `g_floating` qualifier. ❌

Character Data Type

Variables of type character are compatible with all Ingres character string objects. The preprocessor does not need to know the declared length of a character string variable to use it at runtime. Therefore, it does not check the validity of any expression or symbolic name used to declare the length of the string variable. You should ensure that your string variables are long enough to accommodate any possible runtime values. For example:

```
character*7      first
character*10     last
character*1      init
character*(bufsiz) msgbuf
```

For information on the interaction between character string variables and Ingres data at runtime, see Runtime Character and Varchar Type Conversion (see page 397) in this chapter.

Character strings containing embedded single quotes are legal in SQL, for example:

```
mary's
```

User variables may contain embedded single quotes and need no special handling unless the variable represents the entire search condition of a where clause:

```
where :variable
```

In this case you must escape the single quote by reconstructing the *:variable* string so that any embedded single quotes are modified to double single quotes, as in:

```
mary''s
```

Otherwise, a runtime error will occur. For more information on escaping single quotes, see String Literals (see page 369) in this chapter.

Structure and Record Declarations Syntax

The Embedded SQL preprocessor supports the declaration and use of user-defined structure variables. In UNIX, the structure variables are an extension to the F77 standard and may not be available on all Fortran compilers.

The syntax of a structure definition is:

```
structure [/structdef_name/] [field_namelist]
    field_declaration
        {field_declaration}
end structure
```

Syntax Notes:

- The *structdef_name* is optional only for a nested structure definition.
- The *field_namelist* is allowed only with a nested structure definition. Each name in the *field_namelist* constitutes a field in the enclosing structure.
- The *field_declaration* can be a typed data declaration, a nested structure declaration, a union declaration, a record declaration, or a fill item.

The syntax of a union declaration is:

```
union
    map_declaration
    map_declaration
    {map_declaration}
end union
```

where *map_declaration* is:

```
map
    field_declaration
    {field_declaration}
end map
```

To use a structure with Embedded SQL statements, you must both define the structure and declare the structure's record in the Embedded SQL declaration section of your program. The syntax of the record declaration is:

```
record /structdef_name/ structurename {,[/structdef_name/]
                                     structurename}
```

Syntax Note:

The *structdef_name* must have been previously defined in a **structure** statement.

For information on the use of structure variables in Embedded SQL statements, see Structure Variables (see page 391) in this chapter.

The following example includes a structure definition and a record declaration:

```
structure /name_map/
  union
    map
      character*30 fullname
    end map
    map
      character*10 firstnm
      character*2  init
      character*18 lastnm
    end map
  end union
end structure

record /name_map/ empname
```

The next example shows the definition of a structure containing an array of nested structures:

```
structure /class_struct/
  character*10 subject
  integer*2   year
  structure   student(100)
C No structure definition name needed
  character*12 name
  byte        grade
end structure
end structure

record /class_struct/ classrec
```

DCLGEN Utility

DCLGEN (Declaration Generator) is a utility that maps the columns of a database table into a Fortran structure that can be included in a declaration section. The following command invokes DCLGEN from the operating system level:

```
dclgen language dbname tablename filename structurename
```

language

Defines the embedded SQL host language, in this case, Fortran.

dbname

Defines the name of the database containing the table.

tablename

Defines the name of the database table.

filename

Defines the output file into which the structure declaration is placed.

structurename

Defines the name of the host language structure (COBOL record) that the command generates.

The command generates a structure definition named *structurename* followed by an underscore character (_). It also generates a **RECORD** statement for the structure variable of *structurename*.

The DCLGEN utility creates the declaration file *filename*, containing a structure or a series of Fortran variables, if the **-f77** flag is used, corresponding to the database table. The file also includes a **declare table** statement that serves as a comment and identifies the database table and columns from which the variables were generated.

UNIX

DCLGEN has the option to map the columns of a database table into a series of Fortran variables rather than into a Fortran structure. This is useful if your Fortran compiler does not support structures. Specify the **-f77** flag to indicate this DCLGEN option as follows:

```
dclgen -f77 language dbname tablename filename prefixname
```

The *prefixname* is required when **-f77** is used. This prefix is appended to the column names of the table to produce the Fortran variables. ❏

After the file is generated, you can use an Embedded SQL **INCLUDE** statement to incorporate it into the variable declaration section. The following example demonstrates how to use DCLGEN in a Fortran program.

Assume the "employee" table was created in the "personnel" database as:

```
exec sql create table employee
  (eno      smallint not null,
   ename    char(20) not null,
   age      integer1,
   job      smallint,
   sal      decimal(14,2) not null,
   dept     smallint)
```

When the DCLGEN system-level command is:

```
dclgen fortran personnel employee employee.dcl emprec
```

the "employee.dcl" file created by this command contains a comment, and three statements. The first statement is the declare table description of "employee," which serves as a comment. The second statement is a declaration of the Fortran structure "emprec_". The last statement is a record statement for "emprec".

The contents of the "employee.dcl" file are:

```
c      Description of table employee from database personnel
      exec sql declare employee table
      1 (eno      smallint not null,
      1  ename    char(20) not null,
      1  age      integer1,
      1  job      smallint,
      1  sal      decimal(14,2) not null,
      1  dept     smallint)
      structure /emprec_/
            integer*2      eno
            character*20   ename
            integer*2      age
            integer*2      job
            real*8         sal
            integer*2      dept
      end structure
      record /emprec_/ emprec
```

UNIX

For this example the DCLGEN system-level command is:

```
dclgen -f77 fortran personnel employee employee.dcl emp
```

The "employee.dcl" file created by this command contains a comment, a **DECLARE TABLE** statement and the variable declarations. The **DECLARE TABLE** statement describes the employee table and serves as a comment. The exact contents of the "employee.dcl" file are:

```
C   Description of table employee from database personnel
      exec sql declare employee table
      1 (eno          smallint not null,
      1 ename        char(20) not null,
      1 age          integer1,
      1 job          smallint,
      1 sal          decimal(14,2) not null,
      1 dept         smallint)
      integer*2      empeno
      character*20   empename
      integer*2      empage
      integer*2      empjob
      real*8         empsal
      integer*2      empdept
```

The Ingres integer1 data type is mapped to the Fortran integer*2 data type, rather than to byte.

Include this file, by means of the Embedded SQL **INCLUDE** statement, in an Embedded SQL declaration section:

```
exec sql begin declare section
      exec sql include 'employee.dcl'
exec sql end declare section
```

You can then use the variables in data manipulation statements.

The field names of the structure that DCLGEN generates are identical to the column names in the specified table. Therefore, if the column names in the table contain any characters that are illegal for host language variable names you must modify the name of the field before attempting to use the variable in an application.

DCLGEN and Large Objects

When a table contains a large object column, DCLGEN will issue a warning message and map the column to a zero length character string variable. You must modify the length of the generated variable before attempting to use the variable in an application.

For example, assume that the "job_description" table was created in the "personnel" database as:

```
create table job_description
  (job smallint, description long varchar))
```

and the DCLGEN system-level command is:

```
dclgen fortran personnel job_description jobs.dcl jobs_rec
```

The contents of the "jobs.dcl" file would be:

```
C Description of table job_description from database
C personnel
  exec sql declare job_description table
  1      (job          smallint not null,
          description long varchar)

  structure /jobs_rec_/
            integer*2    job
            character*0   description
  end structure
  record /jobs_rec/ blobs_rec
```

The table definition when used with the -f77 flag (assuming the prefix of "b_" was specified) results in the following DCLGEN generated output in "jobs.dcl":

```
  exec sql declare job_description table
  1      (job          smallint,
          description long varchar)

          character*0    b_description
```

Indicator Variables

An *indicator variable* is a 2-byte integer variable. You can use an indicator variable in an application in three ways:

- In a statement that retrieves data from Ingres, you can use an indicator variable to determine if its associated host variable was assigned a null.
- In a statement that sets data to Ingres, you can use an indicator variable to assign a null to the database column, form field, or table field column.
- In a statement that retrieves character (or byte) data from Ingres, you can use the indicator variable as a check that the associated host variable was large enough to hold the full length of the returned string. However, the preferred method is to use SQLSTATE.

The base type for a null indicator variable must be the integer type `integer*2`. For example:

```
C Indicator variable
   integer*2  indvar

C Array of indicator variables
   integer*2 indarr(10)
```

The word **indicator** is reserved.

When using an indicator array with a host structure (see Indicator Variables Usage (see page 394) in this chapter), you must declare the indicator array as an array of `integer*2` variables. In the above example, you can use the variable "indarr" as an indicator array with a structure assignment.

How to Declare External Compiled Forms

You can precompile your forms in the Visual Forms Editor (VIFRED). This saves the time otherwise required at runtime to extract the form's definition from the database forms catalogs. For an outline of steps for UNIX, Windows and VMS, see Link Precompiled Forms (see page 446) in this chapter.

In UNIX, when you compile a form in VIFRED, VIFRED creates a file in your directory describing the form in the C language. VIFRED prompts you for the name of the file. After creating the file, you can compile it into a linkable object module.

In Windows, when you compile a form in VIFRED, VIFRED creates a file in your directory describing the form in the C language. VIFRED prompts you for the name of the file. After creating the file, you can compile it into a linkable object module.

In VMS, when you compile a form in VIFRED, VIFRED creates a file in your directory describing the form in the MACRO language. VIFRED prompts you for the name of the file with the MACRO description. When the file is created, you can assemble it into a linkable object module.

In UNIX, Windows, and VMS, before the Embedded SQL/FORMS statement **addform** can refer to this object, the object must be declared in an Embedded SQL declaration section, with the following syntax:

```
integer formname
```

Next, in order for the program to access the external form definition, you must declare the *formname* as an external symbol:

```
external formname
```


This second declaration must take place *outside* the Embedded SQL declaration section. (Note, however, that the previous declaration of *formname* as an integer must occur inside the declaration section, so that you can use *formname* with the **addform** statement.)

Syntax Notes:

- The *formname* is the actual name of the form. VIFRED gives this name to the address of the global object. The *formname* is also used as the title of the form in other Embedded SQL/FORMS statements.
- The **external** statement associates the object with the external form definition.

The following example shows a typical form declaration and illustrates the difference between using the form's object definition and the form's name:

Example: Form declaration

```
      exec sql begin declare section
            integer empfrm
            ...

      exec sql end declare section
            external empfrm
            ...

C The global object
      exec frs addform :empfrm
C The name of the form
      exec frs display empfrm
      ...
```

Embedded SQL/Fortran Declarations Example

The following example demonstrates some simple Embedded SQL/Fortran declarations:

```
C Include error handling
    exec sql include sqlca
    exec sql begin declare section

C Variables of each data type
    byte           dbyte
    logical*1      dlog1
    logical*2      dlog2
    logical*4      dlog4
    logical        dlog
    integer*2      dint2
    integer*4      dint4
    integer        dint
    real*4         dreal4
    real*8         dreal8
    real           dreal
    double precision ddoub
    parameter (max = 1000)

    character*12 dbname
    character*12 fname, tname, cname

C Structure with a union
    structure /person/
        byte      age
        integer    flags
        union
            map
                character*30 fullnm
            end map
            map
                character*12 first
                character*18 last
            end map
        end union
    end structure

    record /person/ person, ptable(MAX)

C From DCLGEN
    exec sql include 'employee.dcl'

C Compiled forms
    integer empfrm, dptfrm
    exec sql end declare section
    external empfrm, dptfrm
```

The Scope of Variables

You can reference all variables declared in an Embedded SQL declaration section and the preprocessor accepts them from the point of declaration to the end of the file. This may not be true for the Fortran compiler, which allows references to variables only in the scope of the program unit in which they were declared. If you have two unrelated subprograms in the same file, each of which contains a variable with the same name to be used by Embedded SQL, do *not* redeclare the variable to Embedded SQL. The preprocessor uses the data type information supplied the first time you declared the variable.

In the following program fragment, the variable *dbname* is passed as a parameter between two subroutines. In the first subroutine, the variable is a local variable. In the second subroutine, the variable is a formal parameter passed as a string to be used with the **connect** statement. The declaration of *dbname* in the second subroutine must not occur in an Embedded SQL declaration section. In both subroutines, the preprocessor uses the data attributes from the variable's declaration in the first subroutine.

Example: Variable declaration

```

subroutine Scopes
  exec sql include sqlca
  exec sql begin declare section
        character*20 dbname
  exec sql end declare section

C Prompt for and read database name
  type *, 'Database: '
  accept *, dbname
  call OpenDb(dbname)
  ...

end
subroutine OpenDb(dbname)

  exec sql include sqlca
  character*(*) dbname
  exec sql whenever sqlerror stop
C Declared to SQL in first subroutine
  exec sql connect :dbname
  ...

end
```

Take special care when using variables in a DECLARE CURSOR statement. The variables used in such a statement must also be valid in the scope of the OPEN statement for that same cursor. The preprocessor actually generates the code for the declare at the point that the OPEN is issued and, at that time, evaluates any associated variables.

For example, in the following program fragment, even though the variable "number" is valid to the preprocessor at the point of both the DECLARE CURSOR and OPEN statements, it is not an explicitly declared variable name for the Fortran compiler at the point that the OPEN is issued, possibly resulting in a runtime error. Because Fortran allows implicit variable declarations (although Embedded SQL does not), the compiler itself does not generate an error message.

C This example contains an error

```
subroutine IniCsr
  exec sql include sqlca
  exec sql begin declare section
```

C A local variable

```
integer number
  exec sql end declare section
  exec sql declare cursor1 cursor for
1    select ename, age
2    from employee
3    where eno = :number
```

C Initialize "number" to a particular value

...

```
end
subroutine PrcCsr
  exec sql include sqlca
  exec sql begin declare section
    character*16 ename
    integer      eage
  exec sql end declare section
```

C Illegal evaluation of "number"

```
  exec sql open cursor1
  exec sql fetch cursor1 into :ename, :eage
  ...
```

end

You must issue the INCLUDE SQLCA statement in each subprogram that contains Embedded SQL statements.

Variable Usage

Fortran variables declared in an Embedded SQL declaration section can substitute for most elements of Embedded SQL statements that are not keywords. Of course, the variable and its data type must make sense in the context of the element. When you use a Fortran variable in an Embedded SQL statement, you must precede it with a colon (:). You must further verify that the statement using the variable is in the scope of the variable's declaration. As an example, the following **select** statement uses the variables "namevar" and "numvar" to receive data and the variable "idno" as an expression in the **where** clause.

Example: Fortran variables usage

```
exec sql select ename, eno
1  into :namevar, :numvar
2  from employee
3  where eno = :idno
```

Various rules and restrictions apply to the use of Fortran variables in Embedded SQL statements. The following sections describe the usage syntax of different categories of variables and provide examples of such use.

Simple Variables

The following syntax refers to a simple scalar-valued variable (integer, real or character string):

:simplename

Syntax Notes:

- If you use the variable to send values to Ingres, it can be any scalar-valued variable.
- If you use the variable to receive values from Ingres, it must be a scalar-valued variable.

The following program fragment demonstrates a typical error handling routine, which can be called either directly or by a **whenever** statement. The variables "buffer" and "buflen" are scalar-valued variables.

Example: Simple variables usage

```
subroutine ErrHnd

exec sql include sqlca

exec sql begin declare section
      parameter (buflen = 100)
      character*(buflen) buffer
exec sql end declare section

exec sql whenever sqlerror continue
exec sql inquire_sql (:buffer= errortext)
print *, 'the following error occurred aborting session.'
print *, buffer
exec sql abort
      ...
end
```

Array Variables

The following syntax refers to an array variable:

:arrayname (subscripts)

Syntax Notes:

- You must subscript the variable because only scalar-valued elements (integers, reals and character strings) are legal SQL values.
- When you declare the array, the Embedded SQL preprocessor does not parse the array bounds specification. Consequently, the preprocessor accepts illegal bounds values. Also, when you reference an array, the preprocessor does not parse the subscript. The preprocessor confirms only that an array subscript is used with an array variable. You must ensure that the subscript is legal and that the correct number of indices is used.
- The preprocessor does not accept substring references for character variables.
- Arrays of indicator variables used with structure assignments must not include subscripts when referenced.

The following example uses the "i" variable as a subscript. It does not need to be declared in the declaration section because it is not parsed.

Example: Variable as subscript usage

```

exec sql begin declare section
      character*8 frmnam(3)
exec sql end declare section
integer i
      frmnam(1) = "empfrm"
      frmnam(2) = "dptfrm"
      frmnam(3) = "hlpfrm"
do 100 i=1,3
100   exec frs formnit:formname

```

Structure Variables

A structure variable can be used in two different ways if your Fortran compiler supports structures. First, the structure can be used as a simple variable, implying that all its members are used. This would be appropriate in the Embedded SQL **select**, **fetch**, and **insert** statements. Second, a member of a structure may be used to refer to a single element. This member must be a scalar value (integer, real or character string).

Structure Usage as a Collection of Variables

The syntax for referring to a complete structure is the same as referring to a simple variable:

:structurename

Syntax Notes:

- The *structurename* can refer to a main or nested structure. It can be an element of an array of structures. Any variable reference that denotes a structure is acceptable. For example:

```

C A simple structure
      :emprec
C An element of an array of structures
      :struct_array(i)
C A nested structure at level 3
      :struct.minor2.minor3

```

- In order to be used as a collection of variables, the final structure in the reference must have no nested structures or arrays. All the members of the structure will be enumerated by the preprocessor and must have scalar values. The preprocessor generates code as though the program had listed each structure member in the order in which it was declared.
- You must not use a structure containing a **union** declaration when the structure is being used as a collection of variables. The preprocessor generates references to all components of the structure and ignores the **map** groupings. Using a **union** declaration results in either a "wrong number of errors" preprocessor error or a runtime error.

The following example uses the "employee.dcl" file that DCLGEN generates to retrieve values into a structure. This example is not applicable if DCLGEN was run with the -f77 flag:

```
      exec sql begin declare section
            exec sql include 'employee.dcl'
      exec sql end declare section
      exec sql select *
1     into :emprec
2     from employee
3     where eno = 123
```

The example above generates code as though the following statement had been issued instead:

```
exec sql select *
1  into :emprec.eno, :emprec.ename, :emprec.age,
2      :emprec.job, :emprec.sal, :emprec.dept
3  from employee
4  where eno = 123
```

The example below fetches the values associated with all the columns of a cursor into a record:

```
exec sql begin declare section
            exec sql include 'employee.dcl'
      exec sql end declare section

      exec sql declare empcsr cursor for
1     select *
2     from employee
3     order by ename
      ...

      exec sql open empcsr
            exec sql fetch empcsr into :emprec
      exec sql close empcsr
```

The following example inserts values by looping through a locally declared array of structures whose elements have been initialized:

```
exec sql begin declare section
      exec sql declare person table
1     (pname      char(30),
2      page       integer1,
3      paddr      varchar(50))

      structure /person_/
            character*30 name
            integer*2    age
            character*50 addr
      end structure
      record /person_/ person(10)
      integer*2 I
```



```

exec sql end declare section
    ...

do i=1,10
    exec sql insert into person
    1 values (:person(i))
end do

```

The **insert** statement in the example above generates code as though the following statement had been issued instead:

```

exec sql insert into person
1 values (:person(i).name, :person(i).age, :person(i).addr)

```

Structure Member Usage

The syntax Embedded SQL uses to refer to a structure member is the same as in Fortran:

```
:structure.member{.member}
```

Syntax Notes:

- The structure member denoted by the above reference must be a scalar value (integer, real or character string). There can be any combination of arrays and structures, but the last object referenced must be a scalar value. Thus, the following references are all legal:

```

C Member of a structure
    :employee.sal
C Member of an element of an array
    :person(3).name
C Deeply nested member
    :struct1.mem2.mem3.age

```

- Any array elements referred to *within* the structure reference, and not at the very end of the reference, are not checked by the preprocessor. Consequently, both of the following references are accepted, even though one must be wrong, depending on whether "person" is an array:

```

:person(1).age
:person.age

```

- The preprocessor expects unambiguous and fully qualified structure member references.

The following example uses the "emprec" structure, similar to the structure generated by DCLGEN, to put values into the "empform" form.

Example: Structure member usage

```
      exec sql begin declare section
              structure /emprec_/
                  integer*2      eno
                  character*2    ename
                  integer*2      age
                  integer*2      job
                  real*8         sal
                  integer*2      dept
              end structure
      record /emprec_/ emprec

      exec sql end declare section
      ...

      exec fms putform empform
1      (eno = :emprec.eno, ename = :emprec.ename,
2      age = :emprec.age, job = :emprec.job,
3      sal = :emprec.sal, dept = :emprec.dept)
```

Indicator Variables Usage

The syntax for referring to an indicator variable is the same as for a simple variable, except that an indicator is always associated with a host variable:

```
:host_variable: indicator_variable
or
:host_variable indicator : indicator_variable
```

Syntax Notes:

- The indicator variable can be a simple variable or an array element that yields a 2-byte integer. For example:

```
integer*2 indvar, indarr(5)
```

```
:var_1:indvar
:var_2:indarr(2)
```

- If the host variable associated with the indicator variable is a structure, the indicator variable should be an array of 2-byte integers. In this case the array should *not* be dereferenced with a subscript.
- When an indicator array is used, the first element of the array corresponds to the first member of the structure, the second element with the second member, and so on. Array elements begin at subscript 1.

The following example uses the "employee.dcl" file that DCLGEN generates to retrieve non-null values into a structure and null values into the "empind" array:

```
exec sql begin declare section
      exec sql include 'employee.dcl'
      integer*2 empind(10)
exec sql end declare section
exec sql select *
1   into :emprec:empind
2   from employee
```

The previous example generates code as though the following statement had been issued:

```
exec sql select *
1   into :emprec.eno:empind(1), :emprec.ename:empind(2),
2       :emprec.age:empind(3), :emprec.job:empind(4),
3       :emprec.sal:empind(5), :emprec.dept:empind(6),
4   from employee
```

Data Type Conversion

A Fortran variable declaration must be compatible with the Ingres value it represents. Numeric Ingres values can be set by and retrieved into numeric variables, and Ingres character values can be set by and retrieved into character variables.

Data type conversion occurs automatically for different numeric types, such as from floating-point Ingres database column values into integer Fortran variables, and for character strings, such as from varying-length Ingres character fields into fixed-length Fortran character string buffers.

Ingres does not automatically convert between numeric and character types. You must use the Ingres type conversion operators, the Ingres **ascii** function, or a Fortran conversion routine for this purpose.

Ingres and Fortran Data Type Compatibility

The following table shows the default Fortran data type compatibility for each Ingres data type.

Ingres Type	Fortran Type
char(<i>N</i>)	character* <i>N</i> < 2000
varchar(<i>N</i>)	character* <i>N</i> < 2000
integer1	integer*2

Ingres Type	Fortran Type
integer2	integer*2
smallint	integer*2
integer4	integer*4
integer	integer*4
bigint	integer*8
float4	real*4
float8	real*8
date	character*25
money	real*8
table_key	character*8
object_key	character*16
decimal	real* 8
long varchar	character*N > 2000

Runtime Numeric Type Conversion

The Ingres runtime system provides automatic data type conversion between numeric-type values in the database and the forms system and numeric Fortran variables. The standard type conversion rules in UNIX are followed according to standard Fortran rules. In VMS, the standard VAX rules are followed. For example, if you assign a **real** variable to an integer-valued field, the digits after the decimal point of the variable's value are truncated. Runtime errors are generated for overflow on conversion.

The default size of integers in Embedded SQL/Fortran is four bytes. You can change the default size to two bytes by means of the **-i2** preprocessor flag. If you use this flag, you should also compile the program with the **-i2** compiler flag (UNIX), the **noi4** qualifier (VMS), or the `/integer_size:16` or `/4I2` (Windows).

The Ingres **money** type is represented as **real*8**, an 8-byte real value.

Runtime Character and Varchar Type Conversion

Automatic conversion occurs between Ingres character string values and Fortran fixed-length character variables. String-valued Ingres objects that can interact with character string variables are:

- Ingres names, such as form and column names
- Database columns of type **character**
- Database columns of type **varchar**
- Form fields of type **character**
- Database columns of type **long varchar**

Several considerations apply when dealing with character string conversions, both to and from Ingres.

The conversion of Fortran character variables used to represent Ingres names is simple: trailing blanks are truncated from the variables, because the blanks make no sense in that context. For example, the string constants "empform " and "empform" refer to the same form.

The conversion of other Ingres objects is a bit more complex. First, the storage of character data in Ingres differs according to whether the medium of storage is a database column of type **character**, a database column of type **varchar**, or a **character** form field. Ingres pads columns of type **character** with blanks to their declared length. Conversely, it does not add blanks to the data in columns of type **varchar** or **long varchar**, or in form fields.

Second, the Fortran convention is to blank-pad fixed-length character strings. For example, the character string "abc" is stored in a Fortran **character*5** variable as the string "abc " followed by two blanks.

When character data is retrieved from a database column or form field into a Fortran character variable and the variable is longer than the value being retrieved, the variable is padded with blanks. If the variable is shorter than the value being retrieved, the value is truncated. You should always ensure that the variable is at least as long as the column or field, in order to avoid truncation of data.

When inserting character data into an Ingres database column or form field from a Fortran variable, note the following conventions:

- When you insert data from a Fortran variable into a database column of type **character** and the column is longer than the variable, the column is padded with blanks. If the column is shorter than the variable, the data is truncated to the length of the column.

- When you insert data from a Fortran variable into a database column of type **long varchar** or **varchar** and the column is longer than the variable, no padding of the column takes place. Furthermore, by default, all trailing blanks in the data are truncated before the data is inserted into the **varchar** column. For example, when a string "abc" stored in a Fortran **character*5** variable as "abc " (see above) is inserted into the **varchar** column, the two trailing blanks are removed and only the string "abc" is stored in the database column. To retain such trailing blanks, you can use the Ingres **notrim** function. It has the following syntax:

notrim(*charvar*)

where *charvar* is a character string variable. An example demonstrating this feature follows later. If the **varchar** column is shorter than the variable, the data is truncated to the length of the column.

- When you insert data from a Fortran variable into a **character** form field and the field is longer than the variable, no padding of the field takes place. In addition, all trailing blanks in the data are truncated before the data is inserted into the field. If the field is shorter than the data (even after all trailing blanks have been truncated), the data is truncated to the length of the field.

When comparing character data in a database column with character data in a Fortran variable, note the following. When comparing data in **character** or **varchar** database columns with data in a character variable, trailing blanks are ignored. Initial and embedded blanks are significant. To retain the significance of the trailing blanks in the comparison, you can use the **notrim** function, as shown in the following example.

Caution: As just described, the conversion of character string data between Ingres objects and Fortran variables often involves the trimming or padding of trailing blanks, with resultant change to the data. If trailing blanks have significance in your application, give careful consideration to the effect of any data conversion.

The Ingres **date** data type is represented as a 25-byte character string.

The following program fragment demonstrates the **notrim** function and the truncation rules previously explained:

```
exec sql include sqlca
exec sql begin declare section
    exec sql declare varychar table
1      (row integer,
C Note the vchar type
2      data vchar(10))

    integer*2 row
    character*7 data
exec sql end declare section
```

```
C The variable data holds "abc" followed by 4 blanks
data = 'abc '

C The following INSERT adds the string "abc"
C (blanks truncated)
exec sql insert into varychar (row, data)
1 values (1, :data)

C
C This statement adds the string "abc ", with 4 trailing
C blanks left intact by using the NOTRIM function
C
exec sql insert into varychar (row, data)
1 values (2, notrim(:data))

C
C This SELECT will retrieve the second row, because the
C NOTRIM function leaves trailing blanks in the "data"
C variable for the comparison with Ingres
C vchar data.
exec sql select row
1 into :row
2 from varychar
3 where data = notrim(:data)
print *, 'row found = ', row
```

The SQL Communications Area

This section describes the SQL Communications Area (SQLCA) as implemented in Fortran.

The Include SQLCA Statement

You should issue the **include sqlca** statement in your main program module and in each subprogram of your Fortran file that includes Embedded SQL statements. If the file is composed of one main program and a few subprograms **include sqlca** should be the first Embedded SQL statement in each of the program units. For example:

```
program EmpPrc
    exec sql include sqlca
    ...
end

subroutine EmpSub
    exec sql include sqlca
    ...
end

integer function EmpFun
    exec sql include sqlca
    ...
end
```

The **include sqlca** statement instructs the preprocessor to generate code to call Ingres runtime libraries. It generates a Fortran **include** statement to make all the generated calls acceptable to the compiler.

Regardless of whether you intend to use the SQLCA for error handling, you *must* issue an **include sqlca** statement in each program unit containing Embedded SQL statements; if you do not, the Fortran compiler can complain about undeclared functions. Furthermore, the program aborts at runtime because program memory is overwritten. This occurs because, without explicit declaration of the SQLCA by means of the **include sqlca** statement, the Fortran compiler implicitly declares all references (including preprocessor-generated references) to the SQLCA as type **real**.

To help detect runtime errors due to missing **include sqlca** statements, you may want to include the Fortran **implicit undefined** statement (UNIX) or **implicit none** statement (VMS and Windows) in each program unit, or use the **-u** flag (UNIX), qualifier **warnings=declarations** (VMS), or **/warn:declarations** or **/4Yd** (Windows) with the compiler command. By doing so, you can ensure that the compiler generates a warning upon encountering a reference to an undeclared SQLCA.

Contents of the SQLCA

One of the results of issuing the **include sqlca** statement is the declaration of the SQLCA (SQL Communications Area), which you can use for error handling in the context of database statements. As mentioned above, you should issue the statement in your main program and in each subprogram that contains Embedded SQL statements. The declaration for the SQLCA is:

```
character*8    sqlcai
integer*4      sqlcab
integer*4      sqlcod
integer*2      sqltxl
character*70   sqltxt
character*8    sqlerp
integer*4      sqlerr(6)
character*1    sqlwrn(0:7)
character*8    sqlext
common /sqlca/ sqlcai, sqlcab, sqlcod, sqltxl, sqltxt,
1             sqlerp, sqlerr, sqlwrn, sqlext
```

This definition varies from the more standard definition of some other implementations. Also, because the names of the SQLCA fields conform to the names given in other implementations of Embedded SQL/Fortran, they are different from those mentioned in the *SQL Reference Guide*. The names of the fields most commonly used are **sqlcod** and **sqlerr**. These fields are equivalent to the fields **sqlcode** and **sqlerrd** described in the *SQL Reference Guide*. For a full description of all the SQLCA fields, see that guide.

The SQLCA is initialized at load time. The **sqlcai** and **sqlcab** fields are initialized to the string "SQLCA" and the constant 136, respectively.

The preprocessor is not aware of the SQLCA declaration. Therefore, you cannot use SQLCA fields in an Embedded SQL statement. For example, the following statement, attempting to **insert** the error code **sqlcod** into a table, generates an error:

```
C This statement is illegal
      exec sql insert into employee (eno)
1 values (:sqlcod)
```

All modules (written in Fortran or other Embedded SQL languages) share the same SQLCA.

Error Handling Using the SQLCA

User-defined error, message and dbevent handlers offer the most flexibility for handling errors, database procedure messages, and database events. For more information, see Advanced Processing (see page 420) in this chapter.

However, you can do error handling with the SQLCA implicitly by using **whenever** statements or explicitly by checking the contents of the SQLCA fields **sqlcod**, **sqlerr(3)**, and **sqlwrn(0)**.

Error Handling with the Whenever Statement

The syntax of the **whenever** statement is as follows:

```
exec sql whenever condition action
```

condition

Specifies the error condition. Valid error conditions are **dbevent**, **sqlwarning**, **sqlerror**, **sqlmessage**, and **not found**.

action

Specifies the action to take. Valid actions are **continue**, **stop**, **goto** a label, and **call** a Fortran subroutine.

For a detailed description of this statement, see the *SQL Reference Guide*.

In Fortran, all subroutine names must be legal Fortran identifiers, beginning with an alphabetic character. In VMS, you can also use an underscore. If the subroutine name is an Embedded SQL reserved word, specify it in quotes. All labels specified in a **whenever goto** action must be legal statement numbers. Note that Embedded SQL reserves statement numbers 7000 through 12000.

The label targeted by the **goto** action must be within the scope of all subsequent Embedded SQL statements until another **whenever** statement is encountered for the same action. This is necessary because the preprocessor may generate the Fortran statement:

```
if (condition) goto label
```

after an Embedded SQL statement. If the label is an invalid statement number, the Fortran compiler generates an error.

The same scope rules apply to subroutine names used with the **call** action as to label numbers used with the **goto** action. However, the reserved subroutine name **sqlprint**, which prints errors or database procedure messages and then continues, is always within the scope of the program.

When a **whenever** statement specifies a **call** as the action, the target subroutine is called, and after its execution, control returns to the statement following the statement that caused the subroutine to be called. Consequently, after handling the **whenever** condition in the called subroutine, you may want to take some action, instead of merely issuing a Fortran **return** statement. The Fortran **return** statement causes the program to continue execution with the statement following the Embedded SQL statement that generated the error.

The following example demonstrates the use of the **whenever** statements in the context of printing some values from the Employee table. The comments do not relate to the program but to the use of error handling.

Example: whenever statement usage

```
C
C Main error handling program
C
      program DbTest
      exec sql include sqlca
      exec sql begin declare section
            integer*2      eno
            character*20    ename
            integer*1       eage
      exec sql end declare section
      exec sql declare empcsr cursor for
1     select eno, ename, age
2     from employee

C An error when opening the "personnel" database will
C cause the error to be printed and the program
C to abort.

      exec sql whenever sqlerror stop
      exec sql connect personnel

C Errors from here on will cause the program to clean up
      exec sql whenever sqlerror call ClnUp
      exec sql open empcsr
      print *, 'Some values from the "employee" table'

C When no more rows are fetched, close the cursor
      exec sql whenever not found goto 200

C The last executable Embedded SQL statement was
C an OPEN, so we know that the value of "sqlcod"
C cannot be SQLERROR or NOT FOUND.
```

C The following loop is broken by NOT FOUND

```
exec sql fetch empcsr  
      1 into :eno, :ename, :age
```

C This "print" does not execute after the previous
C FETCH returns the NOT FOUND condition.

```
      print *, eno, ename, age  
      if (sqlcod .eq. 0) goto 100
```

C From this point in the file onwards, ignore all
C errors.
C Also turn off the NOT FOUND condition, for
C consistency.

```
      exec sql whenever sqlerror continue  
      exec sql whenever not found continue  
200  exec sql close empcsr  
      exec sql disconnect  
      end
```

C
C ClnUp: Error handling subroutine (print error
C and disconnect).
C

```
      subroutine ClnUp  
      exec sql include sqlca  
      exec sql begin declare section  
          character*100 errmsg  
      exec sql end declare section  
      exec sql inquire_sql (:errmsg=ERRORTEXT)  
      print *, 'Aborting because of error'  
      print *, errmsg  
      exec sql disconnect
```

C Do not return to DbTest
 stop
 end

Whenever Goto Action in Embedded SQL Blocks

An Embedded SQL block-structured statement is a statement delimited by the words **begin** and **end**. For example, the **select** loop and **unloadtable** loops are block-structured statements. You can terminate these statements only by the methods specified for their termination in the *SQL Reference Guide*. For example, the **select** loop is terminated either when all the rows in the database result table are processed or by an **endselect** statement. The **unloadtable** loop is terminated either when all the rows in the forms table field are processed or by an **endloop** statement.

Therefore, if you use a **whenever** statement with the **goto** action in an SQL block, you must avoid going to a label outside the block. Such a **goto** causes the block to be terminated without issuing the runtime calls necessary to clean up the information that controls the loop. (For the same reason, you must not issue a Fortran **return** or **goto** statement that causes control to leave or enter the middle of an SQL block.) The target label of the **whenever goto** statement should be a label in the block. If however, it is a label for a block of code that cleanly exits the program, you do not need to take such precautions.

The above information does not apply to error handling for database statements issued outside an SQL block or to explicit hard-coded error handling. For an example of hard-coded error handling, see The Table Editor Table Field Application (see page 459) in this chapter.

Explicit Error Handling

The program can also handle errors by inspecting values of the SQLCA at various points. For further details, see the *SQL Reference Guide*.

The following example is functionally the same as the previous example, except that the error handling is hard-coded in Fortran statements.

Example: Explicit error handling

```
C
C Main error handling program
C
      program DbTest
      exec sql include sqlca
      exec sql begin declare section
            integer*2      eno
            character*20    ename
            integer*1       eage
      exec sql end declare section
      exec sql declare empcsr cursor for
1     select eno, ename, age
2     from employee

C Exit if database cannot be opened
      exec sql connect personnel
      if (sqlcod .lt. 0) then
            print *, 'Cannot access database'
            stop
      end if

C Error if cannot open cursor
      exec sql open empcsr
      if (sqlcod .lt. 0) call ClnUp('OPEN "empcsr"')

      print *, 'Some values from the "employee" table'
```

C The last executable Embedded SQL statement was
C an OPEN, so we know that the value of "sqlcod"
C cannot be SQLERROR or NOT FOUND.

C The following loop is broken by NOT FOUND
C (condition 100) or an
C error

```
100      exec sql fetch empcsr
        1          into :eno, :ename, :age
            if (sqlcod .lt. 0) then
                call ClnUp('FETCH "empcsr"')
```

```
C Do not print the last values twice
        else if (sqlcod .ne. 100) then
            print *, eno, ename, age
        end if
    if (sqlcod .eq. 0) goto 100
    exec sql close empcsr
    exec sql disconnect
end
```

C
C ClnUp: Error handling subroutine
C (print error and disconnect).
C

```
subroutine ClnUp(reason)

    exec sql include sqlca
    exec sql begin declare section
        character*(50) reason
        character*100 errmsg
    exec sql end declare section
    print *, 'Aborting because of error in ', reason
    exec sql inquire_sql (:errmsg=ERRORTEXT)
    print *, errmsg
    exec sql disconnect
```

C Do not return to DbTest
stop
end

How to Determine the Number of Affected Rows

The SQLCA variable **sqlerr(3)** indicates how many rows were affected by the last row-affecting statement. (Note that in the *SQL Reference Guide*, this field is called **sqlerrd(3)**.) The following program fragment, which deletes all employees whose employee numbers are greater than a given number, demonstrates how to use **sqlerr**.

Example: sqlerr usage

```
subroutine DelRow(lbnum)

    exec sql include sqlca
    exec sql begin declare section
           integer lbnum
    exec sql end declare section
    exec sql delete from employee
1       where eno > :lbnum

C Print the number of employees deleted
    print *, sqlerr(3), 'row(s) were deleted.'
end
```

SQLSTATE Variable Usage

You can use the **SQLSTATE** variable in an ESQL/Fortran program to return status information about the last SQL statement that was executed.

SQLSTATE must be declared in a declaration section and must be in uppercase. Also, it is valid across all sessions, so you only need to declare one **SQLSTATE** per application.

To declare this variable, use:

```
character*5 SQLSTATE
```

or :

```
character*5 SQLSTA
```

Dynamic Programming for Fortran

Ingres provides Dynamic SQL and Dynamic FRS to allow you to write generic programs. Dynamic SQL allows a program to build and execute SQL statements at runtime. For example, an application can include an expert mode in which the runtime user can type in select queries and browse the results at the terminal. Dynamic FRS allows a program to interact with any form at runtime. For example, an application can load in any form, allowing the runtime user to retrieve new data from the form and insert it into the database.

The Dynamic SQL and Dynamic FRS statements are described in the *SQL Reference Guide* and the *Forms-based Application Development Tools User Guide*. This section discusses the Fortran-dependent issues of dynamic programming. For a complete example of using Dynamic SQL to write an SQL Terminal Monitor application, see The SQL Terminal Monitor Application (see page 475) in this chapter. For an example of using both Dynamic SQL and Dynamic FRS to browse and update a database using any form, see A Dynamic SQL/Forms Database Browser (see page 487) in this chapter.

The VMS examples in this section make use of the VMS extensions to the Fortran language. Because the SQLDA is a structure, the UNIX examples in this section apply only to those F77 Fortran compilers that have been extended to include the support of the structures.

SQLDA Structure Usage

You use the SQLDA (SQL Descriptor Area) to pass type and size information about an SQL statement, an Ingres form, or an Ingres table field, between Ingres and your program.

To use the SQLDA, issue the **include sqlda** statement in each subprogram of your source file that references the SQLDA. The **include sqlda** statement generates a Fortran include directive to a file that defines the SQLDA structure type. The file does *not* declare an SQLDA variable; your program must declare a variable of the specified type. You can also code this structure variable directly instead of using the **include sqlda** statement. You can choose any name for the structure.

The definition of the SQLDA (as specified in the **include** file) is:

UNIX

```
C
C Single element of SQLDA variable
C
      structure /IISQLVAR/
         integer*2    sqltype
         integer*2    sqllen
         integer*4    sqldata
         integer*4    sqlind
         structure /IISQLNAME/ sqlname
            integer*2    sqlname1
            character*34 sqlnamec
         end structure
      end structure
```



```

C
C Maximum number of columns returned from Ingres
C
      parameter (IISQ_MAX_COLS = 1024)

C
C IISQLDA - SQLDA with maximum number of entries
C for variables.

C
      structure /IISQLDA/
         character*8 sqldaaid
         integer*4   sqldabc
         integer*2   sqln
         integer*2   sqld
         record /IISQLVAR/ sqlvar(IISQ_MAX_COLS)
      end structure
      structure /IISQLHDLR/

C      Optional argument to pass through
         integer*4   sqlarg
C      user-defined datahandler function
         integer*4   sqlhdlr
      end structure

C
C Allocation sizes
C
      parameter (IISQDA_HEAD_SIZE = 16,
1             IISQDA_VAR_SIZE = 48)

C
C Type and length codes
C

C
      parameter (IISQ_DTE_TYPE = 3,
1             IISQ_MNY_TYPE  = 5,
2             IISQ_DEC_TYPE  = 10,
3             IISQ_CHA_TYPE  = 20,
4             IISQ_VCH_TYPE  = 21,
5             IISQ_LVCH_TYPE = 22,
6             IISQ_INT_TYPE  = 30,
7             IISQ_FLT_TYPE  = 31,
8             IISQ_OBJ_TYPE  = 45,
9             IISQ_HDLR_TYPE = 46,
1            IISQ_TBL_TYPE  = 52,
2            IISQ_DTE_LEN   = 25)
      parameter (IISQ_LVCH_TYPE = 22,
1            IISQ_HDLR_TYPE = 46)

```



VMS

```
structure /IISQLVAR/ ! Single SQLDA variable
    integer*2 sqltype
    integer*2 sqllen
    integer*4 sqldata ! Address of any type
    integer*4 sqlind ! Address of 2-byte integer
    structure /IISQLNAME/ sqlname
        integer*2 sqlname1
        character*34 sqlnamec
    end structure
end structure
parameter IISQ_MAX_COLS = 1024 ! Maximum number of
```

```
C                                columns
structure /IISQLDA/
    character*8 sqldaaid
    integer*4 sqldabc
    integer*2 sqln
    integer*2 sqld
    record /IISQLVAR/ sqlvar(IISQ_MAX_COLS)
end structure
structure /IISQLHDR/
    integer*4 sqlarg ! Optional argument to pass
    integer*4 sqlhdlr ! User-defined datahandler fn
end structure
```

```
! Type codes
parameter IISQ_DTE_TYPE = 3, ! Date - Output
1 IISQ_MNY_TYPE = 5, ! Money - Output
2 IISQ_DEC_TYPE = 10, ! Decimal - Output
3 IISQ_CHA_TYPE = 20, ! Char - Input, Output
4 IISQ_VCH_TYPE = 21, ! Varchar - Input, Output
5 IISQ_LVCH_TYPE = 22, ! Long Varchar - Input, Output
6 IISQ_INT_TYPE = 30, ! Integer - Input, Output
7 IISQ_FLT_TYPE = 31, ! Float - Input, Output
8 IISQ_OBJ_TYPE = 45, ! 4GL Object: Output
9 IISQ_HDLR_TYPE = 46, ! IISQLHDLR: Datahandler
1 IISQ_TBL_TYPE = 52, ! Table Field - Output
2 IISQ_DTE_LEN = 25, ! Date length
```

```
! Allocation sizes
parameter IISQDA_VAR_SIZE = 16,
1 IISQDA_VAR = 48
parameter IISQ_LVCH_TYPE = 22,
1 IISQ_HDLR_TYPE = 46
```



Windows

```

        structure /IISQLVAR/
            integer*2    sqltype
            integer*2    sqlen
            integer*4    sqldata      ! Address of any type
            integer*4    sqlind      ! Address of 2-byte integer
            structure /IISQLNAME/ sqlname
                integer*2    sqlnamel
                character*34 sqlnamec
            end structure
        end structure

C
C IISQ_MAX_COLS - Maximum number of columns returned from INGRES
C
        parameter IISQ_MAX_COLS = 1024

C
C IISQLDA - SQLDA with maximum number of entries for variables.
C
        structure /IISQLDA/
            character*8    sqldaaid
            integer*4      sqldabc
            integer*2      sqln
            integer*2      sqld
            record /IISQLVAR/ sqlvar(IISQ_MAX_COLS)
        end structure

C
C IISQLHDLR - Structure type with function pointer and function argument
C             for the DATAHANDLER.
C
        structure /IISQLHDLR/
            integer*4      sqlarg
            integer*4      sqlhdlr
        end structure

C
C Allocation sizes - When allocating an SQLDA for the size use:
C             IISQDA_HEAD_SIZE + (N * IISQDA_VAR_SIZE)
C
        parameter IISQDA_HEAD_SIZE = 16,
        1         IISQDA_VAR_SIZE  = 48

C
C Type and Length Codes

```

```
C
parameter IISQ_DTE_TYPE = 3,      ! Date - Output
1  IISQ_MNY_TYPE = 5,      ! Money - Output
2  IISQ_DEC_TYPE = 10,     ! Decimal - Output
3  IISQ_CHA_TYPE  = 20,     ! Char - Input, Output
4  IISQ_VCH_TYPE  = 21,     ! Varchar - Input, Output
5  IISQ_INT_TYPE  = 30,     ! Integer - Input, Output
6  IISQ_FLT_TYPE  = 31,     ! Float - Input, Output
7  IISQ_TBL_TYPE  = 52,     ! Table field - Output
8  IISQ_DTE_LEN   = 25      ! Date length
parameter IISQ_LVCH_TYPE = 22    ! Long varchar
parameter IISQ_LBIT_TYPE = 16    ! Long bit
parameter IISQ_HDLR_TYPE = 46    ! Datahandler
parameter IISQ_BYTE_TYPE = 23    ! Byte - Input, Output
parameter IISQ_VBYTE_TYPE = 24   ! Byte Varying - Input, Output
parameter IISQ_LBYTE_TYPE = 25   ! Long Byte - Output
parameter IISQ_OBJ_TYPE = 45     ! Object - Output
```



Structure Definition and Usage Notes:

- The structure type definition of the SQLDA is called IISQLDA. This is done so that an SQLDA variable may be called "SQLDA" without causing a compile-time conflict.
- The **sqlvar** array is an array of IISQ_MAX_COLS (1024) elements. If a variable of type IISQLDA is declared, the program will have a variable of IISQ_MAX_COLS elements.
- The **sqlvar** array begins at subscript 1.
- If your program defines its own SQLDA type, you must confirm that the structure layout is identical to that of the IISQLDA structure type, although you can declare a different number of **sqlvar** elements.
- The nested structure **sqlname** is a varying length character string consisting of a length and data area. The **sqlnameec** field contains the name of a result field or column after the **describe** (or **prepare into**) statement. The length of the name is specified by **sqlnamel**. The characters in the **sqlnameec** field are blank padded. The **sqlname** structure can also be set by a program using Dynamic FRS. The program is not required to pad **sqlname** with blanks. See How to Set SQLNAME for Dynamic FRS (see page 417) in this chapter.
- The list of type codes represents the types that are returned by the **describe** statement, and the types used by the program when using an SQLDA to retrieve or set data. The type code IISQ_TBL_TYPE indicates a table field and is set by the FRS when describing a form that contains a table field.

How to Declare an SQLDA Variable

Once the SQLDA definition has been included (or hard-coded) the program can declare an SQLDA variable. This variable must be declared outside a **declare section**, as the preprocessor does not understand the special meaning of the SQLDA. When the variable is used, the preprocessor will accept any object name and assume that the variable refers to a legal SQLDA.

If a program requires a statically declared SQLDA with the same number of **sqlvar** variables as the IISQLDA type, it can accomplish this as in the following example:

```

                exec sql include SQLDA
                record /IISQLDA/ sqlda
C Set the size
                sqlda.sqln = IISQ_MAX_COLS
. . .

                exec sql describe s1 into :sqlda

```

Recall that you must confirm that the SQLDA object being used is a valid SQLDA.

If a program requires a statically declared SQLDA with a *different* number of variables (not IISQ_MAX_COLS), it can declare its own type. For example:

```

structure /MYSQLDA/
    character*8      sqldaid
    integer*4        sqldabc
    integer*2        sqln
    integer*2        sqld
    record /IISQLVAR/ sqlvar(10)
end structure

```

In the above declaration, the names of the structure components do not need to be the same as those of the IISQLDA structure.

SQLVAR Array Usage

The *SQL Reference Guide* discusses the legal values of the **sqlvar** array. The **describe** and **prepare into** statements assign type, length, and name information into the SQLDA. This information refers to the result columns of a prepared **select** statement, the fields of a form, or the columns of a table field. When the program uses the SQLDA to retrieve or set Ingres data, it must assign the type and length information that now refers to the variables being pointed at by the SQLDA.

Fortran Variable Type Codes

The type codes listed below are the types that describe Ingres result fields and columns. For example, the SQL types **date**, **long varchar**, **money**, and **decimal** do not describe program variables, but rather data types that are compatible with Fortran types **character** and **real*8**. When these types are returned by the describe statement, the type code must be changed to a compatible SQL/Fortran type.

The following table describes the type codes to use with Fortran variables that will be pointed at by the **sqldata** pointers.

Embedded SQL/Fortran Type Codes (sqltype)	Length (sqllen)	Fortran Variable Type
IISQ_INT_TYPE	1	byte
IISQ_INT_TYPE	2	integer*2
IISQ_INT_TYPE	4	integer*4
IISQ_FLT_TYPE	4	real*4
IISQ_FLT_TYPE	8	real*8
IISQ_CHA_TYPE	LEN	character*LEN
IISQ_VCH_TYPE	LEN	character*LEN
IISQ_HDLR_TYPE	0	IISQHDLR

To retrieve a decimal value from the DBMS, you must use a **float** because Fortran does not have decimal variables.

Nullable data types (those variables that are associated with a null indicator) are specified by assigning the negative of the type code to the **sqltype** field. If the type is negative, a null indicator must be pointed at by the **sqlind** field.

Character data and the SQLDA have exactly the same rules as character data in regular Embedded SQL statements.

Pointer Usage with Fortran Variables

In order to fill an element of the **sqlvar** array, you must set the type information and assign a valid address to **sqldata**. The address must be that of a legal variable address.

For example, the following code fragment sets the type information of and points at a 4-byte integer variable, an 8-byte nullable floating-point variable, and an **sqllen**-specified character substring. The following example demonstrates how a program can maintain a pool of available variables, such as large arrays of the few different typed variables, and a large string space. The next available spot is chosen from the pool.

UNIX

On UNIX the Fortran function "loc" may be provided. If your UNIX Fortran library does not contain a function for obtaining the address of variables, the Ingres functions "IInum" and "IIsadr" can be used to return the address of number and character strings respectively.

It has the following usage:

```
sqlda.sqlvar(i).sqldata = IInum(current_integer)
sqlda.sqlvar(i).sqldata = IIsadr (current_string)
```

```
C Assume sqlda has been declared
  sqlda.sqlvar(1).sqltype = IISQ_INT_TYPE
  sqlda.sqlvar(1).sqllen = 4
  sqlda.sqlvar(1).sqldata
    1          = loc(integer_array(current_integer))
  sqlda.sqlvar(1).sqlind = 0
  current_integer = current_integer + 1
  sqlda.sqlvar(2).sqltype = -IISQ_FLT_TYPE
  sqlda.sqlvar(2).sqllen = 8
  sqlda.sqlvar(2).sqldata
    1          = loc(real_array(current_real))
  sqlda.sqlvar(2).sqlind
    1          = loc(indicator_array(current_ind))
  current_real = current_real + 1
  current_ind = current_ind + 1
```

```
C
C SQLLEN has been assigned by DESCRIBE to be the
C length of a specific result column. This length
C is used to pick off
C a substring out of a large string space.
C
      needlen = sqlda.sqlvar(3).sqllen
      sqlda.sqlvar(3).sqltype = IISQ_CHA_TYPE
      sqlda.sqlvar(3).sqldata =
        1      loc(large_string(current_string:needlen))
      sqlda.sqlvar(3).sqlind = 0
      current_string = current_string + needlen
```



VMS

On VMS, the Fortran function "%loc" is used to access the address of variables.

```
! Assume sqlda has been declared
      sqlda.sqlvar(1).sqltype = IISQ_INT_TYPE
      sqlda.sqlvar(1).sqllen = 4
      sqlda.sqlvar(1).sqldata
        1      = %loc(integer_array(current_integer))
      sqlda.sqlvar(1).sqlind = 0
      current_integer = current_integer + 1
      sqlda.sqlvar(2).sqltype = -IISQ_FLT_TYPE
      sqlda.sqlvar(2).sqllen = 8
      sqlda.sqlvar(2).sqldata
        1      = %loc(real_array(current_real))
      sqlda.sqlvar(2).sqlind
        1      = %loc(indicator_array(current_ind))
      current_integer = current_real + 1
      current_integer = current_ind + 1

!
! SQLLEN has been assigned by DESCRIBE to be the length
! of a specific result column. This length is used to
! pick off a substring out of a large string space.
!
      needlen = sqlda.sqlvar(3).sqllen
      sqlda.sqlvar(3).sqltype = IISQ_CHA_TYPE
      sqlda.sqlvar(3).sqldata
        1      = %loc(large_string(current_string:needlen))
      sqlda.sqlvar(3).sqlind = 0
      current_string = current_string + needlen
```



Windows

On Windows, the "loc" intrinsic function (or the "%loc" built-in function) is used to access the address of variables.

```
C Assume sqlda has been declared
  sqlda.sqlvar(1).sqltype = IISQ_INT_TYPE
  sqlda.sqlvar(1).sqllen = 4
  sqlda.sqlvar(1).sqldata
    1          = %loc(integer_array(current_integer))
  sqlda.sqlvar(1).sqlind = 0
  current_integer = current_integer + 1
  sqlda.sqlvar(2).sqltype = -IISQ_FLT_TYPE
  sqlda.sqlvar(2).sqllen = 8
  sqlda.sqlvar(2).sqldata
    1          = %loc(real_array(current_real))
  sqlda.sqlvar(2).sqlind
    1          = %loc(indicator_array(current_ind))
  current_integer = current_real + 1
  current_integer = current_ind + 1

C
C SQLLEN has been assigned by DESCRIBE to be the length
C of a specific result column. This length is used to
C pick off a substring out of a large string space.
C
  needlen = sqlda.sqlvar(3).sqllen
  sqlda.sqlvar(3).sqltype = IISQ_CHA_TYPE
  sqlda.sqlvar(3).sqldata
    1          = %loc(large_string(current_string:needlen))
  sqlda.sqlvar(3).sqlind = 0
  current_string = current_string + needlen
```



You may also set the SQLVAR to point to a datahandler for large object columns. For details, see Advanced Processing (see page 420) in this chapter.

How to Set SQLNAME for Dynamic FRS

A few extra steps are required when you use the **sqlvar** with Dynamic FRS statements. These extra steps relate to the differences between Dynamic FRS and Dynamic SQL and are described in the *SQL Reference Guide* and the *Forms-based Application Development Tools User Guide*.

When using the SQLDA in a forms input or output **using** clause, set the **sqlname** to a valid field or column name. If this name was set by a previous **describe** statement, it must be retained or reset by the program. If the name refers to a hidden table field column, the program must set **sqlname** directly. If your program sets **sqlname** directly, it must also set **sqlname1** and **sqlnamec**. The name portion does not need to be padded with blanks.

For example, a dynamically named table field has been described, and the application always initializes any table field with a hidden 6-byte character column called "rowid." The code used to retrieve a row from the table field including the hidden column and **_state** variable would have to construct the two named columns.

UNIX

```
...
    character*6 rowid
    integer*4 rowstate
...

    exec frs describe table :formname :tablename
1      into :sqlda
...

    sqlda.sqld = sqlda.sqld + 1
    col_num = sqlda.sqld

C Set up to retrieve rowid
    sqlda.sqlvar(col_num).sqltype = IISQ_CHA_TYPE
    sqlda.sqlvar(col_num).sqllen = 6
    sqlda.sqlvar(col_num).sqldata = loc(rowid)
    sqlda.sqlvar(col_num).sqlind = 0
    sqlda.sqlvar(col_num).sqlname.sqlnamel = 5
    sqlda.sqlvar(col_num).sqlname.sqlnamec(1:5) = 'rowid'
    sqlda.sqld = sqlda.sqld + 1
    col_num = sqlda.sqld

C Set up to retrieve _STATE
    sqlda.sqlvar(col_num).sqltype = IISQ_INT_TYPE
    sqlda.sqlvar(col_num).sqllen = 4
    sqlda.sqlvar(col_num).sqldata = loc(rowstate)
    sqlda.sqlvar(col_num).sqlind = 0
    sqlda.sqlvar(col_num).sqlname.sqlnamel = 6
    sqlda.sqlvar(col_num).sqlname.sqlnamec(1:6)
1      = '_state'
...

    exec frs getrow :formname :tablename using
1      descriptor :sqlda
```

VMS

```

...
    character*6 rowid
    integer*4 rowstate
...

    exec frs describe table :formname :tablename
1      into :sqlda
...

    sqlda.sqld = sqlda.sqld + 1
    col_num = sqlda.sqld

! Set up to retrieve rowid
    sqlda.sqlvar(col_num).sqltype = IISQ_CHA_TYPE
    sqlda.sqlvar(col_num).sqllen = 6
    sqlda.sqlvar(col_num).sqldata = %loc(rowid)
    sqlda.sqlvar(col_num).sqlind = 0
    sqlda.sqlvar(col_num).sqlname.sqlnamel = 5
    sqlda.sqlvar(col_num).sqlname.sqlnamec(1:5) = 'rowid'
    sqlda.sqld = sqlda.sqld + 1
    col_num = sqlda.sqld

! Set up to retrieve _STATE
    sqlda.sqlvar(col_num).sqltype = IISQ_INT_TYPE
    sqlda.sqlvar(col_num).sqllen = 4
    sqlda.sqlvar(col_num).sqldata = %loc(rowstate)
    sqlda.sqlvar(col_num).sqlind = 0
    sqlda.sqlvar(col_num).sqlname.sqlnamel = 6
    sqlda.sqlvar(col_num).sqlname.sqlnamec(1:6)
1      = '_state'
...

    exec frs getrow :formname :tablename using
1      descriptor:sqlda

```

Windows

```

...
    character*6 rowid
    integer*4 rowstate
...

    exec frs describe table :formname :tablename
1      into :sqlda
...

    sqlda.sqld = sqlda.sqld + 1
    col_num = sqlda.sqld

```

```
C Set up to retrieve rowid
    sqlda.sqlvar(col_num).sqltype = IISQ_CHA_TYPE
    sqlda.sqlvar(col_num).sqllen = 6
    sqlda.sqlvar(col_num).sqldata = loc(rowid)
    sqlda.sqlvar(col_num).sqlind = 0
    sqlda.sqlvar(col_num).sqlname.sqlnamel = 5
    sqlda.sqlvar(col_num).sqlname.sqlnamec(1:5) = 'rowid'
    sqlda.sqld = sqlda.sqld + 1
    col_num = sqlda.sqld

C Set up to retrieve _STATE
    sqlda.sqlvar(col_num).sqltype = IISQ_INT_TYPE
    sqlda.sqlvar(col_num).sqllen = 4
    sqlda.sqlvar(col_num).sqldata = loc(rowstate)
    sqlda.sqlvar(col_num).sqlind = 0
    sqlda.sqlvar(col_num).sqlname.sqlnamel = 6
    sqlda.sqlvar(col_num).sqlname.sqlnamec(1:6)
1      = '_state'
...

exec frs getrow :formname :tablename using
1      descriptor :sqlda
```

Advanced Processing

This section describes user-defined handlers. It includes information about user-defined error, dbevent, and message handlers as well as data handlers for large objects.

User-Defined Error, DBEvent, and Message Handlers

You can use user-defined handlers to capture errors, messages, or events during the processing of a database statement. Use these handlers instead of the **sql whenever** statements with the SQLCA when you want to do the following:

- Capture more than one error message on a single database statement
- Capture more than one message from database procedures fired by rules
- Trap errors, events, and messages as the DBMS raises them
If an event is raised when an error occurs during query execution, the WHENEVER mechanism detects only the error and defers acting on the event until the next database statement is executed.

User-defined handlers offer you flexibility. If, for example, you want to trap an error, you can code a user-defined handler to issue an **inquire_sql** to get the error number and error text of the current error. You can then switch sessions and log the error to a table in another session; however, you must switch back to the session from which the handler was called before returning from the handler. When the user handler returns, the original statement continues executing. User code in the handler cannot issue database statements for the session from which the handler was called.

The handler must be declared to return an integer. However, the preprocessor ignores the return value.

Syntax Notes:

The following syntax describes the three types of handlers:

```
exec sql set_sql (errorhandler   = error_routine|0)
exec sql set_sql (dbeventhandler = event_routine|0)
exec sql set_sql (messagehandler = message_routine|0)
```

- Errorhandler, dbeventhandler, and messagehandler denote a user-defined handler to capture errors, events, and database messages respectively, as follows:

error_routine

Specifies the name of the function the Ingres runtime system calls when an error occurs.

event_routine

Specifies the name of the function the Ingres runtime system calls when an event is raised.

message_routine

Specifies the name of the function the Ingres runtime system calls whenever a database procedure generates a message.

Errors that occur in the error handler itself do not cause the error handler to be re-invoked. You must use **inquire_sql** to handle or trap any errors that may occur in the handler.

- Unlike regular variables, the handler must not be declared in an ESQL declare section; therefore, do not use a colon before the handler argument. (However, you must declare the handler to the compiler.)
- If you specify a zero (0) instead of a name, the zero will unset the handler.

User-defined handlers are also described in the *SQL Reference Guide*.

How to Declare User-Defined Handlers

The following example shows how to declare a handler for use in the **set_sql errorhandler** statement for ESQL/Fortran:

```
program TestProg

    exec sql include sqlca

    external error_func
    integer error_func

    exec sql connect dbname

    exec sql set_sql (errorhandler = error_func)
    ...
        program code
    ...
end

integer function error_func

    exec sql include sqlca

    exec sql begin declare section
        integer errnum
    exec sql end declare section
    exec sql inquire_sql (:errnum = ERRORNO)
    write (*,60) errnum
60    format ('Errnum is ', I)
end
```

User-Defined Data Handlers for Large Objects

You can use user-defined datahandlers to transmit large object column values to or from the database a segment at a time. For more details on Large Objects, the **datahandler** clause, the **get data** statement, and the **put data** statement, see the *SQL Reference Guide* and the *Forms-based Application Development Tools User Guide*.

ESQL/Fortran Usage Notes

Use datahandlers in the following ways:

- The datahandler, and the datahandler argument, should not be declared in an ESQL declare section. Therefore do not use a colon before the datahandler or its argument.
- You must ensure that the datahandler argument is a valid Fortran variable address. ESQL will not do any syntax or datatype checking of the argument.
- The datahandler must be declared to return an integer. However, the actual return value will be ignored.

DATAHANDLERS and the SQLDA

You may specify a user-defined datahandler as an SQLVAR element of the SQLDA, to transmit large objects to or from the database. The "eqsqllda.h" file included via the **include sqllda** statement defines an IISQLHDLR type which may be used to specify a datahandler and its argument. It is defined:

```
structure /IISQLHDLR/
    integer*4 sqlarg ! Optional argument to pass
    integer*4 sqlhdlr ! User-defined datahandler
end structure
```

The file does not declare an IISQLHDLR variable; the program must declare a variable of the specified type and set the values:

```
record /IISQLHDLR/  dathdlr
structure  /hdlr_arg/
    character*100  argstr
    integer        argint
end structure
record /hdlr_arg/  hdlarg

external Get_Handler()
integer  Get_Handler()
```


UNIX

```
dathdlr.sqlarg = loc(hdlarg)
dathdlr.sqlhdlr = loc(Get_Handler)  ☒
```

VMS

```
dathdlr.sqlarg = %loc(hdlarg)
dathdlr.sqlhdlr = %loc(Get_Handler)  ☒
```

Windows

```
dathdlr.sqlarg = %loc(hdlarg)
dathdlr.sqlhdlr = %loc(Get_Handler) 
```

The **sqltype**, **sqlind** and **sqldata** fields of the SQLVAR element of the SQLDA should then be set as follows:

```
/*
** assume sqlda is a pointer to a dynamically allocated
** SQLDA
*/
sqlda.sqlvar[i].sqltype = IISQ_HDLR_TYPE;
sqlda.sqlvar[i].sqlind = loc(indvar)
sqlda.sqlvar[i].sqldata = loc(dathdlr)
```

Sample Programs

The programs in this section are examples of how to declare and use user-defined datahandlers in an ESQL/Fortran program. There are examples of a handler program, a put handler program, a get handler program and a dynamic SQL handler program.

Handler

This example assumes that the book table was created with the statement:

```
exec sql create table book (chapter_num integer,
                           chapter_name char(50), chapter_text long varchar)
```

This program inserts a row into the book table using the data handler Put_Handler to transmit the value of column chapter_text from a text file to the database. Then it selects the column chapter_text from the table book using the data handler Get_Handler to retrieve the chapter_text column a segment at a time.

```
C main program
C *****
               program handler
               exec sql include sqlca
```


C Do not declare the datahandlers nor the datahandler
C argument to the ESQL pre-processor.

```

        external Put_Handler
        integer Put_Handler

        external Put_Handler
        integer Get_Handler

    structure      /hdlr_arg/
        character*1000  argstr
        integer         argint
    end structure

    record /hdlr_arg/hdlarg

```

C Null indicator for datahandler must be declared
C to ESQL

```

        exec sql begin declare section
            integer*2 indvar
            integer*4 chapter_num
        exec sql end declare section

```

C INSERT a long varchar value chapter_text into the table book
C using the datahandler Put_Handler.
C The argument passed to the datahandler is the address of
C the record hdlarg.

```

        . . .

        exec sql insert into book (chapter_num, chapter_name,
        chapter_text)
1      values (5, 'One Dark and Stormy Night',
2              Datahandler(Put_Handler(hdlarg)))
        . . .

```

C Select the column chapter_num and the long varchar column
C chapter_text from the table book.
C The Datahandler (Get_Handler) will be invoked for each non-null
C value of column chapter_text retrieved. For null values the
C indicator variable will be set to "-1" and the datahandler will
C not be called.

```

        ...
        exec sql select chapter_num, chapter_text into
1      :chapter_num,
2      datahandler(Get_Handler(hdlarg)):indvar from book
        exec sql begin
            process row ...
        exec sql end

        . . .

    end

```

Put Handler

This example shows how to read the **long varchar** chapter_text from a text file and insert it into the database a segment at a time:

```
C Put_Handler
C *****

integer function Put_Handler(info)

structure      /hdlr_arg/
  character*100  argstr
  integer*4      argint
end structure
record /hdlr_arg/ info

exec sql begin declare section
  character*1000  segbuf
  integer*4       seglen
  integer*4       datend
exec sql end declare section
process information passed in via the info record ...
open file ...

datend = 0
do while not end-of-file

  read segment of less than 1000 characters from file into segbuf . . .

  if end-of-file then
    datend = 1
  end if
  exec sql put data (segment = :segbuf,
1      segmentlength = :seglen, dataend = :datend)
  end do
  . . .
  close file ...
  set info record to return appropriate values ...
  . . .
  Put_Handler = 0
end
```

Get Handler

This example shows how to get the **long varchar** chapter_text from the database and write it to a text file:

```
C Get_Handler
C *****

integer function Get_Handler(info)

structure      /hdlr_arg/
  character*100  argstr
  integer        argint
end structure
record /hdlr_arg/ info
```

```

      exec sql begin declare section
         character*2000    segbuf
         integer*4         seglen
         integer*4         datend
         integer*4         maxlen
      exec sql end declare section
      process information passed in via the info record ...
      open file ...

C Get a maximum segment length of 2000 bytes
      maxlen = 2000
      datend = 0

      do while (datend .eq. 0)
C segmentlength: will contain the length of the segment retrieved.
C seg_buf:       will contain a segment of the column chapter_text
C data_end:      will be set to '1' when the entire value in
C                chapter_text has been retrieved.

         exec sql get data (:seqbuf = segment, :seglen =
1          segmentlength, :datend = dataend)
2          with maxlength= :maxlen

         write segment to file ...
      end do
      ...
      set info record to return appropriate values ...
      ...
      Get_Handler = 0
end

```

Dynamic SQL Handler

The following examples are of a dynamic SQL handler program that uses the SQLDA. This program fragment shows the declaration and usage of a datahandler in a dynamic SQL program, using the SQLDA. It uses the datahandler Get_Handler() and the HDLR_PARAM structure described in the previous example.

UNIX

```

C main program using SQLDA
C *****
      program dynamic_hdlr
      exec sql include sqlca
      exec sql include sqllda

```

```
C  Do not declare the datahandlers nor the datahandler argument
C  to the ESQL pre-processor.
```

```
    external Put_Handler
    integer*4 Put_Handler
    external Get_Handler
    integer*4 Get_Handler
```

```
C  Declare argument to be passed to datahandler.
```

```
    structure      /hdlr_arg/
        character*100  argstr
        integer*4      argint
    end structure
    record /hdlr_arg/ hdlarg
```

```
C  Declare SQLDA and IISQLHDLR
```

```
    record /IISQLDA/ sqlda
        common /sqlda_area/sqlda
    record /IISQLHDLR/ dathdlr
```

```
    integer base_type
```

```
C  Declare null indicator to ESQL
```

```
    exec sql begin declare section
        integer*2      indvar
        Character*100  stmt_buf
    exec sql end declare section
```

```
    . . .
```

```
C  Set the IISQLHDLR structure with the appropriate datahandler
```

```
C  and datahandler argument.
```

```
    dathdlr.sqlhdlr = loc(Get_Handler)
    dathdlr.sqlarg  = loc(hdlarg)
```

```
C  Describe the statement into the SQLDA.
```

```
    stmt_buf = 'select * from book'.
    exec sql prepare stmt from :stmt_buf
    exec sql describe stmt into SQLDA
    . . .
```

```
C  Determine the base_type of the sqldata variables.
```

```
    do 20, i = 1, sqlda.sqld
```

```
        if (sqlda.sqlvar(i).sqltype .gt. 0) then
            base_type = sqlda.sqlvar(i).sqltype
        else
            base_type = -sqlda.sqlvar(i).sqltype
        end if
```

```

C Set the sqltype, sqldata and sqlind for each column
C The long varchar column chapter_text will be set to use a
C datahandler
      if (base_type .eq. IISQ_LVCH_TYPE) then
         sqlda.sqlvar(i).sqltype = IISQ_HDLR_TYPE
         sqlda.sqlvar(i).sqldata = loc(dathdlr)
         sqlda.sqlvar(i).sqlind = loc(indvar)
      else
         . . .
      end if

20      continue

C The Datahandler (Get_Handler) will be invoked for each non-null
C value of column chapter_text retrieved. For null values the
C indicator variable will be set to "-1" and the datahandler
C will not be called.

      . . .
      exec sql execute immediate :stmt_buf using :sqlda
      exec sql begin
                                process row...
      exec sql end
      . . .
end

```

VMS

```

C main program using SQLDA
C *****
      program dynhdl
      exec sql include sqlca
      exec sql include sqlda

C Do not declare the datahandlers nor the datahandler argument
C to the ESQL pre-processor.

      external Put_Handler
      integer*4 Put_Handler
      external Get_Handler
      integer*4 Get_Handler

C Declare argument to be passed to datahandler.
      structure /hdlr_arg/
         character*100 argstr
         integer*4 argint
      end structure
      record /hdlr_arg/ hdlarg

C Declare SQLDA and IISQLHDLR
      record /IISQLDA/ sqlda
      common /sqlda_area/sqlda
      record /IISQLHDLR/ dathdlr

      integer base_type

```

```
C  Declare null indicator to ESQL
exec sql begin declare section
           integer*2      indvar
           Character*100   stmt_buf
exec sql end declare section
. . .

C  Set the IISQLHDLR structure with the appropriate datahandler and
C  datahandler argument.
    dathdlr.sqlhdlr = %loc(Get_Handler)
    dathdlr.sqlarg  = %loc(hdlarg)

C  Describe the statement into the SQLDA.

    stmt_buf = 'select * from book'.
exec sql prepare stmt from :stmt_buf
exec sql describe stmt into SQLDA
. . .

C  Determine the base_type of the sqldata variables.

do 20, i = 1, sqlda.sqld

    if (sqlda.sqlvar(i).sqltype .gt. 0) then
        base_type = sqlda.sqlvar(i).sqltype
    else
        base_type = -sqlda.sqlvar(i).sqltype
    end if

C  Set the sqltype, sqldata and sqlind for each column
C  The long varchar column chapter_text will be set to use a
C  datahandler
    if (base_type .eq. IISQ_LVCH_TYPE) then
        sqlda.sqlvar(i).sqltype = IISQ_HDLR_TYPE
        sqlda.sqlvar(i).sqldata = %loc(dathdlr)
        sqlda.sqlvar(i).sqlind  = %loc(indvar)
    else
        . . .
    end if

20  continue

C  The Datahandler (Get_Handler) will be invoked for each non-null
C  value of column chapter_text retrieved. For null values the
C  indicator variable will be set to "-1" and the datahandler
C  will not be called.

    . . .
exec sql execute immediate :stmt_buf using :sqlda
exec sql begin
    process row...
exec sql end
. . .
end
```

Windows

```

C main program using SQLDA
C *****
      program dynhdl
      exec sql include sqlca
      exec sql include sqlda

C Do not declare the datahandlers nor the datahandler argument
C to the ESQL pre-processor.

      external Put_Handler
      integer*4 Put_Handler
      external Get_Handler
      integer*4 Get_Handler

C Declare argument to be passed to datahandler.
      structure /hdlr_arg/
         character*100 argstr
         integer*4 argint
      end structure
      record /hdlr_arg/ hdlarg

C Declare SQLDA and IISQLHDLR
      record /IISQLDA/ sqlda
         common /sqlda_area/sqlda
      record /IISQLHDLR/ dathdlr

      integer base_type

C Declare null indicator to ESQL
exec sql begin declare section
         integer*2 indvar
         Character*100 stmt_buf
exec sql end declare section
      . . .

C Set the IISQLHDLR structure with the appropriate datahandler and
C datahandler argument.
      dathdlr.sqlhdlr = %loc(Get_Handler)
      dathdlr.sqlarg = %loc(hdlarg)

C Describe the statement into the SQLDA.

      stmt_buf = 'select * from book'.
      exec sql prepare stmt from :stmt_buf
      exec sql describe stmt into SQLDA
      . . .

```

```
C Determine the base_type of the sqldata variables.

do 20, i = 1, sqlda.sqld

    if (sqlda.sqlvar(i).sqltype .gt. 0) then
        base_type = sqlda.sqlvar(i).sqltype
    else
        base_type = -sqlda.sqlvar(i).sqltype
    end if

C Set the sqltype, sqldata and sqlind for each column
C The long varchar column chapter_text will be set to use a
C datahandler
    if (base_type .eq. IISQ_LVCH_TYPE) then
        sqlda.sqlvar(i).sqltype = IISQ_HDLR_TYPE
        sqlda.sqlvar(i).sqldata = %loc(dathdlr)
        sqlda.sqlvar(i).sqlind = %loc(indvar)
    else
        . . .
    end if

20    continue

C The Datahandler (Get_Handler) will be invoked for each non-null
C value of column chapter_text retrieved. For null values the
C indicator variable will be set to "-1" and the datahandler
C will not be called.

    . . .
    exec sql execute immediate :stmt_buf using :sqlda
exec sql begin
    process row...
    exec sql end
    . . .
end
```

Preprocessor Operation

This section describes the embedded SQL preprocessor for Fortran and the steps required to create, compile, and link an Embedded SQL program.

Include File Processing

The following sections describe include file processing for UNIX, VMS, and Windows.

Include Files – UNIX

The Embedded SQL **include** statement provides a means to include external files in your program's source code. Its syntax is:

```
exec sql include filename
```

filename

A single quoted string constant specifying a file name, or an external symbol that points to the file name. If you do not specify an extension to the filename, the default Fortran input file extension ".sf" is assumed.

This statement is normally used to include variable declarations, although it is not restricted to such use. For more details on the **include** statement, see the *SQL Reference Guide*.

The included file is preprocessed and an output file with the same name but with the default output extension ".f" (UNIX) or ".for" (VMS and Windows), is generated. You can override this default output extension with the **-o.ext** flag on the command line. In the original source file that specified the **include** statement, a new reference is made to the output file with the Fortran **include** statement. If you use the **-o** flag with no extension, an output file is not generated for the **include** statement.

If you use both the **-o.ext** and the **-o** flags, then the preprocessor generates the specified extension for the translated **include** statements in the program, but does not generate new output files for the statements.

For example, assume that no overriding output extension was explicitly given on the command line. The Embedded SQL statement:

```
exec sql include 'employee.dcl'
```

is preprocessed to the Fortran statement:

```
include 'employee.f'
```

and the "employee.dcl" file is translated into the Fortran file "employee.f".

As another example, assume that a source file called "inputfile" contains the following **include** statement:

```
exec sql include 'mydecls'
```

The name "mydecls" can be defined as a system environment variable pointing to the file "/usr/headers/myvars.sf". For example:

```
setenv mydecls "/usr/headers/myvars.sf"
```

Because the extension ".sf" is the default input extension for Embedded SQL **include** files, you do not need to specify it when defining a logical name for the file.

Assume now that "inputfile" is preprocessed with the command:

```
esqlf -o.hdr inputfile
```

The command line specifies ".hdr" as the output file extension for include files. As the file is preprocessed, the **include** statement shown earlier is translated into the Fortran statement:

```
include '/usr/headers/myvars.hdr'
```

and the Fortran file "/usr/headers/myvars.hdr" is generated as output for the original include file, "/usr/headers/myvars.sf".

You can also specify include files with a relative path. For example, if you preprocess the file "/dev/mysource/myfile.sf", the ESQL statement:

```
exec sql include '../headers/myvars.sf'
```

is preprocessed to the Fortran statement:

```
include '../headers/myvars.f'
```

and the Fortran file "/dev/headers/myvars.f" is generated as output for the original include file, "/dev/headers/myvars.sf".

Include Files – VMS

The Embedded SQL **include** statement provides a means to include external files in your program's source code. Its syntax is:

```
exec sql include filename
```

filename

A single quoted string constant specifying a file name, or a logical name that points to the file name. If you do not specify an extension to the filename, the default Fortran input file extension ".sf" is assumed.

This statement is normally used to include variable declarations, although it is not restricted to such use. For more details on the **include** statement, see the *SQL Reference Guide*.

The included file is preprocessed and an output file with the same name but with the default output extension ".for" is generated. You can override this default output extension with the **-o.ext** flag on the command line. In the original source file that specified the **include** statement, a new reference is made to the output file with the Fortran **include** statement. If you use the **-o** flag with no extension, an output file is not generated for the **include** statement. This is useful for program libraries that use MMS dependencies.

If you use both the **-o.ext** and the **-o** flags, then the preprocessor generates the specified extension for the translated **include** statements in the program, but does not generate new output files for the statements.

For example, assume that no overriding output extension was explicitly given on the command line. The Embedded SQL statement:

```
exec sql include 'employee.dcl'
```

is preprocessed to the Fortran statement:

```
include 'employee.for'
```

and the employee.dcl file is translated into the Fortran file "employee.for".

As another example, assume that a source file called "inputfile" contains the following **include** statement:

```
exec sql include 'mydecls'
```

The name "mydecls" can be defined as a system logical name pointing to the file "dra1:[headers]myvars.sf" by means of the following command at the system level:

```
define mydecls dra1:[headers]myvars
```

Because the extension ".sf" is the default input extension for Embedded SQL **include** files, it does not need to be specified when defining a logical name for the file.

Assume now that "inputfile" is preprocessed with the command:

```
esqlf -o.hdr inputfile
```

The command line specifies ".hdr" as the output file extension for include files. As the file is preprocessed, the **include** statement shown earlier is translated into the Fortran statement:

```
include 'dra1:[headers]myvars.hdr'
```

and the Fortran file "dra1:[headers]myvars.hdr" is generated as output for the original include file, "dra1:[headers]myvars.sf".

You can also specify include files with a relative path. For example, if you preprocess the file "dra1:[mysource]myfile.sf", the Embedded SQL statement:

```
exec sql include '[-.headers]myvars.sf'
```

is preprocessed to the Fortran statement:

```
include '[-.headers]myvars.for'
```

and the Fortran file "dra1:[headers]myvars.for" is generated as output for the original include file, "dra1:[headers]myvars.sf".

Include Files – Windows

The Embedded SQL **include** statement provides a means to include external files in your program's source code. Its syntax is:

```
exec sql include filename
```

filename

A single quoted string constant specifying a file name, or a logical name that points to the file name. If you do not specify an extension to the filename, the default Fortran input file extension ".sf" is assumed.

This statement is normally used to include variable declarations, although it is not restricted to such use. For more details on the **include** statement, see the *SQL Reference Guide*.

The included file is preprocessed and an output file with the same name but with the default output extension ".for" is generated. You can override this default output extension with the **-o.ext** flag on the command line. Within the original source file that specified the **include** statement, a new reference is made to the output file with the Fortran **include** statement. If you use the **-o** flag with no extension, an output file is not generated for the **include** statement.

If you use both the **-o.ext** and the **-o** flags, then the preprocessor generates the specified extension for the translated **include** statements in the program, but does not generate new output files for the statements.

For example, assume that no overriding output extension was explicitly given on the command line. The Embedded SQL statement:

```
exec sql include 'employee.dcl'
```

is preprocessed to the Fortran statement:

```
include 'employee.for'
```

and the employee.dcl file is translated into the Fortran file "employee.for".

As another example, assume that a source file called "inputfile" contains the following **include** statement:

```
exec sql include 'mydecls'
```

The name "mydecls" can be defined as a system logical name pointing to the file "c:\usr\header\myvars.for" by means of the following command at the system level:

```
set mydecls=c:\usr\header\myvars
```

Because the extension ".for" is the default input extension for Embedded SQL **include** files, it does not need to be specified when defining a logical name for the file.

Assume now that "inputfile" is preprocessed with the command:

```
esqlf -o.hdr inputfile
```

The command line specifies ".hdr" as the output file extension for include files. As the file is preprocessed, the **include** statement shown earlier is translated into the Fortran statement:

```
include 'c:\usr\header\myvars.hdr'
```

and the Fortran file "c:\usr\header\myvars.hdr" is generated as output for the original include file, "c:\usr\header\myvars.for".

You can also specify include files with a relative path. For example, if you preprocess the file "c:\usr\mysource\myfile.sf", the Embedded SQL statement:

```
exec sql include '..\header\myvars'
```

is preprocessed to the Fortran statement:

```
include '..\header\myvars.for'
```

and the Fortran file "..\header\myvars.for" is generated as output for the original include file, "..\header\myvars".

Source Code with Labels

Some Embedded SQL statements generate labels (statement numbers). The statement numbers 7000 through 12000 are reserved for the preprocessor. If you include a file containing statements that generate labels, be careful to include the file only once in a given Fortran scope. Otherwise, you may find that the compiler later complains that the generated labels are defined more than once in that scope.

The statements that generate labels are the Embedded SQL **select** statement and all the Embedded SQL/FORMS block-type statements, such as **display** and **unloadtable**.

Coding Requirements for Embedded SQL Programs

The following sections describe coding requirements for writing Embedded SQL programs.

Comments Embedded in Fortran Output

Each Embedded SQL statement generates one comment and a few lines of Fortran code. You may find that the preprocessor translates 50 lines of Embedded SQL into 200 lines of Fortran. This can confuse the program developer who is trying to debug the original source code. To facilitate debugging, a comment corresponding to the original Embedded SQL source delimits each group of Fortran statements associated with a particular statement. Each comment is one line long and informs the reader of the file name, line number, and type of statement in the original source file.

Embedded SQL Statements and Fortran If Blocks

Because each Embedded SQL statement must be on a line by itself, you must use the block-style Fortran **if** statement to conditionally transfer control to Embedded SQL statements. For example:

```
if (error) then
    exec sql message 'Error on update'
    exec sql sleep 2
end if
```

Note that the **esqlf** preprocessor also generates many nested constructs of **do** loops and **if** blocks—specifically, for Embedded SQL block-structured statements, such as **display** and **unloadtable**. If you mistakenly omit an **end if** from your Fortran source, the Fortran compiler complains that there is a missing **end** statement, which you can trace back to a preprocessor-generated **if** or **do** (VMS or Windows).

You can usually solve this problem by checking for matching **if-end** pairs in the original Embedded SQL Fortran source file. In VMS or Windows, you can also check for **do-end** pairs as well.

Embedded SQL Statements that Generate Labels

The Embedded SQL statements that generate labels are the Embedded SQL **select** statement and all the Embedded SQL/FORMS block-type statements. Each of these statements reserves its own range of 200 labels in a defined range for such statements of 7000 through 12000. Consequently, you cannot have more than 200 of any single label-generating statement in the same program unit. For example, 201 **display** statements in a single subroutine causes a compiler error indicating that a particular label was used more than once. You could, however, have 200 **display** statements and 200 **unloadtable** statements without causing a problem.

Embedded SQL Statements that Do Not Generate Code

The following Embedded SQL declarative statements do not generate any Fortran code:

declare cursor
declare statement
declare table
whenever

These statements must not contain labels. Also, they must not be coded as the only statements in Fortran constructs that do not allow *null* statements.

Command Line Operations

The following sections describe command line operations that you can use to turn your Embedded SQL/Fortran source program into an executable program. The commands to preprocess, compile, and link your program are also described in these sections.




esqlf Command – Invoke Embedded SQL Preprocessor for Fortran

The Fortran preprocessor is invoked by the following command line:

```
esqlf {flags} {filename}
```

where *flags* are

Flag	Description
-d	Adds debugging information to the runtime database error messages generated by Embedded SQL. The source file name, error number and the statement in error are printed with the error message.
-f[filename]	Writes preprocessor output to the named file. If you do not specify <i>filename</i> , the output is sent to standard output, one screen at a time.
-iN	Sets the default size of integers to <i>N</i> bytes. <i>N</i> must be either 2 or 4. The default is 4. If 2 is used, you must also use the -i2 compiler flag (UNIX), the noi4 qualifier (VMS), or the /integer_size:16 compiler flag (Windows).
-l	Writes preprocessor error messages to the preprocessor's listing file, as well as to the terminal. The listing file includes preprocessor error messages and your source text in a file named <i>filename.lis</i> , where <i>filename</i> is the name of the input file.
-lo	Like -l , but the generated Fortran code also appears in the listing file.
-o	Directs the processor not to generate output files for include files. This flag does not affect the translated include statement in the main program. The preprocessor generates a default extension for the translated include file statements unless you use the -o.ext flag.
-o.ext	<p>Specifies the extension given by the preprocessor to both the translated include statements in the main program and the generated output files. If this flag is not provided, the default extension is ".f" (UNIX) or ".for" (VMS and Windows).</p> <p>If you use this flag in combination with the -o flag, then the preprocessor generates the specified extension for the translated include statements, but does not generate new output files for the include statements.</p>
-s	Reads input from standard input and generates Fortran code to standard output. This is useful for testing

	Flag	Description
		unfamiliar statements. If you specify the -I option with this flag, the listing file is called "stdin.lis." To terminate the interactive session, type Control-D (UNIX) or Control-Z (VMS and Windows).
	-sqlcode -nosqlcode	Indicates the file declares an integer variable named SQLCODE to receive status information from SQL statements. That declaration need not be in an exec sql begin/end declare section. This feature is provided for ISO Entry SQL-92 conformity. However, the ISO Entry SQL92 specification describes SQLCODE as a "deprecated feature," and recommends using the SQLSTATE variable. Tells the preprocessor not to assume the existence of a status variable named SQLCODE .
	-w	Prints warning messages.
	-wopen	This flag is identical to -wsql=open . However, -wopen is supported only for backwards capability. See -wsql=open for more information.
VMS	-?	Shows the command line options for the esqlf command. 
UNIX	--	Shows the command line options for the esqlf command. 
Windows	-?	Shows the command line options for the esqlf command. 
	-wsql=entry_SQL92 -wsql=open	Causes the preprocessor to flag any usage of syntax or features that do not conform to the ISO Entry SQL92 entry level standard. (This is also known as the "FIPS flagger" option.) Use <i>open</i> only with OpenSQL syntax. -wsql = open generates a warning if the preprocessor encounters an Embedded SQL statement that does not conform to OpenSQL syntax. (For OpenSQL syntax, see the <i>OpenSQL Reference Guide</i> .) This flag is useful if you intend to port an application across an Enterprise Access product. The warnings do not affect the generated code and the output file may be compiled. This flag does not validate the statement syntax for any Enterprise Access product whose syntax is more restrictive than that of OpenSQL.

The Embedded SQL/Fortran preprocessor assumes that input files are named with the extension ".sf". You can override this default by specifying the file extension of the input file(s) on the command line. The output of the preprocessor is a file of generated Fortran statements in tab format with the same name and the extension ".f" (UNIX) or ".for" (VMS and Windows).

If you enter the command without specifying any flags or a filename, Ingres displays a list of flags available for the command.

esqlf Command Options

The following table presents the command options available with **esqlf**.

Command	Comment
esqlf file1	Preprocesses "file1.sf" to: "file1.f" (UNIX) "file1.for" (VMS and Windows)
esqlf file2.xf	Preprocesses "file2.xf" to "file2.f" (UNIX "file2.for" (VMS and Windows)
esqlf -l file3	Preprocesses "file3.sf" to: "file3.f" (UNIX) "file3.for" (VMS and Windows) and creates listing "file3.lis"
esqlf -s	Accepts input from standard input
esqlf -ffile4.out file4	Preprocesses "file4.sf" to "file4.out"
esqlf	Displays a list of flags available for this command

The Fortran Compiler

The preprocessor generates Fortran code. The code generated is in tab format, in which each Fortran statement follows an initial tab. For information on the Embedded SQL format acceptable as input to the preprocessor, see Embedded SQL Statement Syntax for Fortran (see page 365) in this chapter.

UNIX

Use the UNIX **f77** command to compile this code. You can use most of the **f77** command line options. If you use the **-i2** compiler flag to interpret **integer** and **logical** declarations as 2-byte objects, you must have run the Fortran preprocessor with the **-i2** preprocessor flag.

As mentioned in The SQL Communications Area (see page 399) in this chapter, you may want to use the **-u** compiler flag to verify that the SQLCA has been declared correctly with an **include sqlca** statement in all program units containing Embedded SQL statements.

The following example preprocesses and compiles the file "test1." The Embedded SQL preprocessor assumes the default extension:

```
esqlf test1
f77 test1.f
```

VMS

Use the VMS **fortran** command to compile this code. Most of the **fortran** command line options can be used. If you use the **noi4** qualifier to interpret **integer** and **logical** declarations as 2-byte objects, you must have run the Fortran preprocessor with the **-i2** flag. You must not use the **g_floating** qualifier if floating-point values in the file are interacting with Ingres floating-point objects. Note, too, that many of the statements that the Embedded SQL preprocessor generates are nonstandard extensions provided by VAX/VMS. Consequently, you should not attempt to compile with the **nof77** qualifier.

As mentioned in The SQL Communications Area (see page 399) in this chapter, you may want to use the **warnings=declarations** qualifier to verify that the SQLCA has been declared correctly with an **include sqlca** statement in all program units containing Embedded SQL statements.

As of Ingres II 2.0/0011 (axm.vms/00) Ingres uses member alignment and IEEE floating-point formats. Embedded programs must be compiled with member alignment turned on. In addition, embedded programs accessing floating-point data (including the MONEY data type) must be compiled to recognize IEEE floating-point formats.

The VMS default qualifier `/g_float` is not a standard and should not be used.

On Alpha systems, hardware support for `D_float` is only partial, the default has changed to `G_float`, and support for IEEE (IEEE 754-1985 standard for floating point arithmetic) has been added. Because of this, and because IEEE is available on other platforms and is recognized as an industry standard, Ingres for OpenVMS Alpha uses the IEEE format.


All programs and libraries should be compiled using the IEEE qualifier. Do not mix programs or libraries compiled with different qualifiers.

For example:

```
esqlf prog.sf
fortran /float=ieee prog
```

Failure to use the `/float=ieee` qualifier or the use of non-IEEE float numbers will result in unpredictable results when non-IEEE floats are used as keys or in restrictions. For details, see Sample Application Compiled with `/float=ieee` Flag (VMS) (see page 496).

The following example preprocesses and compiles the file "test1." The Embedded SQL preprocessor assumes the default extension:

```
esqlf test1
fortran/list test1 
```

Windows

Use the Windows **df** command to compile this code. The following compile options are required for Windows:

`/name:as_is`

Treat uppercase and lowercase letters as different.

`/iface:nomixed_str_len_arg`

Requests that the hidden lengths be placed in sequential order at the *end* of the argument list.

`/iface:cref`

Names are not decorated, the caller cleans the call stack, and var args are supported.

If you use the **/integer_size:16** qualifier to interpret **integer** and **logical** declarations as 2-byte objects, you must have run the Fortran preprocessor with the **-i2** flag.

As mentioned in the chapter "The SQL Communications Area," you may want to use the **warnings=declarations** qualifier to verify that the SQLCA has been declared correctly with an **include sqlca** statement in all program units containing Embedded SQL statements.

The following example preprocesses and compiles the file "test1." The Embedded SQL preprocessor assumes the default extension:

```
esqlf test1
df /compile_only /name:as_is /iface:nomixed_str_len_arg /iface:cref test1
```

Note: For any operating system specific information on compiling and linking ESQ/Fortran programs, see the Readme file.

How Embedded SQL Programs are Linked

Embedded SQL programs require procedures from an Ingres library or libraries depending on your operating system as described below.

UNIX

The Ingres library "libingres.a" must be included in your compile (**f77**) or link (**ld**) command after all user modules. The following example demonstrates how to compile and link an Embedded SQL program called "dbentry" that has passed through the preprocessor:

```
f77 -o dbentry dbentry.f \
    $II_SYSTEM/ingres/lib/libingres.a \
    -lm \
    -lc
```

Note that you must include the math library (the "m" argument to the **-l** flag).

Ingres shared libraries are available on some Unix platforms. To link with these shared libraries replace "libingres.a" in your link command with:

```
-L $II_SYSTEM/ingres/lib -linterp.1 -lframe.1 -lq.1 \
    -lcompat.1
```

To verify if your release supports shared libraries check for the existence of any of these four shared libraries in the \$II_SYSTEM/ingres/lib directory. For example:

```
ls -l $II_SYSTEM/ingres/lib/libq.1.*
```

VMS

Embedded SQL programs require procedures from several VMS shared libraries. When you have preprocessed and compiled an Embedded SQL program, you can link it. Assuming the object file for your program is called "dbentry," use the following link command:

```
link dbentry.obj,-  
  ii_system:[ingres.files]esql.opt/opt
```

Windows

The Ingres library `libingres.lib` must be included in your compile (**df**) or link (**link**) command after all user modules. The following example demonstrates how to compile and link an Embedded SQL program called "dbentry" that has passed through the preprocessor:

```
df /name:as_is /iface:nomixed_str_len_arg /iface:cref dbentry.for \  
  %II_SYSTEM%\ingres\lib\libingres.lib \  
  /link /nodefaultlib
```

Link Precompiled Forms

The *Forms-based Application Development Tools User Guide* and the Fortran Variables and Data Types (see page 371) section in this chapter, discuss how to declare a precompiled form to the FRS. In order to use such a form in your program, you must also follow the steps described below depending on your operating system.

UNIX

To link a precompiled form

1. In VIFRED, select a menu item to compile a form. VIFRED then creates a C language source file in your directory that contains a description of the form. Select a name for the file.
2. Before compiling and linking this file with your Embedded SQL program, make the form name, or *formid*, contained therein consistent with the way Fortran stores external symbols.

When you compile the Fortran source file generated from your Embedded SQL program, the Fortran compiler appends an underscore to all external symbols. Some Fortran compilers also truncate names to six characters before appending the underscore. Because the *formid* is an external symbol, it too has an underscore appended and may be truncated. In order to resolve this link-time inconsistency, you must change the *formid* as it appears in the file created by VIFRED as instructed in Step 3.

3. Edit the C source file created by VIFRED that contains your compiled form. When you invoke the editor, find the line at the end of the file that begins with "FRAME * *formid*" where *formid* is the name of the form. Append an underscore to *formid* and truncate the name, if necessary. The following example shows the relevant lines of a C source file created by VIFRED where "empfrm" is the formid:

...

```
FRAME * empfrm = {
    &_empfrm, };
```

Modify the file to append the required underscore, as follows:

...

```
FRAME * empfrm_ = {
    &_empfrm, };
```

This example assumes that your compiler does not truncate external symbols.

Note: You do not need to make changes to the declarations containing the *formid* in your Embedded SQL program. The Fortran compiler changes this reference when it creates the object file.

4. After modifying your C file, compile it into linkable object code with the UNIX command:

```
cc -c formfile.c
```

where "formfile.c" is the name of the compiled form source file created by VIFRED.

5. The output of this command is a file with the extension ".o". Link this object file with your program, as shown in the following example:

```
f77 -o formentry formentry.f \
    formfile.o \
    $II_SYSTEM/ingres/lib/libingres.a\
    -lm \
    -lc
```

VMS

To link a precompiled form

1. In VIFRED, select a menu item to compile a form. VIFRED then creates a file in your directory describing the form in the MACRO language. Select a name for the file.
2. Once you have created the MACRO file, assemble it into linkable object code with the VMS command:

```
macro filename
```

3. The output of this command is a file with the extension ".obj". Link this object file with your program by listing it in the link command, as shown in the following example:

```
link formentry,-  
empform.obj,-  
ii_system:[ingres.files]esql.opt/opt
```

Windows

To link a precompiled form

1. In VIFRED, select a menu item to compile a form. VIFRED then creates a C language file in your directory describing the form. Select a name for the file.
2. Once you have created the C language file, compile it into linkable object code with the Windows command:

```
cl -c -MD filename
```

3. The output of this command is a file with the extension ".obj". Link this object file with your program by listing it in the link command, as shown in the following example:

```
link /out:formentry.exe, \  
empform.obj, \  
%II_SYSTEM%\ingres\lib\libingres.lib
```

How Embedded SQL Programs are Linked without Shared Libraries -VMS

While the use of shared libraries in linking Embedded SQL programs is recommended for optimal performance and ease of maintenance, non-shared versions of the libraries have been included in case you need them. Non-shared libraries required by Embedded SQL are listed in the "esql.noshare" options file. The options file must be included in your link command *after* all user modules. The libraries must be specified in the order given in the options file.

The following example demonstrates the link command for an Embedded SQL program called "dbentry" that has been preprocessed and compiled:

```
link dbentry,-  
  ii_system:[ingres.files]esql.noshare/opt
```

How to Place User-written Embedded SQL Routines in Shareable Images -VMS

When you plan to place your code in a shareable image, note the following about the **psect** attributes of your global or external variables:

- As a default, some compilers mark global variables as shared (SHR: every user who runs a program linked to the shareable image sees the same variable) and others mark them as not shared (NOSHR: every user who runs a program linked to the shareable image gets their own private copy of the variable).
- Some compilers support modifiers you can place in your source code variable declaration statements to explicitly state which attributes to assign a variable.
- The attributes that a compiler assigns to a variable can be overridden at link time with the **psect_attr** link option. This option overrides attributes of all variables in the **psect**.

Consult your compiler reference manual for further details.

Embedded SQL/Fortran Preprocessor Errors

To correct most errors, you may wish to run the Embedded SQL preprocessor with the listing (**-I**) option on. The listing is sufficient for locating the source and reason for the error.

Preprocessor Error Messages

The following is a list of error messages specific to the Fortran language.

E_DC000A

"Table 'employee' contains column(s) of unlimited length."

Reason:

Character string(s) of zero length have been generated. This causes a compile-time error.

Action:

You must modify the output file to specify an appropriate length.

E_E10001

"Unsupported Fortran type '%0c' used. Double assumed. Ingres does not support the Fortran types complex and double complex."

Reason:

There is no Ingres type corresponding to complex or double complex, so the preprocessor does not map this declaration to a Ingres type. The preprocessor will continue to generate code as if you had declared the variable in question to be of type double precision.

Action:

If you want to store the two real (or double precision) components of a complex (or double complex) variable, declare a pair of real (or double precision) variables to the preprocessor, copy the components to them, and then store the copies.

E_E10002

"Fortran parameter may only be used with values. Type names, variable names, and parameter names are not allowed."

Reason:

You have used the Fortran "parameter *name* = *value*" statement, but *value* is not an integer constant, a floating constant, or a string constant. You may have used the name of a Fortran data type, or a variable (or parameter) name instead of one of the legal constant types.

Action:

If you want Ingres to know about this name, then change the *value* to be a constant.

E_E10003

"Incorrect indirection on variable '%0c'. The variable is declared as an array and is not subscripted, or is subscripted but is not declared as an array (%1c, %2c)."

Reason:

This error occurs when the value of a variable is incorrectly expressed because of faulty indirection. For example, the name of an integer array has been given instead of a single array element, or, in the case of string variables, a single element of the string (for example, a character) has been given instead of the name of the array. The preprocessor will continue to generate code, but the program will not execute correctly if it is compiled and run.

Action:

Either redeclare the variable with the intended indirection, or change its use in the current statement.

E_E10004

"Last Fortran structure field referenced in '%0c' is unknown."

Reason:

This error occurs when the preprocessor encounters an unrecognized name in a structure reference. The preprocessor will continue to generate code, but this statement will either cause a runtime error or produce the wrong result if the resulting program is compiled and run.

Action:

Check for misspellings in field names and ensure that all of the structure fields have been declared to the preprocessor.

E_E1000A

"Undefined structure name '%0c' used in record declaration."

Reason:

You have declared a record variable using the name of a structure that is unknown to the preprocessor. The preprocessor will continue to generate code, but the resulting program will not run properly.

Action:

If you do not use this variable with a Ingres statement, remove the record declaration. Otherwise, ensure that the corresponding structure declaration is made known to the preprocessor.

E_E1000B

"Field '%0c' in record '%1c' is not an elementary variable."

Reason:

Record variables used in SQL as a single object must contain only scalar fields. Arrays and nested records are not allowed in this context. For example the following will cause an error on "obj.ename" in the select statement because it is an array variable:

```
exec sql begin declare section
    structure /object/
        character*10    ename
        integer         ovals(4)
    end structure
    record/object/ obj
exec sql end declare section
exec sql select * into :obj from objects
```

Action:

Either flatten the record variable declaration or enumerate all fields when using the variable.

E_E1000C

"Illegal length specified for Fortran numeric variable."

Reason:

Fortran integer variables can be 1, 2, or 4 bytes, and floating-point variables can be either 4 or 8 bytes. Specifying any other value is illegal.

Action:

Specify a valid length for the integer variable or floating-point variable that triggered the error.

Sample Applications

This section contains sample applications.

The Department-Employee Master/Detail Application

This application uses two database tables joined on a specific column. This typical example of a department and its employees demonstrates how to process two tables as a master and a detail.

The program scans through all the departments in a database table, in order to reduce expenses. Based on certain criteria, the program updates department and employee records. The conditions for updating the data are the following:

Departments:

- If a department has made less than \$50,000 in sales, the department is dissolved.

Employees:

- If an employee was hired since the start of 1985, the employee is terminated.
- If the employee's yearly salary is more than the minimum company wage of \$14,000 and the employee is not nearing retirement (over 58 years of age), the employee takes a 5% pay cut.
- If the employee's department is dissolved and the employee is not terminated, the employee is moved into a state of limbo to be resolved by a supervisor.

This program uses two cursors in a master/detail fashion. The first cursor is for the "department" table, and the second cursor is for the "employee" table. Both tables are described in **declare table** statements at the start of the program. The cursors retrieve all the information in the tables, some of which is updated. The cursor for the "employee" table also retrieves an integer date interval whose value is positive if the employee was hired after January 1, 1985.

Each row that is scanned, from both the "department" table and the "employee" table, is recorded in an output file. This file serves both as a log of the session and as a simplified report of the updates that were made.

Each section of code is commented for the purpose of the application and also to clarify some of the uses of the Embedded SQL statements. The program illustrates table creation, multi-statement transactions, all cursor statements, direct updates and error handling.

If your application requires the use of structures, see Fortran Variables and Data Types (see page 371) in this chapter for more information.

This application runs in UNIX, VMS, and Windows environments.

```
C
C Program: ProcessExpenses
C Purpose: Main entry point to process department and employee expenses
C
    program ProcessExpenses
    exec sql include sqlca
    exec sql declare dept table
    1 (name          char(12) not null,
    2 totsales       decimal(14,2) not null,
    3 employees      integer2 not null)
    exec sql declare employee table
    1 (name          char(20) not null,
    2 age            integer1 not null,
    3 idno           integer4 not null,
    4 hired          date not null,
    5 dept           char(12) not null,
    6 salary         decimal(14,2) not null)

C "State-of-Limbo" for employees who lose their departments
    exec sql declare toberesolved table
    1 (name          char(20) not null,
    2 age            integer1 not null,
    3 idno           integer4 not null,
    4 hired          date not null,
    5 dept           char(12) not null,
    6 salary         decimal(14,2) not null)

    print *, 'Entering application to process expenses.'
    open(unit = 1, file = 'expenses.log', status = 'new')
    call InitDb
    call ProcessDepts
    call EndDb
    close(unit = 1, status = 'keep')
    print *, 'Successful completion of application.'
    end

C
C Subroutine: InitDb
C Purpose:   Initialize the database. Connect to the database and
C           abort if an error. Before processing employees,
C           confirm that the table for employees who lose
C           their departments,"toberesolved,"
C           exists. Initiate multi-statement transaction.
C Parameters: None.
C
    subroutine InitDb
    exec sql include sqlca
    exec sql whenever sqlerror stop
    exec sql connect personnel
    write (1, 10)
```

```

10  format ('Creating "To_Be_Resolved" table.')
    exec sql create table toberesolved
1   (name      char(20) not null,
2   age        integer1 not null,
3   idno       integer4 not null,
4   hired      date not null,
5   dept       char(10) not null,
6   salary     decimal(14,2) not null)

    end

C
C Subroutine:      EndDb
C Purpose:         End the multi-statement transaction and access
C                  to the database.
C Parameters:      None.
C
    subroutine EndDb
    exec sql include sqlca
    exec sql commit
    exec sql disconnect
    end

C
C Subroutine: ProcessDepts
C Purpose:  Scan through all the departments, processing each
C           one. If the department has made less than $50,000
C           in sales, then the department is
C           dissolved. For each department, process all the
C           employees (they may even be moved to
C           another table.) If an employee was terminated,
C           update the department's employee counter.
C Parameters: None
C
    subroutine ProcessDepts
    exec sql include sqlca
    exec sql begin declare section
        character*12      dname
        double precision   dsales
        integer*2          demps
C Employees terminated
        integer*2          dterm
    exec sql end declare section

C Minimum sales of department
    parameter (mindeptsales = 50000.00)
C Was the dept deleted?
    logical deldept
C Formatting value
    character*20 deptformat
    exec sql declare deptcsr cursor for
1   select name, totsales, employees
2   from dept
3   for direct update of name, employees

```

```
C All errors from this point on close down the application
    exec sql whenever sqlerror call closedown
C Close deptcsr
    exec sql whenever not found go to 100
    exec sql open deptcsr
    dterm = 0
55  if (sqlcod .ne. 0) go to 555
    exec sql fetch deptcsr into :dname, :dsales, :demps

C Did the department reach minimum sales?
    if (dsales .lt. mindeptsales) then
        exec sql delete from dept
1      where current of deptcsr
        deldept = .true.
        deptformat = ' -- DISSOLVED --'
    else
        deldept = .false.
        deptformat = ' '
    endif

C Log what we have just done
    write (1, 11) dname, dsales, deptformat
11    format ('Department: ', a14, ', Total Sales: ', f12.3, a)

C Now process each employee in the department
    call ProcessEmployees(dname, deldept, dterm)

C If some employees were terminated, record this fact
    if (dterm .gt. 0 .and. .not. deldept) then
        exec sql update dept
1      set employees = :demps - :dterm
2      where current of deptcsr
    endif
    go to 55
```



```

555  continue
      exec sql whenever not found continue

100  exec sql close deptcsr
      end

C
C Subroutine: ProcessEmployees
C Purpose:   Scan through all the employees for a particular
C            department. Based on given conditions, the employee
C            may be terminated or given a salary reduction.
C            1. If an employee was hired since 1985, the employee
C               is terminated.
C            2. If the employee's yearly salary is more than the
C               minimum company wage of $14,000 and the employee
C               is not close to retirement (over 58 years of age),
C               the employee takes a 5% salary reduction.
C            3. If the employee's department is dissolved and the
C               employee is not terminated, then the employee is
C               moved into the "toberesolved" table.
C
C Parameters: sname      - Name of current department
C             sdel       - Is current department being dissolved?
C             sterm      - Set locally to record how many employees
C                           were terminated for the current
C                           department.
C
      subroutine ProcessEmployees(sname, sdel, sterm)

      exec sql include sqlca
      exec sql begin declare section
         character*12  sname
         character*20  name
         integer*2     age
         integer*4     idno
         character*25  chired
         real          salary
         integer*4     ihired
         parameter (salreduc = 0.95)

      exec sql end declare section

C Minimum employee salary
      parameter      (minsal = 14000.00)
      parameter      (nearlyretired = 58)
C Formatting values
      character*12 title
      character*25 description

C Subroutine arguments
      logical        sdel
      integer*2      sterm

C Note the use of the Ingres function to find out who
C has been hired since 1985.

      exec sql declare empcsr cursor for
1      select name, age, idno, hired, salary,
2         int4(interval('days', hired-date('01-jan-1985'))))

```

```
3  from employee
4  where dept = :sname
5  for direct update of name, salary

C All errors from this point on close down the application
  exec sql whenever sqlerror call closedown
C Close empcsr
  exec sql whenever not found go to 200
  exec sql open empcsr
  sterm = 0
66  if (sqlcod .ne. 0) go to 666
  exec sql fetch empcsr into :name, :age, :idno,
1   :chired, :salary, :ihired
  if (ihired .gt. 0) then
    exec sql delete from employee
1    where current of empcsr
    title = 'Terminated:'
    description = 'Reason: Hired since 1985.'
    sterm = sterm + 1
  else if (salary .gt. minsal) then

C Reduce salary if not nearly retired
  if (age .lt. nearlyretired) then
    exec sql update employee
1      set salary = salary * :salreduc
2      where current of empcsr
    title = 'Reduction:'
    description = 'Reason: Salary.'
  else
C Do not reduce salary
    title = 'No Changes:'
    description = 'Reason: Retiring.'
  endif
  else
C Leave employee alone
    title = 'No Changes:'
    description = 'Reason: Salary.'
  endif

C Was employee's department dissolved?
  if (deldept) then
    exec sql insert into toberesolved
1      select *
2      from employee
3      where idno = :idno
    exec sql delete from employee
1    where current OF empcsr
  endif

C Log the employee's information
  write (1, 12) title, idno, name, age, salary, description
12  format (' ', a, ' ', i6, ' ', a, ' ', i2, ' ', f8.2, ';',
1        ' ' a)

  go to 66
666  continue
  exec sql whenever not found continue

200  exec sql close empcsr
```

```

        end
C
C Subroutine:   CloseDown
C Purpose:     Error handler called any time after InitDb has been
C              successfully completed. In all cases, print the
C              cause of the error and abort the transaction,
C              backing out
C              change Note that disconnecting from the database
C              will implicitly close any open cursors.
C Parameters:  None
C
      subroutine CloseDown
      exec sql include sqlca
      exec sql begin declare section
         character*100 errbuf
      exec sql end declare section

C Turn off error handling
      exec sql whenever sqlerror continue
      exec sql copy sqlerror into :errbuf with 100
      write (1, 13)
13  format ('Closed down because of database error:')
      write (1, 14) errbuf
14  format (a)
      close(unit = 1, status = 'keep')

      exec sql rollback
      exec sql disconnect
      print *, stop 'An SQL error occurred - Check the log file.'
      stop
      end

```

The Table Editor Table Field Application

This application edits the Person table in the Personnel database. It is a forms application that allows the user to update a person's values, remove the person, or add new persons. Various table field utilities are provided with the application to demonstrate how they work.

The objects used in this application are shown in the following table:

Object	Description
personnel	The program's database environment.
person	A table in the database, with three columns: <div> name (char(20)) age (smallint) number (integer) Number is unique. </div>

Object	Description
personnel	The program's database environment.
personfrm	The VIFRED form with a single table field.
persontbl	A table field in the form, with two columns: name (char(20)) age (integer) When initialized, the table field includes the hidden column number (integer).

At the start of the application, a database cursor is opened to load the table field with data from the "person table". After loading the table field, you can browse and edit the displayed values. You can add, update or delete entries. When finished, the values are unloaded from the table field, and your updates are transferred back into the "person" table.

The application runs in UNIX, VMS, and Windows environments.

```
C
C Program: TableEdit
C Purpose: entry point to edit the "person"
C          table in the database,
C          via a table field.
```

```
    program TableEdit
    exec sql include sqlca
    exec sql declare person table
1 (name char(20),
2 age integer2,
3 number integer4)

    exec sql begin declare section
```

```
C Person information
    character*20 pname
    integer page
    integer pnum
    integer maxid
```

```
C Table field entry information
C State of data set entry
    integer state
C Record number
    integer recnum
C Last row in table field
    integer lastrow
```

```

C Utility buffers
C Message buffer
      character*100 msgbuf
C Response buffer for prompts
      character*20 respbuf
      exec sql end declare section

C Update error from database
      logical updaterr
C Transaction aborted
      logical xaborted

C Function to fill table field
      integer LoadTable

C Table field row states
C Empty or undefined row
      parameter (rowundef = 0)
C Appended by user
      parameter (rownew = 1)
C Loaded by program - not updated
      parameter (rowunchanged = 2)
C Loaded by program - since changed
      parameter (rowchanged = 3)
C Deleted by program
      parameter (rowdeleted = 4)

C SQL value for no rows
      parameter (notfound = 100)

C Set up error handling for main program
      exec sql whenever sqlwarning continue
      exec sql whenever not found continue
      exec sql whenever sqlerror stop

C Start up Ingres and the FORMS system
      exec sql connect 'personnel'
      exec frs forms

C Verify that the user can edit the "person" table
      exec frs prompt noecho ('Password for table editor: ', :respbuf)

      if (respbuf .ne. 'MASTER_OF_ALL') then
        exec frs endforms
        exec sql disconnect
        stop 'No permission for task. Exiting . . .'
      endif

C Assume no SQL errors can happen during screen updating
      exec sql whenever sqlerror continue
      exec frs message 'Initializing Person Form . . .'
      exec frs forminit personfrm

C
C Initialize "persontbl" table field with a data set in FILL mode,
C so that the runtime user can append rows. To keep track of
C events occurring to original rows loaded into the table field,
C hide the unique person number.
C

```

```
exec frs inittable personfrm persontbl fill (number = integer4)

maxid = LoadTable()
exec frs display personfrm update
exec frs initialize
exec frs activate menuitem 'Top'
exec frs begin
C
C Provide menu items to scroll to both extremes of
C the table field.
C
      exec frs scroll personfrm persontbl to 1
exec frs end
exec frs activate menuitem 'Bottom'
exec frs begin
      exec frs scroll personfrm persontbl to end
exec frs end
exec frs activate menuitem 'Remove'
exec frs begin
```

```

C
C Remove the person in the row the user's cursor is on.
C If there are no persons, exit operation with message.
C Note that this check cannot really happen, as there is
C always an UNDEFINED row in FILL mode.
C
      exec frs inquire_frs table personfrm
1      (lastrow = lastrow(persontbl))
      if (lastrow .eq. 0) then
          exec frs message 'Nobody to Remove'
          exec frs sleep 2
          exec frs resume field persontbl
      endif

C Record it later
      exec frs deleterow personfrm persontbl
      exec frs end
      exec frs activate menuitem 'Find'
      exec frs begin
C
C Scroll user to the requested table field entry.
C Prompt the user for a name, and if one is typed in,
C loop through the data set searching for it.
C
      exec frs prompt ('Person's name : ', :respbuf)
      if (respbuf(1:1) .eq. ' ') then
          exec frs resume field persontbl
      endif
      exec frs unloadtable personfrm persontbl
1      (:pname = name,
2      :recnum = _record,
3      :state = _state)
      exec frs begin

C Do not compare with deleted rows
      if ((pname .eq. respbuf) .and.
1      (state .ne. rowdeleted)) then
          exec frs scroll personfrm persontbl
1      to :recnum
          exec frs resume field persontbl
      endif
      exec frs end

C Fell out of loop without finding name
      write (msgbuf, 10) respbuf
10     format ('Person "', a,
1      '" not found in table [HIT RETURN] ')
      exec frs prompt noecho (:msgbuf, :respbuf)

      exec frs end
      exec frs activate menuitem 'Exit'
      exec frs begin
          exec frs validate field persontbl
          exec frs breakdisplay
      exec frs end
      exec frs finalize

C
C Exit person table editor and unload the table field. If any

```

```
C updates, deletions or additions were made, duplicate these
C changes in the source table. If the user added new people,
C assign a unique person id to each person before adding the person
C to the table. To do this, increment the previously-saved maximum
C id number with each insert.
C

C Do all the updates in a transaction
    exec sql savepoint savept

C
C Hard code the error handling in the UNLOADTABLE loop, in
C order to cleanly exit the loop.
C
    exec sql whenever sqlerror continue
    updaterr = .false.
    xaborted = .false.

    exec frs message 'Exiting Person Application . . .'
    exec frs unloadtable personfrm persontbl
1      (:pname = name, :page = age,
2      :pnum = number, :state = _state)
    exec frs begin

C Appended by user. Insert with new unique id.
    if (state .eq. rownew) then
        maxid = maxid + 1
        exec sql insert into person (name, age, number)
1          values (:pname, :page, :maxid)

C Updated by user. Reflect in table.
    else if (state .eq. rowchanged) then
        exec sql update person set
1          name = :pname, age = :page
2          where number = :pnum

C
C Deleted by user, so delete from table. Note that only
C original rows, not rows appended at runtime, are saved
C by the program.
C
    else if (state .eq. rowdeleted) then
        exec sql delete from person
1          where number = :pnum

C Ignore UNDEFINED or UNCHANGED - No updates
    endif

C
C Handle error conditions -
C If an error occurred, abort the transaction.
C If no rows were updated, inform user and prompt
C for continuation.
C
    if (sqlcod .lt. 0) then
C SQL error
        exec sql inquire_sql (:msgbuf = errortext)
        exec sql rollback to savept
        updaterr = .true.
        xaborted = .true.
```



```

        exec frs endloop
    else if (sqlcod .eq. notfound) then
        write (msgbuf, 11) pname
11      format ('Person "', a,
1          '" not updated. Abort all updates?')
        exec frs prompt (:msgbuf, :respbuf)
        if ((respbuf(1:1) .eq. 'y') .or.
1          (respbuf(1:1) .eq. 'y')) then
            exec sql rollback to savept
            xaborted = .true.
            exec frs endloop
        endif
    endif
endif
exec frs end
if (.not. xaborted) then
C Commit the updates
    exec sql commit
endif

C Terminate the FORMS and Ingres
exec frs endforms
exec sql disconnect
if (updaterr) then
    print *, 'Your updates were aborted because of error:'
    print *, msgbuf
endif
end

C
C Function:   LoadTable
C Purpose:    Load the table field from the 'person' table. The
C             columns 'name' and 'age' will be displayed, and
C             'number' will be hidden.
C Parameters: None
C Returns:    Maximum employee number
C
    integer function LoadTable()
    exec sql include sqlca

C
C Declare person information:
C The preprocessor already knows that these variables have been
C declared, from their declarations in the main program.
C
    character*20 pname
    integer      page
    integer      pnum

C Max person id number to return
    integer maxid
    exec sql declare loadtab cursor for
1      select name, age, number
2      from person

C Set up error handling for loading procedure
C Close loadtab
    exec sql whenever sqlerror go to 100
C Close loadtab
    exec sql whenever not found go to 100
    exec frs message 'Loading Person Information . . .'

```

```
maxid = 0

C Fetch the maximum person id number for later use
  exec sql select max(number)
    1      into :maxid
    2      from person
  exec sql open loadtab

55   if (sqlcod .ne. 0) go to 555

C Fetch data into record and load table field
  exec sql fetch loadtab into :pname, :page, :pnum
  exec frs loadtable personfrm persontbl
    1      (name = :pname, age = :page, number = :pnum)

  go to 55

555  continue
     exec sql whenever sqlerror continue

100  exec sql close loadtab
     LoadTable = maxid
     end
```

The Professor-Student Mixed Form Application

This application lets the user browse and update information about graduate students who report to a specific professor. The program is structured in a master/detail fashion, with the professor being the master entry, and the students the detail entries. The application uses two forms—one to contain general professor information and another for detailed student information.

The objects used in this application are shown in the following table:

Object	Description
personnel	The program's database environment.
professor	A database table with two columns: pname (char(25)) pdept (char(10)). See its declare table statement in the program for a full description.
student	A database table with seven columns: sname (char(25)) sage (integer1) sbddate (char(25)) sgpa (float4)

Object	Description
	sidno (integer) scomment (varchar(200)) sadvisor (char(25)) See its declare table statement for a full description. The "sadvisor" column is the join field with the "pname" column in the "professor" table.
masterfrm	The main form has the "pname" and "pdept" fields, which correspond to the information in the "professor" table, and "studenttbl" table field. The "pdept" field is display-only.
studenttbl	A table field in "masterfrm" with the "sname" and "sage" columns. When initialized, it also has five hidden columns corresponding to information in the "student" table.
studentfrm	The detail form, with seven fields, which correspond to information in the "student" table. Only the "sgpa", "scomment", and "sadvisor" fields are updatable. All other fields are display-only.
grad	A Fortran common area, whose fields correspond in name and type to the columns of the "student" database table, the "studentfrm" form and the "studenttbl" table field.

The program uses the "masterfrm" as the general-level master entry, in which you can only retrieve and browse data, and the "studentfrm" as the detailed screen, in which you can update specific student information.

Enter a name in the pname field and then select the Students menu operation. The operation fills the studenttbl table field with detailed information of the students reporting to the named professor. This is done by the studentcsr database cursor in the LoadStudents procedure.

The program assumes that each professor is associated with exactly one department. You can then browse the table field (in **read** mode), which displays only the names and ages of the students. You can request more information about a specific student by selecting the Zoom menu operation. This operation displays the studentfrm form (in **update** mode). The fields of "studentfrm" are filled with values stored in the hidden columns of "studenttbl". You can make changes to three fields ("sgpa", "scomment", and "sadvisor"). If validated, these changes are written back to the Database table (based on the unique student ID), and to the table field's data set. You can repeat this process for different professor names.

Note: Records can be used in this application but variables must be used with F77.

The application runs in UNIX, VMS, and Windows environments.

```
C
C Program: ProfessorStudent
C Purpose: Main entry point into "Professor-Student" mixed-form
C           master-detail application.
C
      program ProfessorStudent
      exec sql include sqlca

C Graduate student table
      exec sql declare student table
1      (sname      char(25),
2       sage       integer1,
3       sbdate     char(25),
4       sgpa       float4,
5       sidno      integer4,
6       scomment   char(200),
7       sadvisor   char(25))

C Professor table
      exec sql declare professor table
1      (pname      char(25),
2       pdept      char(10))

      exec sql begin declare section

C Externally compiled master and student form
      integer masterfrm, studentfrm
      exec sql end declare section
      external masterfrm, studentfrm
```

```

C Start up Ingres and the FORMS system
  exec frs forms
  exec sql whenever sqlerror stop
  exec frs message 'Initializing Student Administrator . . .'
  exec sql connect personnel
  exec frs addform :masterfrm
  exec frs addform :studentfrm
  call Master
  exec frs clear screen
  exec frs endforms
  exec sql disconnect
end

C
C Subroutine: Master
C Purpose:  Drive the application, by running "masterfrm" and
C           allowing the user to "zoom" into a selected student.
C Parameters:
C           None - Uses the global student "grad" common area.
C
  subroutine Master
  exec sql include sqlca
  exec sql begin declare section

C Global grad common area maps to database table
      character*25  sname
      integer*2     sage
      character*25  sbdate
      real          sgpa
      integer       sidno
      character*200 scomment
      character*25  sadvisor

```

```
C Professor info maps to database table
    character*25 pname
    character*10 pdept

C Useful forms system information
C Lastrow in table field
    integer lastrow
C Is a table field?
    integer istable

C Local utility buffers
C Message buffer
    character*100 msgbuf
C Response buffer
    character respbuf
C Old advisor before ZOOM
    character*25 oldadvisor
    exec sql end declare section

C Make definition global
    common /grad/ sgpa, sidno, sage, sname, sbdate, scomment,
    1    sadvisor

C Function defined below
    logical StudentInfoChanged

C
C Initialize "studenttbl" with a data set in READ mode.
C Declare hidden columns for all the extra fields that
C the program will display when more information is
C requested about a student. Columns "sname" and "sage"
C are displayed. All other columns are hidden, to be
C used in the student information form.
C
    exec frs inittable masterfrm studenttbl read
    1    (sbdate = char(25),
    2    sgpa   = float4,
    3    sidno  = integer4,
    4    scomment = char(200),
    5    sadvisor = char(25))

    exec frs display masterfrm update
    exec frs initialize
    exec frs begin
        exec frs message 'Enter an Advisor name . . .'
        exec frs sleep 2
    exec frs end
    exec frs activate menuitem 'Students', field 'pname'
    exec frs begin

C Load the students of the specified professor
    exec frs getform (:pname = pname)

C If no professor name is given, resume
    if (pname(1:1) .eq.' ') then
        exec frs resume field pname
    endif
```

```

C
C Verify that the professor exists. Local error
C handling just prints the message and continues.
C Assume that each professor has exactly one
C department.
C
      exec sql whenever sqlerror call sqlprint
      exec sql whenever not found continue
      pdept = ' '
      exec sql select pdept
1         into :pdept
2         from professor
3         where pname = :pname
      if (pdept(1:1) .eq. ' ') then
10        write (msgbuf, 10) pname
1         format ('No professor with name "', a,
                ' " [Press RETURN]')
      exec frs prompt noecho (:msgbuf, :respbuf)
      exec frs clear field all
      exec frs resume field pname
      endif

C Fill the department field and load students
      exec frs putform (pdept = :pdept)
C Refresh for query
      exec frs redisplay
      call loadstudents(pname)

      exec frs resume field studenttbl
      exec frs end
      exec frs activate menuitem 'Zoom'
      exec frs begin

C
C Confirm that user is in "studenttbl" and that
C the table field is not empty. Collect data from
C the row and zoom for browsing and updating.
C
      exec frs inquire_frs field masterfrm
1         (:istable = table)

      if (istable .eq. 0) then
      exec frs prompt noecho
1         ('Select from the student table [Press RETURN]',
2         :respbuf)
      exec frs resume field studenttbl
      endif
      exec frs inquire_frs table masterfrm
1         (:lastrow = lastrow)

      if (lastrow .eq. 0) then
      exec frs prompt noecho
1         ('There are no students [Press RETURN]',
2         :respbuf)
      exec frs resume field pname
      endif

C Collect all data on student into global record
      exec frs getrow masterfrm studenttbl

```

```
1      (:sname = sname,  
2      :sage = sage,  
3      :sbddate = sbdate,  
4      :sgpa = sgpa,  
5      :sidno = sidno,  
6      :scomment = scomment,  
7      :sadvisor = sadvisor)
```

```
C  
C Display "studentfrm", and if any changes were made,  
C make the updates to the local table field row.  
C Only make updates to the columns corresponding to  
C writable fields in "studentfrm". If the student  
C changed advisors, then delete the row from the  
C display.  
C  
      oldadvisor = sadvisor  
      if (StudentInfoChanged()) then  
          if (oldadvisor .ne. sadvisor) then  
              exec frs deleterow masterfrm studenttbl  
          else  
              exec frs putrow masterfrm studenttbl  
1              (sgpa      = :sgpa,  
2               scomment = :scomment,  
3               sadvisor = :sadvisor)  
          endif  
      endif  
      exec frs end  
      exec frs activate menuitem 'Exit'  
      exec frs begin  
          exec frs breakdisplay  
      exec frs end  
      exec frs finalize  
      end  
  
C  
C Subroutine: LoadStudents  
C Purpose:    Given an advisor name, load into the "studenttbl"  
C             table field all the students who report to the  
C             professor with that name.  
C Parameters:  
C             advisor - User-specified professor name.  
C             Uses the global student record.  
C  
      subroutine LoadStudents(advisor)  
  
      exec sql include sqlca  
      exec sql begin declare section  
          character*(*) advisor  
      exec sql end declare section  
  
C Global "grad" common fields  
      character*25      sname  
      integer*2         sage  
      character*25      sbdate  
      real              sgpa  
      integer           sidno  
      character*200     scomment  
      character*25      sadvisor
```



```

        common /grad/ sgpa, sidno, sage, sname, sbdate, scomment,
1         sadvisor
        exec sql declare studentcsr cursor for
1         select sname, sage, sbdate, sgpa,
2             sidno, scomment, sadvisor
3         from student
4         where sadvisor = :advisor

C
C Clear previous contents of table field. Load the table
C field from the database table based on the advisor name.
C Columns "sname" and "sage" will be displayed, and all
C others will be hidden.
C
        exec frs message 'Retrieving Student Information . . .'
        exec frs clear field studenttbl

C End loading
        exec sql whenever sqlerror go to 100
        exec sql whenever not found go to 100
        exec sql open studentcsr

C
C Before we start the loop, we know that the OPEN was
C successful and that NOT FOUND was not set.
C
55     if (sqlcod .ne. 0) go to 555
        exec sql fetch studentcsr into :sname, :sage, :sbdate,
1         sgpa, :sidno, :scomment, :sadvisor
        exec frs loadtable masterfrm studenttbl
2         (sname   = :sname,
3          sage    = :sage,
4          sbdate  = :sbdate,
5          sgpa    = :sgpa,
6          sidno   = :sidno,
7          scomment = :scomment,
8          sadvisor = :sadvisor)

        go to 55

555    continue

C Clean up on an error, and close cursors
        exec sql whenever not found continue

100    exec sql whenever sqlerror continue
        exec sql close studentcsr
        end

C
C Function: StudentInfoChanged
C Purpose: Allow the user to zoom into the details of a selected
C          student. Some of the data can be updated by the user.
C          If any updates were made, then reflect these back into
C          the database table. The procedure returns TRUE if any
C          changes were made.
C Parameters:
C          None - Uses data in the global "grad" common area.
C Returns:

```

```
C          true/false - Changes were made to the database.
C          Sets the global "grad" common area with the new data.
C
      logical function StudentInfoChanged()
      exec sql include sqlca
      exec sql begin declare section
C Changes made to data in form
      integer changed
C Valid advisor name?
      integer validadvisor
      exec sql end declare section

C Global "grad" common fields
      character*25  sname
      integer*2     sage
      character*25  sbdate
      real          sgpa
      integer       sidno
      character*200 scomment
      character*25  sadvisor
      common /grad/ sgpa, sidno, sage, sname, sbdate, scomment,
1         sadvisor

C Local error handler just prints error and continues
      exec sql whenever sqlerror call sqlprint
      exec sql whenever not found continue
      exec frs display studentfrm fill
      exec frs initialize
1         (sname = :sname,
2          sage = :sage,
3          sbdate = :sbdate,
4          sgpa = :sgpa,
5          sidno = :sidno,
6          scomment = :scomment,
7          sadvisor = :sadvisor)

      exec frs activate menuitem 'Write'
      exec frs begin

C
C If changes were made, then update the database
C table. Only bother with the fields that are not
C read-only.
C
      exec frs inquire_frs form (:changed = change)

      if (changed .eq. 1) then
          exec frs validate
          exec frs getform
1          (:sgpa = sgpa,
2           :scomment = scomment,
3           :sadvisor = sadvisor)

C Enforce integrity of professor name
      validadvisor = 0
      exec sql select 1 into :validadvisor
1          from professor
2          where pname = :sadvisor
      if (validadvisor .eq. 0) then
```

```

        exec frs message 'Not a valid advisor name'
        exec frs sleep 2
        exec frs resume field sadvisor
    endif
    exec frs message 'Writing changes to database. . .'
    exec sql update student set
1       sgpa = :sgpa,
2       scomment = :scomment,
3       sadvisor = :sadvisor
4       where sidno = :sidno
    endif
    exec frs breakdisplay
    exec frs end
    exec frs activate menuitem 'Quit'
    exec frs begin
C Quit without submitting changes
        changed = 0
        exec frs breakdisplay
    exec frs end
    exec frs finalize
    StudentInfoChanged = (changed .EQ. 1)

end

```

The SQL Terminal Monitor Application

This application executes SQL statements that are read in from the terminal. The application reads statements from input and writes results to output. Dynamic SQL is used to process and execute the statements.

When the application starts, it prompts the user for the database name. The program then prompts for an SQL statement. Each SQL statement can continue over multiple lines, and must end with a semicolon. No SQL comments are accepted. The SQL statement is processed using Dynamic SQL, and results and SQL errors are written to output. At the end of the results, the program displays an indicator of the number of rows affected. The loop is then continued and the program prompts the user for another SQL statement. When the user types in end-of-file, the application rolls back any pending updates and disconnects from the database.

The user's SQL statement is prepared using **prepare** and **describe**. If the SQL statement is not a **select** statement, then it is run using **execute** and the number of rows affected is printed. If the SQL statement is a **select** statement, a Dynamic SQL cursor is opened, and all the rows are fetched and printed. The routines that print the results do not try to tabulate the results. A row of column names is printed, followed by each row of the results.

Keyboard interrupts are not handled. Fatal errors, such as allocation errors, and boundary condition violations are handled by rolling back pending updates and disconnecting from the database session.

Note: Use your system function to obtain the address.

The application runs in UNIX, VMS, and Windows environments.

```
C
C Program: SQL_Monitor
C Purpose: Main entry of SQL Monitor application. Prompt for
C          database name and connect to the database. Run the
C          monitor and disconnect from the database. Before
C          disconnecting roll back any pending updates.
C
C Note:    UNIX compiler will generate - "Warning: %LOC function
C          treated as LOC."
C          This is for compatibility with VMS. Just ignore the
C          message or change %LOC to LOC.
C
      program SQL_Monitor
      exec sql include sqlca
      exec sql begin declare section
            character*50  dbname
      exec sql end declare section

C  Prompt for database name.
      write (*, 50)
50  format (' SQL Database: ', $)
      read (*, 51, err = 59, end = 59) dbname
51  format (A)

      print *, ' -- SQL Terminal Monitor --'

C  Treat connection errors as fatal.
      exec sql whenever sqlerror stop
      exec sql connect :dbname
      call Run_Monitor()
      exec sql whenever sqlerror continue
      print *, 'SQL: Exiting monitor program.'
      exec sql rollback
      exec sql disconnect
59  end
```

```

C
C Subroutine:Run_Monitor
C Purpose:  Run the SQL monitor. Initialize the global SQLDA with
C           the number of SQLVAR elements. Loop while prompting
C           the user for input; if end-of-file is detected then
C           return to the main program.
C
C           If the statement is not a SELECT statement then
C           EXECUTE it, otherwise open a cursor a process a
C           dynamic SELECT statement (using Execute_Select).
C
      subroutine Run_Monitor

C  Declare the SQLCA and the SQLDA structure definition
      exec sql include sqlca
      exec sql include sqlda
      exec sql begin declare section
         character*1000  stmt_buf
      exec sql end declare section
      record /IISQLDA/  sqlda
      common /sqlda_area/ sqlda
      integer  stmt_num
      integer      rows
      logical      Read_Stmt
      integer      Execute_Select
      exec sql declare stmt statement

C  Initialize the SQLDA
      sqlda.sqln = IISQ_MAX_COLS

C  Now we are set for input
      stmt_num = 0
      do while (.TRUE.)

         stmt_num = stmt_num + 1

C
C  Prompt and read the next statement. If Read_Stmt
C  returns FALSE then end-of-file was detected.
C
         if (.not. Read_Stmt(stmt_num, stmt_buf)) return

C  Handle database errors.
         exec sql whenever sqlerror goto 62

C
C  Prepare and describe the statement. If the statement is not
C  a SELECT then EXECUTE it, otherwise inspect the contents of
C  the SQLDA and call Execute_Select.
C
         exec sql prepare stmt from :stmt_buf
         exec sql describe stmt into :sqlda

C  If SQLD = 0 then this is not a SELECT.
         if (sqlda.sqld .eq. 0) then
            exec sql execute stmt
            rows = sqlerr(3)

         else

```

```
C      Are there enough result variables
      if (sqlda.sqld .le. sqlda.sqln) then
        rows = Execute_Select()
      else
        write(*, 60) sqlda.sqld, sqlda.sqln
60      format (' SQL Error: SQLDA requires ', I3,
1         ' variables, but has only ', I3 '.')
        rows = 0
      end if
    end if

C      Print number of rows processed.
      write (*, 61) rows
61      format (' [, I6, ' row(s)]')

      exec sql whenever sqlerror continue
C      If we got here because of an error then print the error
C      message.
62      if (sqlcod .lt. 0) call Print_Error()
      end do
      return
    end

C
C Function: Execute_Select
C Purpose: In a dynamic SELECT statement. The SQLDA has already
C          been described, so print the column header (names),
C          open a cursor and retrieve and print the results.
C          Accumulate the number of rows processed.
C Parameters:
C           None
C Returns:
C           Number of rows processed.
C
      integer function Execute_Select()
      exec sql include sqlca
      exec sql include sqlda
      record /IISQLDA/ sqlda
      common /sqlda_area/ sqlda
      integer rows
      logical Print_Header
      exec sql declare csr cursor for stmt

C
C      Print result column names, set up the result types and
C      variables. Print_Header returns FALSE if the dynamic
C      set-up failed.
C
      if (.not. Print_Header()) then
        Execute_Select = 0
        return
      end if
      exec sql whenever sqlerror goto 70

C      Open the dynamic cursor.
      exec sql open csr for readonly

C      Fetch and print each row.
```

```

      rows = 0
      do while (sqlcod .eq. 0)

         exec sql fetch csr using descriptor :sqlda
         if (sqlcod .eq. 0) then
            rows = rows + 1
            call Print_Row()
         end if
      end do

C   If we got here because of an error then print the error
C   message.
70   if (sqlcod .lt. 0) call Print_Error()
      exec sql whenever sqlerror continue
      exec sql close csr
      Execute_Select = rows
      return
      end

C
C Function: Print_Header
C Purpose: A statement has just been described so set up the SQLDA
C          for result processing. Print all the column names and
C          allocate result variables for retrieving data. The
C          result variables are chosen out of a pool of variables
C          (integers, floats and a large character string space).
C          The SQLDATA and SQLIND fields are pointed at the
C          addresses of the result variables.
C Returns:
C          TRUE if successfully set up the SQLDA for
C          result variables,
C          FALSE if an error occurred.
C
      logical function Print_Header ()
      exec sql include sqlda
      record /IISQLDA/ sqlda
      common /sqlda_area/ sqlda

C User defined handler for large objects
      external UsrDataHandler
      integer UsrDataHandler

C Limit the size of a large object
C If you increase BLOB_MAX than increase hdlarg.argstr
C and 'segbuf'
      parameter (BLOB_MAX = 50)

      record /IISQLHDLR/ datahdlr(IISQ_MAX_COLS)

C Global result data storage
      structure /hdlr_arg/
         character*50 argstr
         integer arglen
      end structure
      record /hdlr_arg/ hdlarg(IISQ_MAX_COLS)

      integer*4      integers(IISQ_MAX_COLS)
      real*8         reals(IISQ_MAX_COLS)
      integer*2      inds(IISQ_MAX_COLS)

```

```
character*2500    characters
character*3000    disp_results
common /result_area/ integers, reals, inds, characters,
1    disp_results
integer          cl
integer          clc
integer          dl
character*2000    names
integer          nl
integer          nlc
integer          i
integer          base_type
logical          is_null

C
C Add the name and number of each column into a column name buffer.
C Display this buffer as a header when done with all the columns.
C While processing each column determine the type of the column
C and to where SQLDATA must point in order to retrieve compatible
C results.
C
      cl = 1
      nl = 1
      dl = 0
      do 85, i = 1, sqlda.sqld

C
C Fill up the names buffer. If it overflows print an error and
C return that we failed.
C
      if (nl .gt. (len(names) - 40)) then
        print *, 'SQL Error: Result column name overflow.'
        Print_Header = .false.
        return
      end if

C
C Store column title in the form "[column #] column_name "
C For example, the employee table may look like:
C   [1] name [ 2] age [ 3] salary [ 4] dept
C
      write (names(nl:),80)i
80    format ('[', I3, ']' )
      nl = nl + 6
      nlc = sqlda.sqlvar(i).sqlname.sqlname1
      names(nl:nl+nlc) = sqlda.sqlvar(i).sqlname.sqlnamec(1:nlc)
      nl = nl + nlc
      names(nl:nl) = ' '
      nl = nl + 1

C
C At this point we've stored away the column name. Now we
C process the column for type and length information. Use the
C global numeric array and the large character buffer from which
C pieces can be allocated.
C
C Also accumulate the length of the display buffer that we will
C need later to print the results - they will all be converted
C into character data in the display buffer. Make sure that
C the default field widths of the different types will fit into
```



```

C the buffer 'disp_results'. For example, the display buffer for
C a single row of the employee table may look like:
C [ 1] mark [ 2] 36 [ 3] 52000.0 [ 4] eng
C
      dl = dl + 7

C Find the base-type of the result (non-nullable).
      if (sqlda.sqlvar(i).sqltype .gt. 0) then
          base_type = sqlda.sqlvar(i).sqltype
          is_null = .false.
      else
          base_type = -sqlda.sqlvar(i).sqltype
          is_null = .true.
      end if

C
C Collapse all different types into one of INTEGER, REAL
C or CHARACTER. Accumulate the number of characters required
C from the display buffer (use default format lengths).
C
      if (base_type .eq. IISQ_INT_TYPE) then
          sqlda.sqlvar(i).sqltype = IISQ_INT_TYPE
          sqlda.sqlvar(i).sqllen = 4
          sqlda.sqlvar(i).sqldata = %loc(integers(i))
          dl = dl + 12
      else if ((base_type .eq. IISQ_FLT_TYPE) .or.
1          (base_type .eq. IISQ_DEC_TYPE) .or.
2          (base_type .eq. IISQ_MNY_TYPE)) then
          sqlda.sqlvar(i).sqltype = IISQ_FLT_TYPE
          sqlda.sqlvar(i).sqllen = 8
          sqlda.sqlvar(i).sqldata = %loc(reals(i))
          dl = dl + 25
      else if ((base_type .eq. IISQ_CHA_TYPE) .or.
1          (base_type .eq. IISQ_VCH_TYPE) .or.
2          (base_type .eq. IISQ_DTE_TYPE)) then

C
C Determine the length of the sub-string required from the
C the large character array. If we have enough space left
C then point at the start of the corresponding substring,
C otherwise print an error and return.
C
          if (base_type .eq. IISQ_DTE_TYPE) then
              clc = 25
          else
              clc = sqlda.sqlvar(i).sqllen
          end if
          if ((cl + clc) .gt. len(characters)) then
              write (*, 81) cl+clc
81          format (' SQL Error: Character result data overflow. '
1              'Need ', I4, ' bytes.')
              Print_Header = .false.
              return
          end if

C      Grab space out of the large character buffer
          sqlda.sqlvar(i).sqltype = IISQ_CHA_TYPE
          sqlda.sqlvar(i).sqllen = clc
          sqlda.sqlvar(i).sqldata = %loc(characters(cl:))

```

```
        cl = cl + clc
        dl = dl + clc
    else if (base_type .eq. IISQ_LVCH_TYPE) then
C
C Long varchar, so use datahandler. Use Blob Max to limit the
C length of the Blob sub-string returned/displayed.
C
        sqlda.sqlvar(i).sqltype = IISQ_HDLR_TYPE
        sqlda.sqlvar(i).sqllen = BLOB_MAX
        sqlda.sqlvar(i).sqldata = %loc(datahdlr(i))

        datahdlr(i).sqlhdlr = %loc(UserDataHandler)
        datahdlr(i).sqlarg = %loc(hdlrag(i))

        hdlarg(i).arglen = BLOB_MAX

        dl = dl + BLOB_MAX
    end if

C Remember to save the null indicator
    if (is_null) then
        sqlda.sqlvar(i).sqltype = -sqlda.sqlvar(i).sqltype
        sqlda.sqlvar(i).sqlind = %loc(inds(i))
    else
        sqlda.sqlvar(i).sqlind = 0
    end if

85    continue

C
C Print all the saved column names. This loop does not use any
C special formats, but just breaks the line at column 75.
C
    nl = nl - 1
    do 88 i = 1, nl , 75
        write (*, 87) names(i:min(i+74,nl))
87    format (' ', A)
88    continue
    print *, '-----'

C
C Confirm that the character representation of the results
C will fit inside the display buffer.
C
    if (dl .gt. len(displ_results)) then
        write (*, 81) dl
89    format (' SQL Error: Result display buffer overflow. '
1        'Need ', I4, ' bytes.')
        Print_Header = .false.
        return
    end if
    Print_Header = .true.
    return
end

C
C Procedure:Print_Row
C Purpose: For each element inside the SQLDA, print the value.
C          Print its column number too in order to identify it
C          with a column name printed earlier in Print_Header. If
```

```

C          the value is NULL print "N/A".
C Parameters:
C          None
C
C          subroutine Print_Row
C          exec sql include sqlda
C          record /IISQLDA/ sqlda
C          common /sqlda_area/ sqlda

C Global result data storage
C          structure    /hdlr_arg/
C              character*50  argstr
C              integer        arglen
C          end structure
C          record /hdlr_arg/ hdlarg(IISQ_MAX_COLS)

C          integer*4    integers(IISQ_MAX_COLS)
C          real*8        reals(IISQ_MAX_COLS)
C          integer*2    inds(IISQ_MAX_COLS)
C          character*2500 characters
C          character*3000 disp_results
C          common /result_area/ integers, reals, inds, characters,
1          disp_results, hdlarg
C          integer      cl
C          integer      clc
C          integer      dl
C          integer      i
C          integer      base_type
C          logical      is_null

C
C For each column, print the column number and the data.
C NULL columns print as "N/A". The printing is done by
C encoding the complete row into a display buffer (that is
C already guaranteed to be able to contain the whole row),
C and then displaying the data at the end of the row.
C
C          cl = 1
C          dl = 1
C          do 95, i = 1, sqlda.sqld

C Store result column number in the form "[ # ]"
C          write(disp_results(dl:),90)i
90          format ('[', I3, ']' )
C          dl = dl + 6

C Find the base-type of the result (non-nullable)
C          if (sqlda.sqlvar(i).sqltype .gt. 0) then
C              base_type = sqlda.sqlvar(i).sqltype
C              is_null = .false.
C          else
C              base_type = -sqlda.sqlvar(i).sqltype
C              is_null = .true.
C          end if

C
C Collapse different types into INTEGER, REAL or CHARACTER.
C If the data is NULL then just print "N/A".
C

```

```
        if (is_null .and. (inds(i) .eq. -1)) then
            disp_results(dl:dl+2) = 'N/A'
            dl = dl + 3
        else if (base_type .eq. IISQ_INT_TYPE) then
91         write(disp_results(dl:),91)i
            format (I)
            dl = dl + 12
        else if (base_type .eq. IISQ_FLT_TYPE) then
92         write(disp_results(dl:),92)i
            format (G)
            dl = dl + 25
        else if (base_type .eq. IISQ_CHA_TYPE) then

C      Use the characters out of the large character buffer
            clc = sqlda.sqlvar(i).sqllen
            disp_results(dl:dl+clc-1) = characters(cl:)
            dl = dl + clc
            cl = cl + clc
        else if (base_type .eq. IISQ_HDLR_TYPE) then
C      Use the argstr out of the handler structure buffer
            clc = sqlda.sqlvar(i).sqllen
            disp_results(dl:dl+clc-1) = hdlarg(i).argstr
            dl = dl + clc
        end if
        disp_results(dl:dl) = ' '
        dl = dl + 1

95     continue
        !
        ! Print the result data. This loop does not use any special
        ! formats, but just breaks the line at column 75.
        !
        dl = dl - 1
        do 98 i = 1, dl , 75
            write (*, 97) disp_results(i:min(i+74,dl))
97         format (' ', A)
98     continue
        return
        end

C
C Subroutine: Print_Error
C Purpose:   SQLCA error detected. Retrieve the error message
C            and print it.
C Parameters:
C            None
C
        subroutine Print_Error
        exec sql include sqlca
        exec sql begin declare section
            character*200    error_buf
        exec sql end declare section
        exec sql inquire_sql (:error_buf = ERRORTEXT)
        print *, 'SQL Error:'
        print *, error_buf
        return
        end

C
```

```

C Function:Read_Stmt
C Purpose: Reads a statement from standard input. This routine
C          prompts the user for input (using a statement
C          number) and scans input tokens for the statement
C          delimiter (semicolon). The scan continues
C          over new lines, and uses SQL string literal
C          rules.
C Parameters:
C          stmt_num - Statement number for prompt.
C          stmt_buf - Buffer to fill for input.
C Returns:
C          TRUE if a statement was read, FALSE if
C          end-of-file typed.
C
      integer function Read_Stmt(stmt_num, stmt_buf)

      integer          stmt_num
      character*(*)    stmt_buf
      integer          stmt_max
      integer          sl
      character        input_buf(256)
      integer          line_len
      integer          i

      logical          in_string
      logical          current_line
      stmt_max = len(stmt_buf)

C   Prompt user for SQL statement.
110  write (*, 111) stmt_num
111  format (' ', I3, ' ', $)
      stmt_buf = ' '
      in_string = .false.
      sl = 1

C   Loop while scanning input for statement terminator.
      do while (.TRUE.)

C   Read input line up to the number of characters entered
      read (*, 112, err = 119, end = 119) line_len,
1    (input_buf(i), i = 1, line_len)
112  format (Q, 100A1)

      current_line = .true. ! We are in a line
C
C   Keep processing while we can (we have not reached the end of
C   the line, and our statement buffer is not full).
C
      i = 1
      do while (current_line .and. (sl .le. stmt_max))

C   Not in string - check for delimiters and new lines
      if (.not. in_string) then
        if (i .gt. line_len) then
C   New line outside of string is replaced with blank
          input_buf(i) = ' '
          current_line = .false.
        else if (input_buf(i) .eq. ';') then
          Read_Stmt = .true.

```

```
        return
    else if (input_buf(i) .eq. '') then
        in_string = .true.
    end if
    stmt_buf(sl:sl) = input_buf(i)
    sl = sl + 1
    i = i + 1
else
C      End of line inside string is ignored
    if (i .gt. line_len) then
        current_line = .false.
    else if (input_buf(i) .eq. '') then
        in_string = .false.
    end if
    if (current_line) then
        stmt_buf(sl:sl) = input_buf(i)
        sl = sl + 1
        i = i + 1
    end if
end if
end do
C
C Dropped out of above loop because end of line reached or buffer
C limit exceeded.
C
C Statement is too large - ignore it and try again.
    if (sl .gt. stmt_max) then
        write (*, 113) stmt_max
113      format (' SQL Error: Maximum statement length
1      (' , I4,') exceeded.')
        goto 110
    else
        write (*, 114)
114      format (' ---> ', $)
    end if
end do
119 Read Stmt = .false.
    return
end

C
C Procedure: UsrDataHandler
C Purpose:   Use GET DATA to get the BLOB from the database.
C Parameters:
C           hdlarg - the structure with handler info

subroutine UsrDataHandler (hdlarg)

exec sql include sqlca

exec sql whenever sqlerror stop

exec sql begin declare section
    structure /hdlr_arg/
        character*50 argstr
        integer      arglen
    end structure
```

```

        record /hdlr_arg/ hdlarg
            character*50      segbuf
            integer*4         dataend
            integer*4         seglen
exec sql end declare sections

integer totlen
integer nsecs

if (hdlarg.arglen .gt. len(hdlarg.argstr)) then
    hdlarg.arglen = len(hdlarg.argstr)
    write (*,120) hdlarg.arglen
120    format ('BLOB length error....reducing to: ',I)
end if

nsecs = 0
totlen = 0
dataend = 0
do while ((dataend .eq. 0) .and. (totlen .lt. hdlarg.arglen))
    segbuf= ' '
    exec sql get data (:segbuf = segment,
1           :seglen = segmentlength,
2           :dataend = dataend)
3           with maxlength = :hdlarg.arglen;

    hdlarg.argstr(totlen+1:) = segbuf(1:seglen)

    nsecs = nsecs + 1
    totlen = totlen + seglen
end do

if (dataend .eq. 0) then
    exec sql enddata;
end if

end

```

A Dynamic SQL/Forms Database Browser

This program lets the user browse data from and insert data into any table in any database, using a dynamically defined form. The program uses Dynamic SQL and Dynamic FRS statements to process the interactive data. You should already have used VIFRED to create a Default Form based on the database table that you want to browse. VIFRED will build a form with fields that have the same names and data types as the columns of the specified database table.

When run, the program prompts the user for the name of the database, the table and the form. The form is profiled using the **describe form** statement, and the field name, data type, and length information is processed. From this information, the program fills in the SQLDA data and null indicator areas, and builds two Dynamic SQL statement strings to **select** data from and **insert** data into the database.

The **Browse** menu item retrieves the data from the database using an SQL cursor associated with the dynamic **select** statement, and displays that data using the dynamic **putform** statement. A **submenu** allows the user to continue with the next row or return to the main menu. The **Insert** menu item retrieves the data from the form using the dynamic **getform** statement, and adds the data to the database table using a prepared **insert** statement. The **Save** menu item commits the changes and, because prepared statements are discarded, prepares the **select** and **insert** statements again. When the user selects the **Quit** menu item, all pending changes are rolled back and the program is terminated.

Note: Use your system function to obtain the address.

Sample Program

```
C
C Program: Dynamic_FRS
C Purpose: Main body of Dynamic SQL forms application. Prompt for
C          database, form and table name. Call Describe_Form
C          to obtain a profile of the form and set up the SQL
C          statements. Then allow the user to interactively browse
C          database table and append new data.
C
C
C Note: The UNIX compiler will generate - "Warning: %LOC function
C       treated as LOC". This is for compatibility with VMS.
C       Just ignore the message. Or Change %LOC to LOC.
C
C       program Dynamic_FRS

C  Declare the SQLCA and the SQLDA
C       exec sql include sqlca
C       exec sql include sqlda
C       record /IISQLDA/ sqlda
C       common /sqlda_are/ sqlda
C       exec sql declare sel_stmt statement
C       exec sql declare ins_stmt statement
C       exec sql declare csr cursor for sel_stmt
C       logical Describe_Form
C       exec sql begin declare section
C           character*40      dbname
C           character*40      formname
C           character*40      tablename
C           character*1000    sel_buf
C           character*1000    ins_buf
C           integer*4         err
C           character*1       ret
C       exec sql end declare section
C       exec frs forms
```



```

C Prompt for database name - will abort on errors
  exec sql whenever sqlerror stop
  exec frs prompt ('Database name: ', :dbname)
  exec sql connect :dbname
  exec sql whenever sqlerror call sqlprint

C
C Prompt for table name - later a Dynamic SQL SELECT statement
C will be built from it.
C
  exec frs prompt ('Table name: ', :tablename)

C
C Prompt for form name. Check forms errors reported
C through INQUIRE_FRS.
C
  exec frs prompt ('Form name: ', :formname)
  exec frs message 'Loading form ...'
  exec frs forminit :formname
  exec frs inquire_frs frs (:err = ERRORNO)
  if (err .gt. 0) then
    exec frs message 'Could not load form. Exiting.'
    exec frs endforms
    exec sql disconnect
    stop
  end if

C Commit any work done so far - access of forms catalogs
  exec sql commit

C Describe the form and build the SQL statement strings
  if (.not. Describe_Form(formname, tablename, sel_buf, ins_buf))
  1 then
    exec frs message 'Could not describe form. Exiting.'
    exec frs endforms
    exec sql disconnect
    stop
  end if

C
C PREPARE the SELECT and INSERT statements that correspond to the
C menu items Browse and Insert. If the Save menu item is chosen
C the statements are reprepared.
C
  exec sql prepare sel_stmt from :sel_buf
  err = sqlcod
  exec sql prepare ins_stmt from :ins_buf
  if ((err .lt. 0) .or. (sqlcod .lt. 0)) then
    exec frs message 'Could not prepare SQL statements. Exiting'
    exec frs endforms
    exec sql disconnect
    stop
  end if

```

```
C
C Display the form and interact with user, allowing browsing
C and the inserting of new data.
C
      exec frs display :formname fill
      exec frs initialize
      exec frs activate menuitem 'Browse'
      exec frs begin
C
C Retrieve data and display the first row on the form,
C allowing the user to browse through successive rows. If
C data types from the database table are not consistent
C with data descriptions obtained from the form, a
C retrieval error will occur. Inform the user of this or other
C errors.
C
C Note that the data will return sorted by the first field
C that was described, as the SELECT statement, sel_stmt,
C included an ORDER BY clause.
C
      exec sql open csr
C Fetch and display each row
      do while (sqlcod .eq. 0)

          exec sql fetch csr using descriptor :sqlda
          if (sqlcod .ne. 0) then
              exec sql close csr
              exec frs prompt noecho ('No more rows :', :ret)
              exec frs clear field all
              exec frs resume
          end if
          exec frs putform :formname using descriptor :sqlda
          exec frs inquire_frs frs (:err = ERRORNO)
          if (err .gt. 0) then
              exec sql close csr
              exec frs resume
          end if

C Display data before prompting user with submenu
      exec frs redisplay
      exec frs submenu
      exec frs activate menuitem 'Next', frskey4
      exec frs begin
```

```

C Continue with cursor loop
      exec frs message 'Next row ...'
      exec frs clear field all
    exec frs end
    exec frs activate menuitem 'End', frskey3
  exec frs begin
    exec sql close csr
    exec frs clear field all
    exec frs resume
  exec frs end
end do
exec frs end
exec frs activate menuitem 'Insert'
exec frs begin
  exec frs getform :formname using descriptor :sqlda
  exec frs inquire_frs frs (:err = ERRORNO)
  if (err .gt. 0) then
    exec frs clear field all
    exec frs resume
  end if
  exec sql execute ins_stmt using descriptor :sqlda
  if ((sqlcod .lt. 0) .or. (sqlerr(3) .eq. 0)) then
    exec frs prompt noecho ('No rows inserted :', :ret)
  else
    exec frs prompt noecho ('One row inserted :', :ret)
  end if
exec frs end
exec frs activate menuitem 'Save'
exec frs begin
C
C COMMIT any changes and then re-PREPARE the SELECT and INSERT
C statements as the COMMIT statements discards them.
C
      exec sql commit
      exec sql prepare sel_stmt from :sel_buf
      err = sqlcod
      exec sql prepare ins_stmt from :ins_buf
      if ((err .lt. 0) .or. (sqlcod .lt. 0)) then
        exec frs prompt noecho
1      ('Could not reprepare SQL statements :', :ret)
        exec frs breakdisplay
      end if
    exec frs end
    exec frs activate menuitem 'Clear'
  exec frs begin
    exec frs clear field all
  exec frs end
  exec frs activate menuitem 'Quit', frskey2
  exec frs begin
    exec sql rollback
    exec frs breakdisplay
  exec frs end
  exec frs finalize
  exec frs endforms
  exec sql disconnect
end

C
C Procedure: Describe_Form

```

C Purpose: Profile the specified form for name and data type
C information.
C Using the DESCRIBE FORM statement, the SQLDA is loaded
C with field information from the form. This procedure
C processes this information to allocate result storage,
C point at storage C for dynamic FRS data retrieval and
C assignment, and build C SQL statements strings for
C subsequent dynamic SELECT and INSERT statements. For
C example, assume the form (and table) 'emp' has the
C following fields:

Field Name	Type	Nullable?
-----	----	-----
name	char(10)	No
age	integer4	Yes
salary	money	Yes

C Based on 'emp', this procedure will construct the SQLDA.
C The procedure allocates variables from a result variable
C pool (integers, floats and a large character string
C space). The SQLDATA and SQLIND fields are pointed at the
C addresses of the result variables in the pool. The
C following SQLDA is built:

```
C      sqlvar(1)
C          sqltype  = IISQ_CHA_TYPE
C          sqlllen   = 10
C          sqldata  = pointer into characters array
C          sqlind    = null
C          sqlname   = 'name'
C      sqlvar(2)
C          sqltype  = -IISQ_INT_TYPE
C          sqlllen   = 4
C          sqldata  = address of integers(2)
C          sqlind    = address of indicators(2)
C          sqlname   = 'age'
C      sqlvar(3)
C          sqltype  = -IISQ_FLT_TYPE
C          sqlllen   = 8
C          sqldata  = address of floats(3)
C          sqlind    = address of indicators(3)
C          sqlname   = 'salary'
```

C This procedure also builds two dynamic SQL statements
C strings. Note that the procedure should be extended to
C verify that the statement strings do fit into
C the statement buffers (this was not done in this example).
C The above example would construct the following
C statement strings:

```
C      'SELECT name, age, salary FROM emp ORDER BY name'
C      'INSERT INTO emp (name, age, salary) VALUES (?, ?, ?)'
```

C Parameters:

C formname - Name of form to profile.
C tablename - Name of database table.
C sel_buf - Buffer to hold SELECT statement string.
C ins_buf - Buffer to hold INSERT statement string.

C Returns:

```

C      TRUE/FALSE - Success/failure - will fail on error
C                      or upon finding a table field.
C
      logical function
1      Describe_Form (formname, tabname, sel_buf, ins_buf)

      character*(*) formname, tabname, sel_buf, ins_buf

C  Declare the SQLCA and the SQLDA
      exec sql include sqlca
      exec sql include sqlda
      record /IISQLDA/ sqlda
      common /sqlda_area/ sqlda

C  Global result data storage
      integer*4      integers(IISQ_MAX_COLS)
      real*8         reals(IISQ_MAX_COLS)
      integer*2      inds(IISQ_MAX_COLS)
      character*2500 characters
      common /result_area/ integers, reals, inds, characters
      integer        char_cnt
      integer        char_cur
      integer        i
      integer        base_type
      logical        nullable
      character*1000 names
      integer        name_cnt
      integer        name_cur
      character*1000 marks
      integer        mark_cnt
      integer*4      err
      character*      ret

C
C  Initialize the SQLDA and DESCRIBE the form. If we cannot fully
C  describe the form (our SQLDA is too small) then report an error
C  and return.
C
      sqlda.sqln = IISQ_MAX_COLS
      exec frs describe form :formname all into :sqlda
      exec frs inquire_frs frs (:err = ERRORNO)
      if (err .gt. 0) then
         Describe_Form = .false.
         return
      end if
      if (sqlda.sqld .gt. sqlda.sqln) then
         exec frs prompt noecho ('SQLDA is too small for form :',
1          :ret)
         Describe_Form = .false.
         return
      else if (sqlda.sqld .eq. 0) then
         exec frs prompt noecho
1          ('There are no fields in the form :', :ret)
         Describe_Form = .false.
         return
      end if

C
C  For each field determine the size and type of the result data

```

```
C  area. This data area will be allocated out of the result
C  variable pool (integers, floats and characters) and will be
C  pointed at by SQLDATA and SQLIND.
C
C  If a table field type is returned then issue an error.
C
C  Also, for each field add the field name to the 'names' buffer
C  and the SQL place holders '?' to the 'marks' buffer, which
C  will be used to build the final SELECT and INSERT statements.
C
      char_cnt = 1
      name_cnt = 1
      mark_cnt = 1
      do 20, i = 1, sqlda.sqld

C  Find the base-type of the result (non-nullable).
      if (sqlda.sqlvar(i).sqltype .gt. 0) then
          base_type = sqlda.sqlvar(i).sqltype
          nullable = .false.
      else
          base_type = -sqlda.sqlvar(i).sqltype
          nullable = .true.
      end if

C
C  Collapse all different types into one of INTEGER, REAL
C  or CHARACTER. Figure out where to point SQLDATA and
C  SQLIND - which member of the result variable pool is
C  compatible with the data.
C
      if (base_type .eq. IISQ_INT_TYPE) then
          sqlda.sqlvar(i).sqltype = IISQ_INT_TYPE
          sqlda.sqlvar(i).sqlllen = 4
          sqlda.sqlvar(i).sqldata = %loc(integers(i))

      else if ((base_type .eq. IISQ_FLT_TYPE) .or.
1         (base_type .eq. IISQ_DEC_TYPE) .or.
2         (base_type .eq. IISQ_MNY_TYPE)) then
          sqlda.sqlvar(i).sqltype = IISQ_FLT_TYPE
          sqlda.sqlvar(i).sqlllen = 8
          sqlda.sqlvar(i).sqldata = %loc(reals(i))

      else if ((base_type .eq. IISQ_CHA_TYPE) .or.
1         (base_type .eq. IISQ_VCH_TYPE) .or.
2         (base_type .eq. IISQ_DTE_TYPE)) then

C
C  Determine the length of the sub-string required from the
C  the large character array. If we have enough space left
C  then point at the start of the corresponding substring,
C  otherwise display an error and return.
C
          if (base_type .eq. IISQ_DTE_TYPE) then
              char_cur = IISQ_DTE_LEN
          else
              char_cur = sqlda.sqlvar(i).sqlllen
          end if
          if ((char_cnt + char_cur) .gt. len(characters))
```

```

1          then
            exec frs prompt noecho
1          ('Character pool buffer overflow :', :ret)
            Describe_Form = .false.
            return
        end if

C
C Grab space out of the large character buffer and accumulate used
C characters.
C
            sqlda.sqlvar(i).sqltype = IISQ_CHA_TYPE
            sqlda.sqlvar(i).sqllen  = char_cur
            sqlda.sqlvar(i).sqldata
1          = %loc(characters(char_cnt:))
            char_cnt
            = char_cnt + char_cur
        else if (base_type .eq. IISQ_TBL_TYPE) then
            exec frs prompt noecho
1          ('Table field found in form :', :ret)
            Describe_Form = .false.
            return
        else
            exec frs prompt noecho
1          ('Invalid field type :', :ret)
            Describe_Form = .false.
            return
        end if

C Remember to save the null indicator
        if (nullable) then
            sqlda.sqlvar(i).sqltype = -sqlda.sqlvar(i).sqltype
            sqlda.sqlvar(i).sqlind = %loc(inds(i))
        else
            sqlda.sqlvar(i).sqlind = 0
        end if

C
C Store field names and place holders (separated by commas)
C for the SQL statements.
C
        if (i .gt. 1) then
            names(name_cnt:name_cnt) = ','
            name_cnt = name_cnt + 1
            marks(mark_cnt:mark_cnt) = ','
            mark_cnt = mark_cnt + 1
        end if
        name_cur = sqlda.sqlvar(i).sqlname.sqlname1
        names(name_cnt:name_cnt+name_cur) =
1          sqlda.sqlvar(i).sqlname.sqlnamec(1:name_cur)
        name_cnt = name_cnt + name_cur
        marks(mark_cnt:mark_cnt) = '?'
        mark_cnt = mark_cnt + 1

20      continue

C
C Create final SELECT and INSERT statements. For the SELECT
C statement ORDER BY the first field.
C

```

```
name_cur = sqlda.sqlvar(1).sqlname.sqlname1
sel_buf = 'select ' // names(1:name_cnt-1) // ' from '
1          // tabname // ' order by '
2          // sqlda.sqlvar(1).sqlname.sqlnamec(1:name_cur)
ins_buf = 'insert into ' // tabname // ' ('
1          // names(1:name_cnt-1) // ' ) values ('
2          // marks(1:mark_cnt-1) // ' )'
Describe_Form = .true.
return
end
```

Sample Application Compiled with /float=ieee Flag (VMS)

This sample application illustrates the use of the /float=ieee flag when compiling embedded SQL programs on VMS.

Setup:

```
createdb testdb
sql testdb <create.sql
```

Create.sql does the following:

```
drop table test1;
\p\g
create table test1 ( col1 float8 );
\p\g
insert into test1 (col1) values (1.400) ;
\p\g
```


Fortran sample program PROG01.SF:

```
Program PROG01

implicit none ! NEW

exec sql include sqlca
exec sql include sqlda

exec sql begin declare section
  real*8  testfloat
  real*8  testafter
  character*10 database
  character*100 errmsg
exec sql end declare section

print *, ' - This is a test program - testing REAL*8 data type !! '
print *, ' '

testfloat = 1.5

database = 'testdb'

print *, ' - Connecting to database : ', database
print *, ' ' ! NEW

exec sql whenever sqlerror call sqlprint

exec sql connect :database

print *, ' - Delete any records that are : ', testfloat
print *, ' ' ! NEW

exec sql delete from test1 where col1 = :testfloat

print *, ' - Inserting value ', testfloat, ' in table : test1 '
print *, ' ' ! NEW

exec sql insert into test1 (col1) values (:testfloat)

exec sql commit

exec sql select col1 into :testafter from test1
      where col1 = :testfloat

print *, ' - Returned value is ', testafter

exec sql disconnect

end
```

The precompile and compile script:

```
$! precompiling
$!
$ esqlf prog01
$!
$! Compiling with the required IEEE qualifier
$!
$ for /float=IEEE/align/extend prog01
$!
$ link prog01.obj,ii_system:[ingres.files]esql.opt/opt
$!
$ run prog01.exe
```

Example of output from the program when compiled with the /float=ieee qualifier:

```
select hex(col1) from test1\g
Executing . . .
```

```
+-----+
|col1      |
+-----+
|3FF6666666666666|
|3FF8000000000000|
|0000000000004018|
+-----+
```

```
(3 rows)
continue
*
select * from test1\g
Executing . . .
```

```
+-----+
|col1      |
+-----+
|      1.400|
|      1.500|
|      0.000|
+-----+
```

```
(3 rows)
continue
*
```

Example of output from the program when compiled without the /float=ieee qualifier:

```
select hex(col1) from test1\g
Executing . . .
```

```
+-----+
|col1   |
+-----+
|3FF6666666666666|
|3FF8000000000000|
|00000000000004018|
+-----+
```

(3 rows)

continue

*

```
select * from test1\g
```

```
Executing . . .
```

```
+-----+
|col1   |
+-----+
|      1.400|
|      1.500|
```

E_M0003C Unknown exception 00011301: current query program aborted

E_LQ002B 'rollback' may not be nested within a data retrieval loop.

E_LQ002B 'commit' may not be nested within a data retrieval loop.

Chapter 5: Embedded SQL for Ada

This section contains the following topics:

[Embedded SQL Statement Syntax for Ada](#) (see page 501)

[Ada Variables and Data Types](#) (see page 505)

[The SQL Communications Area](#) (see page 547)

[Dynamic Programming for Ada](#) (see page 556)

[Advanced Processing](#) (see page 567)

[Preprocessor Operation](#) (see page 575)

[Preprocessor Error Messages](#) (see page 585)

[Sample Applications](#) (see page 589)

Embedded SQL Statement Syntax for Ada

This section describes the language-specific issues inherent in embedding SQL database and forms statements in an Ada program. An Embedded SQL database statement has the following general syntax:

*[margin] **exec sql** SQL_statement terminator*

The syntax of an Embedded SQL/FORMS statement is almost identical:

*[margin] **exec frs** SQL/FORMS_statement terminator*

For information on SQL statements, see the *SQL Reference Guide*. For information on SQL/FORMS statements, see the *Forms-based Application Development Tools User Guide*.

The sections below describe the various syntactical elements of these statements as implemented in Ada.

Margin

There are no specified margins for Embedded SQL statements in Ada. The **exec** keyword can begin anywhere on the source line.

Terminator

The terminator for Ada is the semicolon (;). For example, a **select** statement embedded in an Ada program would look like:

```
exec sql select ename
        into :namevar
        from employee
        where eno = :numvar;
```

An Embedded SQL statement cannot be followed on the same line by another embedded statement or an Ada statement. Doing so will cause preprocessor syntax errors on the second statement. Following the Ada terminator, only comments and white space (blanks and tabs) are allowed to the end of the line.

Labels

Like Ada statements, Embedded SQL statements can have a label prefix. The label must begin with an alphabetic character, must be the first word on the line (optionally preceded by white space), and must be delimited with double angle brackets. For example:

```
<<close_cursor>> exec sql close cursor1;
```

The label can appear anywhere an Ada label can appear. Even though the preprocessor accepts the label in front of any **exec sql** or **exec frs** prefix, it may not be appropriate to code it on some lines. For example, the following, although acceptable to the preprocessor, later generates a compiler error because labels are not allowed before declarations:

```
<<include_sqlca>> exec sql include sqlca;
```

As a general rule, use labels only with executable statements.

Line Continuation

There are no line continuation rules for Embedded SQL statements in Ada. Statements can continue across multiple lines, extending to the Ada terminator. You can also include blank lines.

Comments

You can include Ada comments delimited by "--" and extending to the end of the line, anywhere in an Embedded SQL statement that a line break is allowed, with the following exceptions:

- In string constants.
- In parts of statements that are dynamically defined. For example, a comment in a string variable specifying a form name is interpreted as part of the form name and causes a runtime syntax error.
- Between component lines of Embedded SQL block-type statements. All block-type statements (such as **activate** and **unloadtable**) are compound statements that include a statement section delimited by **begin** and **end**. Comment lines must not appear between the statement and its section. The preprocessor interprets such comments as Ada host code, which causes preprocessor syntax errors. (Note, however, that comments can appear on the same line as the statement.) For example, the following statement causes a syntax error on the first Ada comment:

```
exec frs unloadtable empform
    employee (:namevar = ename);
    -- Illegal comment before statement body
exec frs begin; -- comment legal here
    msgbuf := namevar;
exec frs end;
```

- Statements made up of more than one compound statement, such as the **display** statement, which typically consists of the **display** clause, an **initialize** section, **activate** sections, and a **finalize** section, cannot have Ada comments between any of the components. These comments are translated as host code and cause syntax errors on subsequent statement components.

String Literals

Embedded SQL string literals are delimited by single quotes. To embed a single quote in a string literal, precede it with another single quote character, as in:

```
exec sql insert
    into comments (id, val)
    values (15, 'This is ''Student'' information');
```

Because the single quote is the SQL string delimiter, Ada single-character literals are treated like SQL string literals. Embedded SQL/Ada string literals cannot be continued over multiple lines.

Note that the preprocessor does not accept the Ada character string delimiter, the double quote ("). No special characters are required to embed a double quote in an Embedded SQL string literal.

String Literals and Statement Strings

The Dynamic SQL statements **prepare** and **execute immediate** both use statement strings that specify an SQL statement. The statement string can be specified by a string literal or character string variable, as in:

```
exec sql execute immediate 'drop employee';
```

or:

```
str := "drop employee";  
exec sql execute immediate :str;
```

As with regular Embedded SQL string literals, the statement string delimiter is the single quote. However, single quotes embedded in statement strings must conform to the runtime rules of SQL when the statement is executed. For example, the following two dynamic **insert** statements are equivalent:

```
exec sql prepare s1 from  
    'insert into t1 values ('single''double" ');
```

and:

```
str := "insert into t1 values ('single' double" ' ');"  
exec sql prepare s1 from :str;
```

In fact, the string literal generated by the Embedded SQL/Ada preprocessor for the first example is identical to the string literal assigned to the variable "str" in the second example.

The runtime evaluation of the above statement string is:

```
insert into t1 values ('single'double" ')
```

As a general rule it is best to avoid using a string literal for a statement string whenever it may contain quotes. Instead you should build the statement string using the Ada language rules for string literals together with the SQL rules for the runtime evaluation of the string.

The Create Procedure Statement

As mentioned in the *SQL Reference Guide*, the **create procedure** statement has language-specific syntax rules for line continuation, string literal continuation, comments, and the final terminator. These syntax rules follow the rules discussed in this chapter. For example, the final terminator is a semicolon (;). Although the preprocessor treats the **create procedure** statement as a single statement, you must terminate all statements in the body of the procedure with a semicolon as is an Embedded SQL/Ada statement.

The following example shows a **create procedure** statement that follows the Embedded SQL/Ada syntax rules:

```
exec sql
  create procedure proc (parm integer) as
  declare
    var integer;
  begin
    if parm > 10 then -- use Ada comment delimiter
      message 'Ada strings cannot continue over lines';
      insert into tab values (:parm);
    endif;
  end;
```

Ada Variables and Data Types

This section describes how to declare and use Ada program variables in Embedded SQL.

Embedded SQL/Ada Declarations

The following sections discuss syntax, types, and definitions of Embedded SQL/Ada declarations.

Embedded SQL Variable Declaration Sections

Embedded SQL statements use Ada variables to transfer data to and from the database or a form into the program. You must declare Ada variables and constants to Embedded SQL before using them in any Embedded SQL statements. Ada variables, types and constants are declared to Embedded SQL in a *declaration section*. This section has the following syntax:

```
exec sql begin declare section;
           Ada type and variable declarations
exec sql end declare section;
```

Note that placing a label in front of the **exec sql end declare section** statement causes a preprocessor syntax error.

Embedded SQL variable declarations are global to the program file from the point of declaration onwards. You can incorporate multiple declaration sections into a single program, as would be the case when a few different Ada procedures issue embedded statements using local variables. Each procedure can have its own declaration section. For a discussion of the declaration of variables that are local to Ada procedures, see The Scope of Variables (see page 530) in this chapter.

Reserved Words in Declarations

The following keywords are reserved by the Embedded SQL/Ada preprocessor. Therefore you cannot declare types or variables with the same name as these keywords:

access	array	case	constant	delta
digits	end	for	function	is
limited	new	null	of	others
package	private	raise	range	record
renames	return	sql_standard	subtype	type

Data Types

The Embedded SQL/Ada preprocessor defines certain data types from the Ada STANDARD and SYSTEM packages. The following table maps these types to their corresponding Ingres type categories. For a description of the exact type mapping, see Data Type Conversion (see page 543) in this chapter.

Ada Type	Ingres Type
short_short_integer	integer
short_integer	integer
integer	integer
natural	integer
positive	integer
boolean	integer
float	float
long_float	float
f_float	float
d_float	float

Ada Type	Ingres Type
character	character
string	character

None of the types listed above should be redefined by your program. If they are redefined, your program might not compile and will not work correctly at runtime.

Constants

The Embedded SQL/Ada preprocessor defines certain constants from the Ada STANDARD and SYSTEM packages. The following table maps the Ada constants to their corresponding Ingres type categories.

Ada Constant	Ingres Type
max_int	integer
min_int	integer
true	integer
false	integer

Note that if the type or constant is derived from the SYSTEM package, the program unit must specify that the SYSTEM package should be included—Embedded SQL does not do so itself. You cannot refer to a SYSTEM object by using the package name as a prefix, because Embedded SQL does not allow this type of qualification. The types **f_float** and **d_float** and the constants **max_int** and **min_int** are derived from the SYSTEM package.

Integer Data Types

All **integer** types and their derivatives are accepted by the preprocessor. Even though some integer types have Ada constraints, such as the types **natural** and **positive**, Embedded SQL does not check these constraints, either during preprocessing or at runtime. An **integer** constant is treated as an Embedded SQL constant value and cannot be the target of an Ingres assignment.

The type **boolean** is handled as a special type of **integer**. In Ada, the **boolean** type is defined as an enumerated type with enumerated literals **false** and **true**. Embedded SQL treats the **boolean** type as an enumerated type and generates the correct code in order to use this type to interact with an Ingres integer. Enumerated types are described in more detail later.

Float Data Types

The preprocessor accepts four floating-point types. The types **float** and **f_float** are the 4-byte floating-point types. The types **long_float** and **d_float** are the 8-byte floating-point types. **Long_float** requires some extra definitions for default Ada pragmas to be able to interact with Ingres floating-point types. Note that the preprocessor does not accept the **long_long_float** and **h_float** data types.

Long Float Storage Format

Ingres requires that the storage representation for long floating-point variables be **d_float**, because the Embedded SQL runtime system uses that format for floating-point conversions. If your Embedded SQL program has **long_float** variables that interact with the Embedded SQL runtime system, you must make sure they are stored in the **d_float** format. Floating-point values of types **g_float** and **h_float** are stored in different formats and sizes. The default Ada format is **g_float**; consequently, you must convert your long floating-point variables to type **d_float**. There are three methods you can use to ensure that the Ada compiler always uses the **d_float** format.

The first method is to issue the following Ada pragma before every compilation unit that declares **long_float** variables:

```
pragma long_float( d_float );
exec sql begin declare section;
        dbl: long_float;
exec sql end declare section;
```

Note that the **pragma** statement is not an Embedded SQL statement, but an Ada statement that directs the compiler to use a different storage format for **long_float** variables.

The second method is a more general instance of the first. If you are certain that all **long_float** variables in your Ada program library will use the **d_float** format, including those not interacting with Ingres, then you can install the pragma into the program library by issuing the following ACS command:

```
acs set pragma/long_float=d_float
```

This system-level command is equivalent to issuing the Ada **pragma** statement for each file that uses **long_float** variables.

The third method is to use the type **d_float** instead of the type **long_float**. This has the advantage of allowing you to mix both **d_float** and **g_float** storage formats in the same compilation unit. Of course, all Embedded SQL floating-point variables must be of the **d_float** type and format. For example:

```
exec sql begin declare section;
      d_dbl: d_float;
exec sql end declare section;

      g_dbl: g_float; -- Unknown to Embedded SQL
```

One side effect of all the above conversions is that some default system package instantiations for the type **long_float** become invalid because they are set up under the **g_float** format. For example, the package **long_float_text_io**, which is used to write long floating-point values to text files, must be reinstantiated. Assuming that you have issued the following ACS command on your program library:

```
acs set pragma/long_float=d_float
```

you must re instantiate the **long_float_text_io** package before you can use it. A typical file might contain the following two lines, which serve to enter your own copy of **long_float_text_io** into your library:

```
with text_io;
package long_float_text_io is new
      text_io.float_io(long_float);
```

A later statement, such as:

```
with long_float_text_io; use long_float_text_io;
```

will pick up your new copy of the package, which is defined using the **d_float** internal storage format.

Character and String Data Types

Both the **character** and **string** data types are compatible with Ingres string objects. By default, the **string** data type is an array of characters.

The **character** data type does have some restrictions. Because it must be compatible with Ingres string objects, you can use only a one-dimensional array of characters. Therefore, you cannot use a single character or a multi-dimensional array of characters as a Ingres string. Note that you *can* use a multi-dimensional array of strings. For example, the following four declarations are legal:

```
subtype Alphabet is Character range 'a'..'z';
type word_5 is array(1..5) of Character;
-- 1-dimensional array
word_6: String(1..6); -- Default string type
word_arr: array(1..5) of String(1..6);
-- Array of strings
```

However, the declarations below are illegal because they violate the Embedded SQL restrictions for the **character** type. Although the declarations may not generate Embedded SQL errors, the Ada compiler does not accept the references when used with Embedded SQL statements.

```
letter: Character; -- 1 character
word_arr: array(1..5) of word_5;
-- 2-dimensional array of char
```

Both could be declared instead with the less restrictive **string** type:

```
letter: String(1..1);
word_arr: array(1..5) of String(1..5);
-- Array of strings
```

Character strings containing embedded single quotes are legal in SQL, for example:

```
mary's
```

User variables may contain embedded single quotes and need no special handling unless the variable represents the entire search condition of a where clause:

```
where :variable
```

In this case you must escape the single quote by reconstructing the *:variable* string so that any embedded single quotes are modified to double single quotes, as in:

```
mary''s
```

Otherwise, a runtime error will occur.

For more information on escaping single quotes, see String Literals (see page 503) in this chapter.

Variable and Number Declaration Syntax

The following sections discuss variable and number declaration syntax.

Simple Variable Declarations

An Embedded SQL/Ada variable declaration has the following syntax:

```
identifier {, identifier} :  
    [constant]  
    [array (dimensions) of]  
    type_name  
    [type_constraint]  
    [:= initial_value];
```

Syntax Notes:

- The *identifier* must be a legal Ada identifier beginning with an alphabetic character.
- If you specify the **constant** clause, the declaration must include an explicit initialization.
- If you specify the **constant** clause, the declared variables cannot be targets of Ingres assignments.
- The Embedded SQL preprocessor does not parse the *dimensions* of an **array** specification. Consequently, the preprocessor accepts unconstrained array bounds and multi-dimensional array bounds. However, an illegal *dimension* (such as a non-numeric expression) is also accepted but causes Ada compiler errors.

For example, both of the following declarations are accepted, even though only the first is legal Ada:

```
square:      array (1..10, 1..10) of Integer;  
bad_array:   array ("dimensions") of Float;
```

- A variable or type name must begin with an alphabetic character, which can be followed by alphanumeric characters or underscores.
- The *type_name* must be either an Embedded SQL/Ada type (refer to the list of acceptable types earlier in this chapter) or a type name already declared to Embedded SQL.
- The legal *type_constraints* are described in the next section.
- The preprocessor does not parse *initial_value*. Consequently, the preprocessor accepts any initial value, even if it can later cause an Ada compiler error. For example, both of the following initializations are accepted, even though only the first is legal Ada:

```
rowcount: Integer := 1;
msgbuf:   String(1..100) := 2; -- Incompatible value
```

You must not use a single quote in an initial value to specify an Ada attribute. Embedded SQL treats it as the beginning of a string literal and generates an error. For example, the following declaration generates an error:

```
id: Integer := Integer'First
```

The following is a sample variable declaration:

```
rows, records:   Integer range 0..500 := 0;
was_error:       Boolean;
min_sal:         constant Float := 15000.00;
msgbuf:          String(1..100) := (1..100 => ' ');
operators:       constant array(1..6) of String(1..2) :=
    ("= ", "!= ", "<=", ">=");
```

Type Constraints

Type constraints can optionally follow the type name in an Ada object declaration. In general, they do not provide Embedded SQL with runtime type information, so they are not fully processed. The following two constraints describe the syntax and restrictions of Embedded SQL type constraints.

The Range Constraint

The syntax of the range constraint is:

range *lower_bound* .. *upper_bound*

In a variable declaration, its syntax is:

identifier: *type_name* **range** *lower_bound* .. *upper_bound*;

Syntax Notes:

- Even if Ada does not allow a range constraint, Embedded SQL does accept it. For example, both of the following range constraints are accepted, although the second is illegal in Ada because the **string** type is not a discrete scalar type:

```
digit: Integer range 0..9;
chars: String range 'a'..'z';
```

- The two bounds, *lower_bound* and *upper_bound*, must be integer literals, floating-point literals, character literals, or identifiers. Other expressions are not accepted.
- The bounds are not checked for compatibility with the *type_name* or with each other. For example, the preprocessor accepts the following three range constraints, even though only the first is legal Ada:

```
byte: Integer range -128..127;
word: Integer range 1.0..30000.0;
--Incompatible with type name
long: Integer range 1..'z';
--Incompatible with each other
```

The Discriminant and Index Constraints

The discriminant and index constraints have the following syntax:

(discriminant_or_index_constraint)

In a variable declaration the syntax is:

```
identifier: type_name (discriminant_or_index_constraint);
```

Syntax Notes:

- Even if Ada does not allow a constraint, Embedded SQL does accept it. For example, Embedded accepts both of the following constraints, even though the second is illegal in Ada because the **integer** type does not have a discriminant:

```
who: String(1..20); -- Legal index constraint
nat: Integer(0); -- Illegal context for discriminant
```

- The contents of the constraint contained in the parentheses are not processed. Consequently, Embedded SQL accepts any constraint, even if Ada does not allow it. For example, Embedded SQL accepts the following declaration but generates a later Ada compiler error because of the illegal index constraint:

```
password: String(secret word);
```

Note that the above type constraints are not discussed in detail after this section, and their rules and restrictions are considered part of the Embedded SQL/Ada declaration syntax.

Formal Parameter Declarations

An Embedded SQL/Ada formal parameter declaration has the following syntax:

```
identifier {, identifier} :  
    [in | out | in out  
    type_name  
    [:= default_value ]  
    [;]
```

Like other Embedded SQL declarations, the formal parameter declaration must occur inside a declaration section. In a subprogram specification, its syntax is:

```
procedure name  
    exec sql begin declare section;  
        ( parameter_declaration {; parameter_declaration} )  
    exec sql end declare section;  
    is  
    ...
```

or:

```
function name  
    exec sql begin declare section;  
        ( parameter_declaration {; parameter_declaration} )  
    exec sql end declare section;  
    return type_name is  
    ...
```

Syntax Notes:

- The Embedded SQL preprocessor processes only the formal parameter declarations in a subprogram specification.
- If you specify the **in** mode alone, the declared parameters are considered constants and cannot be targets of Ingres assignments.
- If you do not specify a mode, the default **in** mode is used and the declared parameters are considered constants.
- The *type_name* must be either an Embedded SQL/Ada type or a type name already declared to Embedded SQL.
- The preprocessor does not parse the *default_value*. Consequently, the preprocessor accepts any default value, even if it can later cause a Ada compiler error. For example, Embedded SQL accepts both of the following parameter defaults, even though only the first is legal in Ada:

```
procedure Load_Table  
    exec sql begin declare section;  
        (clear_it: in Boolean := TRUE;  
         is_error: out Boolean := "FALSE")  
    exec sql end declare section;  
    is  
    ...
```

- You must not use a single quote in a default value to specify an Ada attribute. Embedded SQL treats it as the beginning of a string literal and generates an error.
- You must use the semicolon with all parameter declarations except the last.
- As with all other Embedded SQL/Ada declarations, formal parameter declarations are global from the point of declaration to the end of the file. For more information, see The Scope of Variables (see page 530) in this chapter.

Number Declarations

An Embedded SQL/Ada number declaration has the following syntax:

```
identifier {, identifier} :
    constant          := initial_value;
```

Syntax Notes:

- You can only use a number declaration for integer numbers. You cannot declare a floating-point number declaration using this format. If you do, Embedded SQL treats it as an integer number declaration, later causing compiler errors. For example, the preprocessor treats the following two number declarations as integer number declarations, even though the second is a float number declaration:

```
max_employees: constant := 50000;
min_salary: constant := 13500.0; -- Treated as INTEGER
```

In order to declare a constant float declaration, you must use the **constant** variable syntax. For example, you should declare the second declaration above as:

```
min_salary: constant Float := 13500.0;
-- Treated as FLOAT
```

- The declared numbers cannot be the targets of Ingres assignments.
- The preprocessor does not parse the *initial_value*. Consequently, the preprocessor accepts any initial value, even if it can later cause an Ada compiler error. For example, Embedded SQL accepts both of the following initializations, even though only the first is a legal Ada number declaration:

```
no_rows: constant := 0;
bad_num: constant := 123 + "456";
```

You must not use a single quote in an initial value to specify an Ada attribute. Embedded SQL treats it as the beginning of a string literal and generates an error.

Rename Variables

The syntax for renaming variables is:

```
identifier: type_name renames declared_object;
```

Syntax Notes:

- The *type_name* must be an Embedded SQL/Ada type or a type name already declared to Embedded SQL and the *declared_object* must be a known Embedded SQL variable or constant.
- The *declared_object* must be compatible with the *type_name* in base type, array dimensions, and size.
- If the declared object is a record component, any subscripts used to qualify the component are ignored. For example, the preprocessor accepts both of the following **rename** statements, even though one of them must be wrong, depending on whether "emprec" is an array:

```
eage1: Integer renames emprec(2).age;  
eage2: Integer renames emprec.age;
```

Type Declaration Syntax

Embedded SQL/Ada supports a subset of Ada type declarations. In a declaration, the Embedded SQL preprocessor only notes semantic information relevant to the use of the variable in Embedded SQL statements at runtime. The preprocessor ignores other semantic information. Refer to the syntax notes in this section and its subsections for details.

Type Definition

An Embedded SQL/Ada full **type** declaration has the following syntax:

```
type identifier [discriminant_part] is type_definition;
```

Syntax Notes:

- The *discriminant_part* has the syntax:

(discriminant_specifications)

and is not processed by Embedded SQL. As with variable declarations, Embedded SQL always accepts a discriminant specification, even if Ada does not allow it. For example, Embedded SQL accepts the following declaration but later generates an Ada compiler error because the discriminant type is not a discrete type, and the discriminant part is not allowed in a non-record declaration:

```
type shapes(name: String := "BOX")
    is array(1..10) of String(1..3);
```

From this point on, discriminant parts are not included in the syntax descriptions or notes.

- The legal *type_definitions* allowed in type declarations are described below.

Subtype Definition

An Embedded SQL/Ada **subtype** declaration has the following syntax:

```
subtype identifier is type_name [type_constraint];
```

Syntax Note:

- The *type_constraint* has the same rules as the type constraint of a variable declaration. The range, discriminant and index constraints are all allowed and are not processed against the *type_name* being used. For more details about these constraints, see the section above on variable type constraints. The floating-point constraint and the **digits** clause, which are allowed in subtype declarations, are discussed later.

Integer Type Definitions

The syntax of an Embedded SQL/Ada integer type definition is:

```
range lower_bound .. upper_bound
```

In the context of an integer type declaration, the syntax is:

```
type identifier is range lower_bound .. upper_bound;
```

In the context of an integer subtype declaration, the syntax is:

```
subtype identifier is integer_type_name
    range lower_bound .. upper_bound;
```

Syntax Notes:

- In an integer type declaration (*not* a subtype declaration), Embedded SQL processes the range constraint of an integer type definition to evaluate storage size information. Both *lower_bound* and *upper_bound* must be integer literals. Based on the specified range and the actual values of the bounds, Embedded SQL treats the type as a byte-size, a word-size or a longword-size integer. For example:

```
type Table_Num is range 1..200;
```

- In an integer subtype declaration, the range constraint is treated as a variable range constraint and is not processed. Consequently, the same rules that apply to range constraints for variable declarations apply to integer range constraints for integer subtype declarations. The base type and storage size information is determined from the *integer_type_name* used. For example:

```
subtype Ingres_I1 is Integer range -128..127;
subtype Ingres_I2 is Integer range -32768..32767;
subtype Table_Low is Table_Num range 1..10;
subtype Null_Ind is Short_Integer range -1..0;
-- Null Indicator
```

Floating-point Type Definitions

The syntax of an Embedded SQL/Ada floating-point type definition is:

digits *digit_specification* [*range_constraint*]

In the context of a floating-point type declaration, the syntax is:

type *identifier* **is** **digits** *digit_specification* [*range_constraint*];

The syntax of a floating-point subtype declaration is:

```
subtype identifier is floating_type_name
    [digits digit_specification]
    [range_constraint];
```

Syntax Notes:

- The value of *digit_specification* must be an integer literal. Based on the value of the specification, Embedded SQL determines whether to treat a variable of that type as a 4-byte float or an 8-byte float. The following rules apply:

Digit Range	Type
$1 \leq d \leq 6$	4-byte floating-point type
$7 \leq d \leq 16$	8-byte floating-point type

Note that if the digits specified are out of range, the type is unusable. Recall that Embedded SQL does not accept either the **long_long_float** or the **h_float** type. For detailed information on the internal storage format for 8-byte floating-point variables, see The Long Float Storage Format (see page 508) in this chapter.

- The *range_constraint* for floating-point types and subtypes is treated as a variable range constraint and is not processed. Although Embedded SQL allows any range constraint, you should not specify a range constraint that alters the size needed to store the declared type. Embedded SQL obtains its type information from the **digits** clause, and altering this type information by a range clause, which may require more precision, results in runtime errors.
- The **digits** clause in a subtype declaration does not have any effect on the Embedded SQL type information. This information is obtained from *floating_type_name*.

```
type Emp_Salary is digits 8 range 0.00..500000.00;
subtype Directors_Sal
    is Emp_Salary 100500.00..500000.00;
subtype Raise_Percent
    is Float range 1.05..1.20;
```

Enumerated Type Definitions

The syntax of an Embedded SQL/Ada enumerated type definition is:

```
(enumerated_literal {, enumerated_literal})
```

In the context of a type declaration, the syntax is:

```
type identifier is (enumerated_literal {, enumerated_literal});
```

In the context of a subtype declaration, the syntax is:

```
subtype identifier is enumerated_type_name [range_constraint];
```

Syntax Notes:

- An enumerated type declaration can contain no more than 1000 enumerated literals. The preprocessor treats all literals and variables declared with this type as integers. Enumerated literals are treated as though they were declared with the **constant** clause, and therefore cannot be the targets of Ingres assignments. When using an enumerated literal with Embedded SQL statements, only the ordinal position of the value in relation to the original enumerated list is relevant. When assigning from an enumerated literal, Embedded SQL generates:

```
enumerated_type_name'pos(enumerated_variable_or_literal)
```

When assigning from or into an enumerated variable, Embedded SQL passes the object by address and assumes that the value being assigned from or into the variable will not raise a runtime constraint error.

- An enumerated literal can be an identifier or a character literal. Embedded SQL does not store or process enumerated literals that are character literals.
- Enumerated literal identifiers must be unique in their scope. Embedded SQL does not allow the overloading of variables or constants.
- The *range_constraint* for enumerated subtypes is treated as a variable range constraint and is not processed. The type information is determined from *enumerated_type_name*.

```
type Table_Field_States is
    (UNDEFINED, NEWROW, UNCHANGED, CHANGED, DELETED);
subtype Updated_States is
    Table_Field_States range CHANGED..DELETED;
tbstate: Table_Field_States := UNDEFINED;
```

- ESQL accepts the predefined enumeration type name **Boolean**, which contains the two literals FALSE and TRUE. You can use a representation clause for enumerated types. When you do so, however, you should not reference any enumerated literals of that type in embedded statements, though you can reference the variables.

Enumerated literals are interpreted into their integer relative position (**pos**) and representation clauses invalidate the effect of the pos attribute that the preprocessor generates. The representation clause must be outside of the **declare** section.

- You can only use enumerated variables and literals to assign to or from Ingres. You cannot use these objects to specify simple numeric objects, such as table field row numbers or sleep **statement** seconds.

Array Type Definitions

The syntax of an Embedded SQL/Ada array type definition is:

```
array (dimensions) of type_name;
```

In the context of a type declaration, the syntax is:

```
type identifier is array (dimensions) of
    type_name [type_constraint];
```


Syntax Notes:

- The *dimensions* of an **array** specification are not parsed by the Embedded SQL preprocessor. Consequently, the preprocessor accepts unconstrained array bounds and multi-dimensional array bounds. However, an illegal dimension (such as a non-numeric expression) is also accepted but later causes Ada compiler errors. For example, both of the following type declarations are accepted, even though only the first is legal in Ada:

```
type Square is array(1..10, 1..10) of Integer;
type What is array("dimensions") of Float;
```

Because the preprocessor does not store the array dimensions, it only checks to determine that when you use the array variable, it is followed by a subscript in parentheses.

- The *type_constraint* for **array** types is treated as a variable type constraint and is not processed. The type information is determined from *type_name*.
- Any array built from the base type **character** (*not string*) must be exactly one-dimensional. Embedded SQL treats the whole array as though you declared it as type **string**. If you declare more dimensions for a variable of type **character**, Embedded SQL still treats it as a one-dimensional array.
- The type **string** is the only array type.

Record Type Definitions

The syntax of an Embedded SQL/Ada record type definition is:

```
record
    record_component { record_component }
end record;
```

where *record_component* is:

```
component_declaration ; | variant_part; | null;
```

where *component_declaration* is:

```
identifier {, identifier} :
    type_name [type_constraint] [:= initial_value]
```

In the context of a type declaration, the syntax of a record type definition is:

```
type identifier is
    record
        record_component { record_component }
    end record;
```

Note that the *SQL Reference Guide* refers to records as structures and record components as structure members.

Syntax Notes:

- In a *component_declaration*, all clauses have the same rules and restrictions as they do in a regular type declaration. For example, as in regular declarations, the preprocessor does not check initial values for correctness.
- The *variant_part* accepts the Ada syntax for variant records: if specified, it must be the last component of the record. The variant discriminant name, choice names, and choice ranges are all accepted. There is no syntactic or semantic checking on those variant objects. Embedded SQL uses only the final component names of the variant part and not any of the variant object names.
- You can specify the **null** record.

The following example illustrates the use of record type definitions:

```
type Address_Rec is
  record
    street:   String(1..30);
    town:     String(1..10);
    zip:      Positive;
  end record;

type Employee_Rec is
  record
    name:     String(1..20);
    age:      Short_Short_Integer;
    salary:   Float := 0.0;
    address:  Address_Rec;
  end record;
```

Incomplete Type Declarations and Access Types

The incomplete type declaration should be used with an access type. The syntax for an incomplete type declaration is:

```
type identifier [discriminant_part];
```

Syntax Notes:

- As with other type declarations, the *discriminant_part* is ignored.
- You must fully define an incomplete type before using any object declared with it.

The syntax for an access type declaration is:

```
type identifier is access type_name [type_constraint];
```

Syntax Notes:

- The *type_name* must be an Embedded SQL/Ada type or a type name already declared to Embedded SQL, whether it is a full type declaration or an incomplete type declaration.
- The *type_constraint* has the same rules as other type declarations.

```
type Employee_Rec; -- Incomplete declaration
type Employee is access Employee_Rec;
                    -- Access to above

type Employee_Rec is -- Real definition
    record
        name:      String(1..20);
        age:       Short_Short_Integer;
        salary:    Float := 0.0;
        link:      Employee;
    end record;
```

Derived Types

The syntax for a derived type is:

```
type identifier is new type_name [type_constraint];
```

Syntax Notes:

- The *type_name* must be an embedded SQL/Ada type or a type name already declared to Embedded SQL, whether it is a full type declaration or an incomplete type declaration.
 - Embedded SQL assigns the type being declared the same properties as the *type_name* specified. The preprocessor makes sure that any variables of a derived type are cast into the original base type when used with the runtime routines.
 - The *type_constraint* has the same rules as other type declarations.
- ```
type Dbase_Integer is new Integer;
```

## Private Types

The syntax for a private type is:

```
type identifier is [limited] private;
```

**Syntax Note:**

This type declaration is treated as an incomplete type declaration. You must fully define a private type before using any object declared with it.

## Representation Clauses

With one exception, you must not use representation clauses for any types or objects you have declared to Embedded SQL and intend to use with the Embedded SQL runtime system. Any such clauses causes runtime errors. These clauses include the Ada statement:

```
for type_or_attribute use expression;
```

and the Ada pragma:

```
pragma pack(type_name);
```

The exception is that you can use a representation clause to specify internal values for enumerated literals. When you do so, however, you should not reference any enumerated literals of the modified enumerated type in embedded statements. The representation clause invalidates the effect of the **pos** attribute that the preprocessor generates. If the application context is one that requires the assignment from the enumerated type, then you should deposit the literal into a variable of the same enumerated type and assign that variable to Ingres. In all cases, do not include the representation clause in a **declare** section. For example:

```
exec sql begin declare section;
 type opcode is (opadd, opsub, opmul);
exec sql end declare section;
...

for opcode use (opadd => 1, opsub => 2, opmul => 4);
...

opcode_var := opsub;
exec sql insert into codes values (:opcode_var);
```

## DCLGEN Utility

DCLGEN (Declaration Generator) is a record-generating utility that maps the columns of a database table into a record that can be included in a variable declaration. Use the following command to invoke DCLGEN from the operating system level:

```
dclgen language dbname tablename filename recordname
```

### **language**

Defines the Embedded SQL host language, in this case, ada.

### **dbname**

Defines the name of the database containing the table.

### **tablename**

Defines the name of the database table.

***filename***

Defines the output file into which the record declaration is placed.

***recordname***

Defines the name of the Ada record variable that the command creates. The command generates a record type definition named *recordname*, followed by "\_rec". It also generates a variable declaration for *recordname*.

This command creates the declaration file *filename*. The file contains a record type definition corresponding to the database table and a variable declaration of that record type. The file also includes a **declare table** statement that serves as a comment and identifies the database table and columns from which the record was generated.

After you have generated the file, you can use an Embedded SQL **include** statement to incorporate it into the variable declaration section. The following example demonstrates how to use DCLGEN in an Ada program.

Assume the Employee table was created in the Personnel database as:

```
exec sql create table employee
 (eno smallint not null,
 ename char(20) not null,
 age integer1,
 job smallint,
 sal decimal(14,2) not null,
 dept smallint);
```

and the DCLGEN system-level command is:

```
dclgen ada personnel employee employee.dcl emprec
```

The employee.dcl file created by this command contains a comment and three statements. The first statement is the **declare table** description of "employee," which serves as a comment. The second statement is a declaration of the Ada record type definition "emprec\_rec." The last statement is a declaration, using the "emprec\_rec" type, for the record variable "emprec." The exact contents of the employee.dcl file are:

```
-- Description of table employee from database personnel
exec sql declare employee table
 (eno smallint not null,
 ename char(20) not null,
 age integer1,
 job smallint,
 sal decimal(14,2) not null,
 dept smallint);
type emprec_rec is
 record
 eno: short_integer;
 ename: string(1..20);
 age: short_short_integer;
 job: short_integer;
 sal: long_float;
 dept: short_integer;
 end record;
emprec: emprec_rec;
```

You should include this file, by means of the Embedded SQL **include** statement, in an Embedded SQL declaration section:

```
exec sql begin declare section;
 exec sql include 'employee.dcl';
exec sql end declare section;
```

You can then use the emprec record in a **select**, **fetch**, or **insert** statement.

The field names of the structure that DCLGEN generates are identical to the column names in the specified table. Therefore, if the column names in the table contain any characters that are illegal for host language variable names you must modify the name of the field before attempting to use the variable in an application.

## DCLGEN and Large Objects

When a table contains a large object column, DCLGEN will issue a warning message and map the column to a zero length character string variable. You must modify the length of the generated variable before attempting to use the variable in an application.

For example, assume that the "job\_description" table was created in the personnel database as:

```
create table job_description (job smallint,
 description long varchar);
```

and the DCLGEN system level command is:

```
dclgen ada personnel job_descriptionjobs.dcl jobs_rec
```

The contents of the jobs.dcl file would be:

```
-- Description of table job_description from
-- database personnel
exec sql declare job_description table
 (job smallint,
 long_column long varchar);

type jobs_rec_rec is
record
 job: short_integer;
 description: string(1..0);

end record
jobs_rec: jobs_rec_rec;
```

## Indicator Variables

An *indicator variable* is a 2-byte integer variable. You can use an indicator variable in three possible ways in an application:

- In a statement that retrieves data from Ingres. You can use an indicator variable to determine if its associated host indicator variable was assigned a **null**.
- In a statement that sets data to Ingres. You can use an indicator variable to assign a null to the database column, form field, or table field column.
- In a statement that retrieves character data from Ingres, you can use the indicator variable as a check that the associated host variable was large enough to hold the full length of the returned character string. However, the preferred method is to use SQLSTATE.

In order to declare an indicator variable, you should use the **short\_integer** data type. The following example declares two indicator variables:

```
ind: Short_Integer; -- Indicator variable
ind_arr: array(1..10) of Short_Integer; --Indicator array
```

When using an indicator variable with an Ada record, you must declare the indicator variable as an array of 2-byte integers. In the above example, you can use the variable "ind\_arr" as an indicator array with a record assignment. Note that a variable declared with any derivative of the **short\_integer** data type will be accepted as an indicator variable

## How to Declare External Compiled Forms

You can pre-compile your forms in the Visual Forms Editor (VIFRED). This saves the time otherwise required at runtime to extract the form's definition from the database forms catalogs. When you compile a form in VIFRED, VIFRED creates a file in your directory describing the form in the VAX-11 MACRO language. VIFRED prompts you for the name of the file with the MACRO description. After the file is created, use the following VMS command to assemble it into a linkable object module:

```
macro filename
```

This command produces an object file containing a global symbol with the same name as your form. Before the Embedded SQL/FORMS statement **addform** can refer to this global object, it must be declared in an Embedded SQL declaration section. The Ada compiler requires that the declaration be in a package and that the objects be imported with the **import\_object** pragma.

The syntax for a compiled form package is:

```
package compiled_forms_package is
 exec sql begin declare section;
 formname: Integer;
 exec sql end declare section;
 pragma import_object(formname);
end compiled_forms_package;
```

You must then issue the Ada **with** and **use** statements on the compiled form package before every compilation unit that refers to the form:

```
with compiled_forms_package; use compiled_forms_package;
```

### Syntax Notes:

- The *formname* is the actual name of the form. VIFRED gives this name to the address of the external object. The *formname* is also used as the title of the form in other Embedded SQL/FORMS statements.
- The **import\_object** pragma associates the object with the external form definition. To use this pragma, the package must be issued in the outermost scope of the file.



The example below shows a typical form declaration and illustrates the difference between using the form's object definition and the form's name.

```
package Compiled_Forms is
 exec sql begin declare section;

 empform: Integer;
 exec sql end declare section;
 pragma import_object(empform);
end Compiled_Forms;
...

with Compiled_Forms; use Compiled_Forms;
...

exec frs addform :empform; -- The imported object
exec frs display empform; -- The name of the form
...
```

### Embedded SQL/Ada Declarations Example

The following example demonstrates some simple Embedded SQL/Ada declarations.

```
package Compiled_Forms is
 exec sql begin declare section;

 empform, deptform: Integer; -- Compiled forms
 exec sql end declare section;

 pragma import_object(empform);
 pragma import_object(deptform);
end Compiled_Forms;

with Compiled_Forms; use Compiled_Forms;

exec sql include sqlca; -- Include error handling

package Concluding_Example is
 exec sql begin declare section;

 max_persons: constant := 1000;
 dbname: String(1..9):="personnel";
 formname, tablename, columnname: String(1..12);
 salary: Float;

 type datatypes_rec is -- Structure of all types
 d_byte: Short_Short_Integer;
 d_word: Short_integer;
 d_long: Integer;
 d_single: Float;
 d_double: Long_float;
 d_string: String(1..20);
 end record;
 d_rec: datatypes_rec;
```

```
-- Record with a discriminant
record persontype_rec (married: in Boolean) is
 age: Short_Short_Integer;
 flags: Integer;
 case married:
 when TRUE =
 spouse_name: String(1..30);
 when FALSE =
 dog_name: String(1..12);
 end case;
end record;
person: persontype_rec(TRUE);
person_store: array(1..max_persons) of
 persontype_rec(false);

exec sql include 'employee.dcl'; -- From dclgen
ind_var: Short_Integer := -1; -- Indicator
 -- variable

exec sql end declare section;
end concluding_examples;
```

## The Scope of Variables

The preprocessor can reference and accept all variables declared in an Embedded SQL declaration section from the point of declaration to the end of the file, regardless of the Ada scope of the declaration. This holds true for declarations in a package body or specification (even if they are **private**), formal parameters, and local variables of functions and procedures. Once an object has been declared to Embedded SQL, it must be the same size and type. It must not be re-declared to Embedded SQL for use in a different Ada scope; the preprocessor uses the type information supplied by the original declaration. The object must, however, be re-declared to Ada in the second scope to avoid errors from the Ada compiler.

This restriction means that two package specifications cannot declare two different objects with the same name. The following example generates an error because of the redeclaration of the object "ptr":

```
package Stack is
 exec sql begin declare section;
 stack_max: constant := 50;
 ptr: Integer range 1..stack_max;
 stack_arr: array(1..stack_max) of integer;
 exec sql end declare section;
end Stack;
```

```
package Employees is
 exec sql begin declare section;
 ename_arr: array(1..1000) of string(1..20);
 ptr: string(1..20);
 exec sql end declare section;
end Employees;
```

In the following program fragment, the variable "dbname" is passed as a parameter to the second procedure. In the first declaration section, the variable is a local variable. In the second procedure, the variable is a formal parameter passed as a string to be used with the **connect** statement. The declaration of "dbname" as a formal parameter to the second procedure should not occur in an Embedded SQL declaration section. In both procedures, the preprocessor uses the type information from the variable's declaration in the first procedure.

### Example: Variable declaration

```
package Decl_Test is
 procedure Open_Db(dbname: in String);
 procedure Access_Db;
end Decl_Test;

exec sql include sqlca;
package body Decl_Test is
 procedure Access_Db is
 exec sql begin declare section;
 dbname: String(1..15);
 exec sql end declare section;

 begin
 -- Prompt for database name
 put("Database:");
 get(dbname);
 Open_Db(dbname);
 ...

 end Access_Db;

 procedure Open_Db (dbname: in String) is
 begin
 exec sql whenever error stop;
 exec sql connect :dbname;
 ...

 end Open_Db;
end Decl_Test;
```

Note that you can declare record components with the same name but different record types. The following example declares two records, each of which has the components "firstname" and "lastname":

```
exec sql begin declare section;
 type child is
 record
 firstname: String(1..15);
 lastname: String(1..20);
 age: Integer;
 end record;

 type some_childs is array(1..10) of child;

 type mother is
 record
 firstname: String(1..15);
 lastname: String(1..20);
 num_child: Integer range 1..10;
 children: Some_Childs;
 end record;
exec sql end declare section;
```

Special care should be taken when using variables with a **declare cursor** statement. The variables used in such a statement must also be valid in the scope of the **open** statement for that same cursor. The preprocessor actually generates the code for the **declare** at the point that the **open** is issued and, at that time, evaluates any associated variables. For example, in the following program fragment, even though the variable "number" is valid to the preprocessor at the point of both the **declare cursor** and **open** statements, it is not a valid variable name for the Ada compiler at the point that the **open** is issued.

```
package Bad_Cursors is -- This example contains an error
 procedure Init_Csr1 is
 exec sql begin declare section;
 number: Integer;
 exec sql end declare section;
 begin
 exec sql declare cursor1 cursor for
 select ename, age
 from employee
 where eno = :number;
```

```
 -- Initialize "number" to a particular value
 ...

 end Init_Csr1;

 procedure Process_Csr1 is
 exec sql begin declare section;
 ename: String(1..15);
 age: Integer;
 exec sql end declare section;
 begin
 -- illegal evaluation of "number"
 exec sql open cursor1;

 exec sql fetch cursor1 into :ename, :age;
 ...

 end Process_Csr1;
end Bad_Cursors;
```

If you must use a group of types and variables in multiple subprograms and package bodies, you can put their declarations in a package and explicitly issue **with** and **use** clauses before each subprogram or package that uses them. The following example declares two variables inside a package specification. The variables are used by two procedures, each of which must be preceded by the **with** and **use** clauses:

```
package Vars is
 exec sql begin declare section;
 var1: Integer;
 var2: String(1..3);
 exec sql end declare section;
end Vars;

with Vars; use Vars; -- Explicit Ada visibility clauses

procedure Read_Vars is
begin
 -- Embedded sql statements that retrieve "var1" and
 -- "var2"
end Read_Vars;

with Vars; use Vars; -- Explicit ada visibility clauses

procedure Write_Vars is
begin
 -- Embedded sql statements that insert "var1"
 -- and "var2"
end Write_Vars;
```

## Variable Usage

Ada variables declared to Embedded SQL can substitute for many non keyword elements of Embedded SQL statements. Of course, the variable and its data type must make sense in the context of the element. When you use an Ada variable (or named constant) in an Embedded SQL statement, you must precede it with a colon. You must further verify that the statement using the variable is in the scope of the variable's declaration. As an example, the following **select** statement uses the variables "namevar" and "numvar" to receive data, and the variable "idnovar" as an expression in the **where** clause:

```
exec sql select name, num
 into :namevar, :numvar
 from employee
 where idno = :idnovar;
```

When referencing a variable, you cannot use an Ada attribute, because the attribute is introduced by a single quote. Embedded SQL treats this single quote as the beginning of a string literal and generates a syntax error.

Various rules and restrictions apply to the use of Ada variables in Embedded SQL statements. The sections below describe the usage syntax of different categories of variables and provide examples of such use.

## Simple Variables

A simple scalar-valued variable (integer, floating-point or character string) is referred to by the syntax:

*:simplename*

### Syntax Notes:

- If you use the variable to send data to Ingres, it can be any scalar-valued variable, constant, or enumerated literal.
- If you use the variable to receive data from Ingres, it cannot be a variable declared with the **constant** clause, a formal parameter that does not specify the **out** mode, a number declaration, or an enumerated literal.
- A string variable (a 1-dimension array of characters) is referenced as a simple variable.

The following program fragment demonstrates a typical message-handling routine that uses two scalar-valued variables, "buffer" and "seconds":

```
procedure Msg
 exec sql begin declare section;
 (buffer: String; seconds: Integer)
 exec sql end declare section;
is
begin
 exec frs message :buffer;
 exec frs sleep :seconds;
end Msg;
```

A special case of a scalar type is the enumerated type. Embedded SQL treats all enumerated literals and any variables declared with an enumerated type as integers. When an enumerated literal is used in an Embedded SQL statement, only the ordinal position of the value in relation to the original enumerated list is relevant. When assigning from an enumerated variable or literal, Embedded SQL generates the following:

*enumerated\_type\_name*'**pos**(*enumerated\_variable\_or\_literal*)

When assigning from or into an enumerated variable, the preprocessor passes the object by address and assumes that the value being assigned from or into the variable does not raise a runtime constraint error. In order to relax the restriction imposed by the preprocessor on enumerated literal assignments (of enumerated types that have included representation clauses to modify their values), you should assign the literal to a variable of the same enumerated type before using it in an embedded statement. For example, the following enumerated type declares the states of a table field row, and the variable of that type always receives one of those values:

```
exec sql begin declare section;
 type Table_Field_States is
 (undefined, newrow, unchanged, changed, deleted);
 tbstate: Table_Field_States := undefined;
 ename: String(1..20);
exec sql end declare section;
 ...

exec frs getrow empform employee (:ename = name,
 :tbstate = _state);

case tbstate is
 when undefined =>
 ...
end case;
```

Another example retrieves the value TRUE (an enumerated literal of type **boolean**) into a variable when a database qualification is successful:

```
exec sql begin declare section;
 found: Boolean;
 name: String(1..30);
exec sql end declare section;
...
```

```
exec sql select :true
 into :found
 from personnel
 where ename = :name;
if (not found) then
 ...
end if;
```

Note that a colon precedes the Ada enumerated literal "TRUE." The colon is required before all named Ada objects—constants and enumerated literals, as well as variables—used in Embedded SQL statements.

## Array Variables

An array variable is referred to by the syntax:

*:arrayname(subscript{, subscript})*

### Syntax Notes:

- You must subscript the variable because only scalar-valued elements (integers, floating-point, and character strings) are legal Embedded SQL values.
- When you declare the array, the Embedded SQL preprocessor does not parse the array bounds specification. Consequently, the preprocessor accepts illegal bounds values. Also, when you reference an array, the subscript is not parsed, allowing you to use illegal subscripts. The preprocessor only confirms that you used an array subscript for an array variable. You must make sure that the subscript is legal and that you used the correct number of indices.



- A character string variable is *not* an array and cannot be subscripted in order to reference a single character or a *slice* of the string. For example, if the following variable were declared:

```
abc: String(1..3) := "abc";
```

you could not reference

```
:abc(1)
```

to access the character "a". To perform such a task, you should declare the variable as an array of three one-character long strings:

```
abc: array(1..3) of String(1..1) := ("a","b","c");
```

Note that you can only declare variables of the Ada **character** type as a one-dimensional array. When you use a variable of that type, you must not subscript it.

- Arrays of null indicator variables used with record assignments should *not* include subscripts when referenced.

In the following example, the loop variable "i" is used as a subscript and need not be declared to Embedded SQL, as it is not parsed.

```
exec sql begin declare section;
 formnames: array(1..3) of String(1..8);
exec sql end declare section;
...

for i in 1..3 loop
 exec frs forminit :formnames(i);
end loop;
```

## Record Variables

You can use a record variable in two different ways. First, you can use the record as a simple variable, implying that all its components are used. This would be appropriate in the Embedded SQL **select**, **fetch** and **insert** statements. Second, you can use a component of a record to refer to a single element. Of course, this component must be a scalar value (integer, floating-point or character string).

## How to Use a Record as a Collection of Variables

The syntax for referring to a complete record is the same as referring to a simple variable:

```
:recordname
```

### Syntax Notes:

- The *recordname* can refer to a main or nested record. It can be an element of an array of records. Any variable reference that denotes a record is acceptable. For example:  

```
:emprec -- A simple record
:record_array(i) -- An element of an array of records
:record.minor2.minor3 -- A nested record at level 3
```
- In order to be used as a collection of variables, the final record in the reference must have no nested records or arrays. The preprocessor enumerates all the components of the record and they must have scalar values. The preprocessor generates code as though the program had listed each record component in the order in which it was declared.
- You must not use a record with a variant part as a complete record. The preprocessor generates explicit references to each of its components, including the components of the variant. Because the preprocessor generates references to all variant components but not to discriminants, which it ignores (see the section above on the discriminant constraint), the use of a record with a variant part results in either a "wrong number of values" preprocessor error or a runtime error.

The following example uses the `employee.dcl` file generated by DCLGEN, to retrieve values into a record.

```
exec sql begin declare section;
 exec sql include 'employee.dcl';
 -- see above for description
exec sql end declare section;
...
```

```
exec sql select *
 into :emprec
 from employee
 where eno = 123;
```

The example above generates code as though the following statement had been issued instead:

```
exec sql select *
 into :emprec.eno, :emprec.ename, :emprec.age,
 :emprec.job, :emprec.sal, :emprec.dept
 from employee
 where eno = 123;
```

The example below fetches the values associated with all the columns of a cursor into a record.

```
exec sql begin declare section;
 exec sql include 'employee.dcl';
 -- see above for description
exec sql begin declare section;

exec sql declare empcsr cursor for
 select *
 from employee
 order by ename;
 ...
exec sql fetch empcsr into :emprec;
```

The following example inserts values by looping through a locally declared array of records whose elements have been initialized:

```
exec sql begin declare section;
 exec sql declare person table
 (pname char(30),
 page integer1,
 paddr varchar(50));

 type Person_Rec is record
 name: String(1..30);
 age: Short_Short_Integer;
 addr: String(1..50);
 end record;
 person: array(1..10) of Person_Rec;
exec sql end declare section;
 ...

for i in 1..10 loop
 exec sql insert into person
 values (:person(i));
end loop;
```

The **insert** statement in the example above generates code as though the following statement had been issued instead:

```
exec sql insert into person
 values (:person(i).name,:person(i).age,:person(i).addr);
```

## Record Components Usage

The syntax Embedded SQL uses to refer to a record component is the same as in Ada:

```
:record.component{.component}
```

**Syntax Notes:**

- The last record *component* denoted by the above reference must be a scalar value (integer, floating-point or character string). There can be any combination of arrays and records, but the last object referenced must be a scalar value. Thus, the following references are all legal:

```
-- Assume correct declarations for "employee,"
-- "person" and other records.
employee.sal -- Component of a record
person(3).name -- Component of an element of an array
rec1.mem1.mem2.age -- Deeply nested component
```

- You must fully qualify all record components when referenced. You can shorten the qualification by using the Ada **renames** clause in another declaration to rename some components or nested records.

The following example uses the array of emprec records to load values into the emptytable tablefield in empform form.

```
exec sql begin declare section;
 type Employee_Rec is
 record
 ename: String(1..20);
 eage: Short_Integer;
 eidno: Integer;
 ehired: String(1..25);
 edept: String(1..10);
 esalary: Float;
 end record;
 emprec: array(1..100) of Employee_Rec;
exec sql begin declare section;
 ...

for i in 1..100 loop
 exec frs loadtable empform emptytable
 (name = :emprec(i).ename, age = :emprec(i).eage,
 idno = :emprec(i).eidno, hired =
 :emprec(i).ehired,
 dept = :emprec(i).edept,
 salary =:emprec(i).esalary);
end loop;
```

If you want to shorten the reference to the record, you can use the **renames** clause to rename a particular member of the emprec array, as in the following example:

```
for i in 1..100 loop
 declare
 exec sql begin declare section;
 er: Employee_Rec renames emprec(i);
 exec sql end declare section;
 begin
 exec frs loadtable empform emptable
 (name = :er.ename, age = :er.eage,
 idno = :er.eidno, hired = :er.ehired,
 dept = :er.edept, salary = :er.esalary);
 end;
end loop;
```

## Access Variables

An access variable must qualify another object using the dot operator, and using the same syntax as a record component:

*:access.reference*

### Syntax Notes:

- By the time you reference an access variable, you must fully define the type to which it is *pointing*. This is true even for access types that were declared to point at incomplete types.
- The final object denoted by the above reference must be a scalar value (integer, floating-point or character string). There can be any combination of arrays, records or access variables, but the last object referenced must be a scalar value.
- If an access variable is pointing at a scalar-valued type, then the qualification must include the Ada **.all** clause to refer to the scalar value. If you use the **.all** clause, it must be the last component in the qualification. For example:

```
exec sql begin declare section;
 type Access_Integer is access Integer;
 ai: Access_Integer;
exec sql end declare section;
...

ai := new Integer'(2);
exec frs sleep :ai.all;
```

In the following example, an access type to an employee record is used to load a linked list of values into the Employee database table.

```
exec sql begin declare section;
 type Employee_Rec;
 type Emp_Link is access Employee_Rec;
 type Employee_Rec is
 record
 ename: String(1..20);
 eage: Short_integer;
 eidno: Integer;
 enext: Emp_Link;
 end record;
 elist: Emp_Link;
exec sql end declare section;
...

while (elist <= null) loop
 exec sql insert into employee (name, age, idno)
 values (:elist.ename, :elist.eage, :elist.eidno);
 elist := elist.enext;
end loop;
```

## Indicator Variables

The syntax for referring to an *indicator* variable is the same as for a simple variable, except that an indicator is always associated with a host variable:

`:host_variable:indicator_variable`

or

`:host_variable indicator :indicator variable`

### Syntax Notes:

- The indicator variable can be a simple variable, an array element, or a record component that yields a 2-byte integer (**short\_integer**). For example:

```
ind: Short_Integer; -- Indicator variable
ind_arr: array(1..10) of Short_Integer;
-- Indicator array
:var_1:ind_var
:var_2:ind_arr(2)
```
- If the host variable associated with the indicator variable is a record, then the indicator variable should be an array of 2-byte integers. In this case the array should *not* be dereferenced with a subscript.
- When you use an indicator array, the first element of the array corresponds to the first component of the record, the second element with the second component, and so on. Indicator array elements begin at subscript 1 regardless of the range with which the array was declared.

The following example uses the `employee.dcl` file generated by DCLGEN and the `empind` array to retrieve values and **nulls** into a structure.

```
exec sql include sqlca;
exec sql begin declare section;

 exec sql include 'employee.dcl';
 -- See above for description
 empind: array(1..10) of short_integer;

exec sql end declare section;

exec sql select *
into :emprec:empind
from employee;
```

The above example generates code as though the following statement had been issued:

```
exec sql select *
into :emprec.eno:empind(1), :emprec.ename:empind(2),
 :emprec.age:empind(3), :emprec.job:empind(4),
 :emprec.sal:empind(5), :emprec.dept:empind(6),
from employee;
```

## Data Type Conversion

An Ada variable declaration must be compatible with the Ingres value it represents. Numeric Ingres values can be set by and retrieved into numeric variables, and Ingres character values can be set by and retrieved into character string variables.

Data type conversion occurs automatically for different numeric types, such as from floating-point database column values into integer Ada variables, and for character strings, such as from varying-length Ingres character fields into fixed-length Ada character string buffers.

Ingres does *not* automatically convert between numeric and character types. You must use the Ingres type conversion operators, the Ingres **ascii** function, or an Ada conversion procedure for this purpose.

## Ingres Data Types and Corresponding Ada Data Types

The following table shows the default type compatibility for each Ingres data type. Note that some Ada types do not match exactly and, consequently, may go through some runtime conversion.

| Ingres Type         | Ada Type                          |
|---------------------|-----------------------------------|
| char( <i>N</i> )    | string(1.. <i>N</i> )             |
| char( <i>N</i> )    | array(1.. <i>N</i> ) of character |
| varchar( <i>N</i> ) | string(1.. <i>N</i> )             |
| varchar( <i>N</i> ) | array(1.. <i>N</i> ) of character |
| integer1            | short_short_integer               |
| smallint            | short_integer                     |
| integer             | integer                           |
| float4              | float                             |
| float4              | f_float                           |
| float               | long_float                        |
| float               | d_float                           |
| date                | string(1..25)                     |
| money               | long_float                        |
| table_key           | string (1..8)                     |
| object_key          | string (1..16)                    |
| decimal             | float                             |
| long varchar        | string( )                         |

## Runtime Numeric Type Conversion

The Ingres runtime system provides automatic data type conversion between numeric-type values in the database and the forms system and numeric Ada variables. The standard type conversion rules (according to standard VAX rules) are followed. For example, if you assign a **float** variable to an integer-valued field, the digits after the decimal point of the variable's value are truncated. Runtime errors are generated for overflow on conversion.

The Ingres **money** type is represented as **long\_float**, an 8-byte floating-point value.



## Runtime Character and Varchar Type Conversion

Automatic conversion occurs between Ingres character string values and Ada character string variables. The string-valued Ingres objects that can interact with character string variables are:

- Ingres names, such as form and column names
- Database columns of type **character**
- Database columns of type **varchar**
- Form fields of type **character**.
- Database columns of type **long varchar**

Several considerations apply when dealing with character string conversions, both to and from Ingres.

The conversion of Ada character string variables used to represent Ingres names is simple: trailing blanks are truncated from the variables because the blanks make no sense in that context. For example, the string literals "empform " and "empform" refer to the same form.

The conversion of other Ingres objects is a bit more complicated. First, the storage of character data in Ingres differs according to whether the medium of storage is a database column of type **character**, a database column of type **varchar**, or a **character** form field. Ingres pads columns of type **character** with blanks to their declared length. Conversely, it does not add blanks to the data in columns of type **varchar** or **long varchar**, or in form fields.

Second, Embedded SQL assumes that the convention is to blank-pad fixed-length character strings. Character string variables not blank-padded may be storing ASCII nulls or data left over from a previous assignment. For example, the character string "abc" can be stored in an Ada **string(1..5)** variable as the string "abc " followed by two blanks.

When character data is retrieved from a Ingres database column or form field into an Ada character string variable and the variable is longer than the value being retrieved, the variable is padded with blanks. If the variable is shorter than the value being retrieved, the value is truncated. You should always ensure that the variable is at least as long as the column or field in order to avoid truncation of data.

When inserting character data into a Ingres database column or form field from an Ada variable, note the following conventions:

- When you insert data from an Ada variable into a database column of type **character** and the column is longer than the variable, the column is padded with blanks. If the column is shorter than the variable, the data is truncated to the length of the column.

- When you insert data from an Ada variable into a database column of type **varchar** or **long varchar** and the column is longer than the variable, no padding of the column takes place. Furthermore, by default, all trailing blanks in the data are truncated before the data is inserted into the **varchar** column. For example, when a string "abc" stored in an Ada **string(1..5)** variable as "abc " followed by two blanks is inserted into the **varchar** column, the two trailing blanks are removed and only the string "abc" is stored in the database column. To retain such trailing blanks, you can use the Ingres **notrim** function. It has the following syntax:

**notrim**(:stringvar)

where *stringvar* is a character string variable. An example demonstrating this feature follows later. If the **varchar** column is shorter than the variable, the data is truncated to the length of the column.

- When you insert data from an Ada variable into a **character** form field and the field is longer than the variable, no padding of the field takes place. In addition, all trailing blanks in the data are truncated before inserting the data into the field. If the field is shorter than the data (even after all trailing blanks have been truncated), the data is truncated to the length of the field.

When comparing character data in an Ingres database column with character data in an Ada variable, note the following convention:

- When comparing data in **character** or **varchar** database columns with data in a character variable, all trailing blanks are ignored. Initial and embedded blanks are significant.

**Note:** As described above, the conversion of character string data between Ingres objects and Ada variables often involves the trimming or padding of trailing blanks, with resultant change to the data. If trailing blanks have significance in your application, give careful consideration to the effect of any data conversion. For a complete description of the significance of blanks in string comparisons, see the *SQL Reference Guide*.

The Ingres **date** data type is represented as a 25-byte character string.

The program fragment in the next example demonstrates the **notrim** function and the truncation rules explained above.

```
exec sql include sqlca;
...
exec sql begin declare section;
 exec sql declare varychar table
 (row integer,
 data varchar(10));
 -- Note the varchar data type
row: Integer;
data: String(1..7) := (1..7 => ' ');
exec sql end declare section;
...
```

```
data(1..3):="abc ";-- Holds "abc" followed by 4 blanks

-- The following insert adds the string "abc"
-- (blanks truncated)

exec sql insert into varychar (row, data)
 values (1, :data);

-- This statement adds the string "abc ", with 4
-- trailing blanks left intact by using the
-- notrim function.

exec sql insert into varychar (row, data)
 values (2, notrim(:data));

-- This select will retrieve row #2, because the notrim
-- function left trailing blanks in the "data" variable
-- in the last insert statement.

exec sql select row
 into :row
 from varychar
 where length(data) = 7;

put("Row found = ");
put(row);
```

## The SQL Communications Area

This section describes the SQL Communications Area (SQLCA) as implemented in Ada.

### The Include SQLCA Statement

You must issue the **include sqlca** statement in front of each compilation unit (subprogram specification, subprogram body, package specification, or package body) containing Embedded SQL statements. You cannot issue the **include sqlca** statement inside a compilation unit because the statement causes the preprocessor to generate **with** and **use** clauses, which are not legal in that context.

```
exec sql include sqlca;
package Employees is
 procedure Emp_Util_1 is
 -- Declarations for emp_util_1
 begin
 -- Embedded statements for emp_util_1
 end Emp_Util_1;
```

```
procedure Emp_Util_2
 -- Declarations for emp_util_2
begin
 -- Embedded statements for emp_util_2
end Emp_Util_2;
end Employees;
```

The **include sqlca** statement instructs the preprocessor to generate code that includes references to the SQLCA (SQL Communications Area) record for error handling on database statements. It generates Ada **with** and **use** statements referencing a package that defines the SQLCA record variable. The package specification must first be entered in your Ada program library by the procedure described in How to Enter Embedded SQL Package Specifications (see page 581) in this chapter.

Whether or not you intend to use the SQLCA for error handling, you must issue an **include sqlca** statement. If you do not issue it, the Ada compiler generates errors about undeclared function names.

## Contents of the SQLCA

One of the results of issuing the **include sqlca** statement is the declaration of the SQLCA structure, which you can use for error handling in the context of database statements. The record declaration for the SQLCA is:

```
type IISQL_ERRM is -- Varying length string.
 record
 sqlerrml: Short_Integer;
 sqlerrmc: String(1..70);
 end record;

type IISQL_ERRD is array(1..6) of Integer;

type IISQL_WARN is -- Warning structure.
 record
 sqlwarn0: Character;
 sqlwarn1: Character;
 sqlwarn2: Character;
 sqlwarn3: Character;
 sqlwarn4: Character;
 sqlwarn5: Character;
 sqlwarn6: Character;
 sqlwarn7: Character;
 end record;
```

```
type IISQLCA is
 record
 sqlcaid: String(1..8);
 sqlcabc: Integer;
 sqlcode: Integer;
 sqlerrm: IISQL_ERRM;
 sqlerrp: String(1..8);
 sqlerrd: IISQL_ERRD;
 sqlwarn: IISQL_WARN;
 sqlext: String(1..8);
 end record;

sqlca: IISQLCA;
```

The nested record **sqlerrm** is a varying length character string consisting of the two variables **sqlerrml** and **sqlerrmc** described in the *SQL Reference Guide*. For a full description of all the SQLCA structure members, see the *SQL Reference Guide*.

The SQLCA is initialized at load-time. The **sqlcaid** and **sqlcabc** fields are initialized to the string "SQLCA" and the constant 136, respectively.

Note that the preprocessor is not aware of the record declaration. Therefore, you cannot use members of the record in an Embedded SQL statement. For example, the following statement, attempting to **insert** the string "SQLCA" into a table generates an error:

```
exec sql insert into
 employee (ename) -- This statement is illegal
 values (:sqlca.sqlcaid);
```

All modules written in Ada and other Embedded SQL languages share the same SQLCA.

## Error Handling Using the SQLCA

User-defined error, message and dbevent handlers offer the most flexibility for handling errors, database procedure messages, and database events. For more information, see Advanced Processing (see page 567) in this chapter.

However, you can do error handling with the SQLCA implicitly by using **whenever** statements, or explicitly by checking the contents of the SQLCA fields **sqlcode**, **sqlerrd**, and **sqlwarn0**.

## Error Handling with the Whenever Statement

The syntax of the **whenever** statement is:

```
exec sql whenever condition action;
```

### **condition**

Specifies the error condition. Valid conditions are: **dbevent**, **sqlwarning**, **sqlerror**, **sqlmessage**, and **not found**.

### **action**

Specifies the action to be taken. Valid actions are: **continue**, **stop**, **goto** a label, **call** an Ada procedure, and **raise** an Ada exception.

For a detailed description of this statement, see the *SQL Reference Guide*.

Embedded SQL/Ada provides the **raise** exception action as well as the regular SQL actions. You can use this instead of the less desirable **goto** action. Note that you should *not* declare the named exception in an SQL **declare section**.

For example:

```
exec sql include sqlca;
stmt_error: exception;
...
exec sql whenever sqlerror raise stmt_error;
...
-- Database statements
exception
 when stmt_error =>
 put_line("An error occurred.");
 ...
```

In Ada, all label, exception, and procedure names must be legal Ada identifiers, beginning with an alphabetic character. If the name is an Embedded SQL reserved word, specify it in quotes. Note that the label targeted by the **goto** action and the exception targeted by the **raise** action must be in the scope of all subsequent Embedded SQL statements until you encounter another **whenever** statement for the same action. This is necessary because the preprocessor may generate the Ada statement:

```
if (condition) then
 goto label; --raise exception
end if;
```

after an Embedded SQL statement. If the scope of the label or exception is invalid, the Ada compiler generates an error.

The same scope rules apply to procedure names used with the **call** action. Note that the reserved procedure **sqlprint**, which prints errors or database procedure messages and then continues, is always in the scope of the program. When a **whenever** statement specifies a **call** as the action, the target procedure is called, and after its execution, control returns to the statement following the statement that caused the procedure to be called. Consequently, after handling the **whenever** condition in the called procedure, you may want to take some action, instead of merely issuing an Ada **return** statement. The Ada **return** statement causes the program to continue execution with the statement following the Embedded SQL statement that generated the error.

The following example demonstrates use of the **whenever** statements in the context of printing some values from the Employee table. The comments do not relate to the program but to the use of error handling.

```
-- I/O packages
with text_io; use text_io;

with integer_text_io; use integer_text_io;
with short_integer_text_io; use short_integer_text_io;

exec sql include sqlca;

procedure Db_Test is
 exec sql begin declare section;
 eno: Short_Integer;
 ename: String(1..20);
 age: String(1..1);
 exec sql end declare section;

 sql_error: Exception;

 exec sql declare empcsr cursor for
 select eno, ename, age
 from employee;

 --
 -- Clean_Up: error handling procedure (print error
 -- and disconnect).

 procedure Clean_Up is
 exec sql begin declare section;
 errmsg: String(200);
 exec sql end declare section;
```

```
begin -- Clean_Up
 exec sql inquire_sql (:errmsg = errortext);
 put_line("aborting because of error: ");
 put_line(errmsg);
 exec sql disconnect;

 raise sql_error; -- No return
end Clean_Up;

begin -- Db_Test
--
-- An error when opening the personnel database
-- will cause the error to be printed and the
-- program to abort.
--
exec sql whenever sqlerror stop;
exec sql connect personnel;

-- Errors from here on will cause the program to
-- clean up.
exec sql whenever sqlerror call Clean_Up;

exec sql open empcsr;

put_line("Some values from the ""employee""
 table.");

-- When no more rows are fetched, close the cursor.
exec sql whenever not found goto Close_Csr;

--
-- The last executable Embedded SQL statement was an
-- OPEN, so we know that the value of "sqlcode"
-- cannot be SQLERROR or NOT FOUND.
--
while (sqlca.sqlcode = 0) loop
 -- Loop is broken by NOT found
 exec sql fetch empcsr
 into :eno, :ename, :age;

 --
 -- These "put" statements do not execute after
 -- the previous FETCH returns the NOT FOUND
 -- condition.
 --
 put(eno);
 put(", " & ename & ", ");
 put(age);
 new_line;
end loop;
```



```
--
-- From this point in the file onwards, ignore all
-- errors. Also turn off the NOT FOUND condition,
-- for consistency.
--
exec sql whenever sqlerror continue;
exec sql whenever not found continue;
<<Close_Csr>>
exec sql close empcsr;
exec sql disconnect;

--
-- "Sqlerror" is raised only in Clean_Up, which
-- has already taken care of the error.
--
exception
 when sql_error =>
 null; -- Just go away quietly
end Db_Test;
```

## The Whenever Goto Action in Embedded SQL Blocks

An Embedded SQL block-structured statement is a statement delimited by the **begin** and **end** clauses. For example, the **select** loop and the **unloadtable** loops are both block-structured statements. You can terminate these statements only by the methods specified for the particular statement in the *SQL Reference Guide*. For example, the preprocessor terminates the **select** loop either when all the rows in the database result table have been processed or by an **endselect** statement, and the preprocessor terminates the **unloadtable** loop either when all the rows in the forms table field have been processed or by an **endloop** statement.

Therefore, if you use a **whenever** statement with the **goto** action in an SQL block, you must avoid going to a label outside the block. Such a **goto** causes the block to be terminated without issuing the runtime calls necessary to clean up the information that controls the loop. (For the same reason, you must not issue an Ada **return**, **exit**, **goto**, or **raise** statement that causes control to leave or enter an SQL block.) The target label of the **whenever goto** statement should be a label in the block. If however, it is a label for a block of code that cleanly exits the program, the above precaution need not be taken.

The above information does not apply to error handling for database statements issued outside an SQL block, nor to explicit hard-coded error handling. For an example of hard-coded error handling, see The Table Editor Table Field Application (see page 597) in this chapter.

## Explicit Error Handling

The program can also handle errors by inspecting values in the SQLCA structure at various points. For further details, see the *SQL Reference Guide*.

The following example is functionally the same as the previous example, except that the error handling is hard-coded in Ada statements.

```
-- I/O packages
with text_io; use text_io;
with integer_text_io; use integer_text_io;
with short_integer_text_io; use short_integer_text_io;

exec sql include sqlca;

procedure Db_Test is
 exec sql begin declare section;
 eno: Short_Integer;
 ename: String(1..20);
 age: String(1..1);
 exec sql end declare section;

 sql_error: Exception;
 not_found: constant := 100;

 exec sql declare empcsr cursor for
 select eno, ename, age
 from employee;

 --
 -- Clean_Up: Error handling procedure (print error
 -- and disconnect).
 --
 procedure Clean_Up(str: in String) is

 exec sql begin declare section;
 err_stmt: String(40) := str;
 errmsg: String(200);
 exec sql end declare section;

 begin
 -- Clean_Up
 exec sql inquire_sql (:errmsg = ERRORTEXT);
 put_line
 ("Aborting because of error in " &
 err_stmt & ": ");
 put_line(errmsg);
 exec sql disconnect;
```

```
 raise sql_error; -- No return
 end Clean_Up;

begin -- Db_Test
 -- Exit if the database cannot be opened.
 exec sql connect personnel;
 if (sqlca.sqlcode < 0) then
 put_line("Cannot access database.");
 raise sql_error;
 end if;

 -- Errors if cannot open cursor.
 exec sql open empcsr;
 if (sqlca.sqlcode < 0) then
 Clean_Up("OPEN ""empcsr"" ");
 end if;

 put_line("Some values from the ""employee"" table.");

 --
 -- The last executable Embedded SQL statement was an
 -- OPEN, so we know that the value of "sqlcode"
 -- cannot be SQLERROR or NOT FOUND.
 --
 while (sqlca.sqlcode = 0) loop
 -- Loop is broken by NOT FOUND
 exec sql fetch empcsr
 into :eno, :ename, :age;

 -- Do not print the last values twice
 if (sqlca.sqlcode < 0) then
 Clean_Up("FETCH ""empcsr"" ");
 elsif (sqlca.sqlcode <= NOT_FOUND) then
 put(eno);
 put(", " & ename & ", ");
 put(age);
 new_line;
 end if;
 end loop;

 -- From this point in the file onwards, ignore all
 -- errors.

 exec sql close empcsr;
 exec sql disconnect;

 --
 -- "Sql_error" is raised only in Clean_Up, which has
 -- already taken care of the error, or in opening
 -- the database.
 --
 exception
 when sql_error =>
 null; -- Just go away quietly
end Db_Test;
```

## How to Determine the Number of Affected Rows

The third element of the SQLCA array **sqlerrd** indicates how many rows were affected by the last row-affecting statement. The following program fragment, which deletes all employees whose employee numbers are greater than a given number, demonstrates how to use **sqlerrd**:

```
procedure Delete_Rows(lower_bound: in Integer) is
 exec sql begin declare section;
 lower_bound_num: integer := lower_bound;
 exec sql end declare section;

begin
 exec sql delete from employee
 where eno > :lower_bound_num;

 -- Print the number of employees deleted.
 put(sqlca.sqlerrd(3));
 put_line(" (rows) were deleted.");
end Delete_Rows;
```

## SQLSTATE Variable Usage

You can use the **SQLSTATE** variable in an ESQL/ Ada program to return status information about the last SQL statement that was executed. **SQLSTATE** must be declared in a declaration section and must be in uppercase. Also, it is valid across all sessions, so you only need to declare one **SQLSTATE** per application.

To declare this variable, use:

```
SQLSTATE: String(1..5);
```

For more information about SQLSTATE, see the *SQL Reference Guide*.

## Dynamic Programming for Ada

Ingres provides Dynamic SQL and Dynamic FRS to allow you to write generic programs. Dynamic SQL allows a program to build and execute SQL statements at runtime. For example, an application can include an expert mode in which the runtime user can type in select queries and browse the results at the terminal. Dynamic FRS allows a program to interact with any form at runtime. For example, an application can load in any form, allowing the runtime user to retrieve new data from the form and insert it into the database.

The Dynamic SQL and Dynamic FRS statements are described in the *SQL Reference Guide* and *Forms-based Application Development Tools User Guide*, respectively. This section discusses the Ada-dependent issues of Dynamic programming. For a complete example of using Dynamic SQL to write an SQL Terminal Monitor application, see The SQL Terminal Monitor Application (see page 612) in this chapter. For an example of using both Dynamic SQL and Dynamic FRS to browse and update a database using any form, see A Dynamic SQL/Forms Database Browser (see page 622) in this chapter.

This chapter is written for VAX/VMS Ada and makes use of the VAX/Ada data type definitions, in particular the **address** data type defined by the SYSTEM package.

## The SQLDA Record

The SQLDA (SQL Descriptor Area) is used to pass type and size information about an SQL statement, an Ingres form, or a table field, between Ingres and your program.

To use the SQLDA, you should issue the **include sqlda** statement in front of each compilation unit containing references to the SQLDA. You cannot issue the **include sqlda** statement inside a compilation unit because the statement causes the preprocessor to generate Ada **with** and **use** clauses, which are not legal in that context.

The package specified by the **include sqlda** statement is called ESQLDA and contains the SQLDA record type definition. The package does not declare an SQLDA record variable; your program must declare a variable of the specified type. You can also code the SQLDA record variable directly instead of using the **include sqlda** statement. When coding the declaration yourself, you can choose any name for the record type.

The definition of the SQLDA record (as specified in package ESQLDA) is:

```
-- IISQ_MAX_COLS - Maximum number of columns
-- returned from Ingres
IISQ_MAX_COLS: constant := 1024;

-- Data Type Codes
IISQ_DTE_TYPE: constant := 3; -- Date - Output
IISQ_MNY_TYPE: constant := 5; -- Money - Output
```

```
IISQ_DEC_TYPE: constant := 10; -- Decimal - Output
IISQ_CHA_TYPE: constant := 20; -- Char-Input, Output
IISQ_VCH_TYPE: constant := 21; -- Varchar- Input, Output
IISQ_LVCH_TYPE: constant := 22; -- Long Varchar - Output
IISQ_INT_TYPE: constant := 30; -- Integer-Input, Output
IISQ_FLT_TYPE: constant := 31; -- Float-Input, Output
IISQ_OBJ_TYPE: constant := 45; -- 4GL Object: Output
IISQ_HDLR_TYPE: constant := 46; -- Datahandler -Inp/Output
IISQ_TBL_TYPE: constant := 52; -- Table field - Output
IISQ_DTE_LEN: constant := 25; -- Date length
```

```
-- Address constant to avoid SYSTEM requirement
IISQ_ADR_ZERO: constant ADDRESS := ADDRESS_ZERO;
```

```
type IISQL_NAME is -- Varying length name
record
 sqlname1: Short_Integer;
 sqlnamec: String(1..34);
end record;
```

```
type IISQL_VAR is
 -- Single element of SQLDA column/variable
record
 sqltype: Short_Integer;
 sqllen: Short_Integer;
 sqldata: Address; -- Address of any type
 sqlname: IISQL_NAME;
end record;
```

```
type IISQL_VARS is -- Array of IISQL_VAR elements
 array(Short_Integer range <>) of IISQL_VAR;
```

```
-- IISQLDA - SQLDA with varying number of
-- result variables.
-- Default is maximum number (IISQ_MAX_COLS).
type IISQLDA (sqln: Short_Integer := IISQ_MAX_COLS) is
record
 sqldaid: String(1..8);
 sqldabc: Integer;
 sqld: Short_Integer;
 sqlvar: IISQL_VARS(1..sqln);
end record;
```

```

-- Generic SQL-compatible record layout description.
-- for IISQLDA use
record
 sqlda_id at 0 range 0..63;
 -- Bytes 0..7 = String(1..8);
 sqldabc at 8 range 0..31;
 -- Bytes 8..11 = Integer;
 sqln at 12 range 0..15;
 -- Bytes 12..13 = Short_Integer;
 sqld at 14 range 0..15;
 -- Bytes 14..15 = Short_Integer;
end record;

--
-- IISQDLR - Structure type with function pointer and
-- function argument for the DATAHANDLER
--
type IISQDLR is
 record
 sqlarg: Address;
 sqlhdlr: Address;
 end record;

```

### Record Definition and Usage Notes:

- The record type definition of the SQLDA is called IISQLDA. This is done so that an SQLDA variable can be called "SQLDA" without causing an Ada compile-time conflict. You are not required to call your SQLDA record variable "SQLDA."
- The record type definition includes a discriminant, **sqln**. This discriminant indicates how many elements are allocated in the varying length array, **sqlvar**. The VAX/Ada default is to allocate space for the discriminant at the start of the record. In order to enforce a compatible SQLDA record layout with the Ingres runtime system and other embedded languages, an Ada representation clause is issued. This clause causes the discriminant, **sqln**, to be placed among the record components as defined in the *SQL Reference Guide*. This is described in more detail later.
- The varying length **sqlvar** array, whose length is determined by the discriminant **sqln**, has a default size of IISQ\_MAX\_COLS (1024) elements. If you declare an SQLDA record variable of type IISQLDA without a discriminant constraint, then the program will have declared a record with IISQ\_MAX\_COLS elements.
- Note that the **sqlvar** array begins at subscript 1. If you code your own SQLDA record you can specify any number for a lower bound.

- The **sqldata** and **sqlind** record components are declared as addresses. You must set these to point at variables using the Ada **address** attribute. You must set the addresses before using the SQLDA to retrieve or set Ingres data in the database or in a form. Because you can use null indicators, a constant (IISQ\_ADR\_ZERO) is provided so that you can set **sqlind** to the zero address without including the SYSTEM package.
- If your program defines its own SQLDA record type you must verify that the **internal** record layout is identical to that of the IISQLDA record type, although you can declare a different number of **sqlvar** elements. You need not declare the type with a discriminant, but if you do, you must issue an Ada representation clause to force the 2-byte discriminant to be placed between **sqldabc** and **sqld**. The internal layout of the IISQLDA record type is equivalent to the following pseudo Ada declaration:

```
type IISQLDA_RECORD_LAYOUT is
 record
 sqldaaid: String(1..8);
 sqldabc: Integer;
 sqln: Short_Integer; -- See FOR clause
 sqld: Short_Integer;
 sqlvar: IISQL_VARS(1..sqln);
 end record;
```

Consequently, if you declare a record type *without* a discriminant (that is, with a fixed length array of **sqlvar** elements), you should position the **sqln** component as shown above.

- The **sqlname** component is a varying length character string consisting of a length and data area. The **sqlnamec** component contains the name of a result field or column after a **describe** or **prepare into** statement. The length of the name is specified by **sqlnamel**. The characters in **sqlnamec** are padded with blanks. You can also set the **sqlname** component by a program using Dynamic FRS. The program is not required to pad **sqlnamec** with blanks. For more information, see How to Set SQLNAME for Dynamic FRS (see page 566) in this chapter.
- The list of type codes represent the types that are returned by the **describe** statement, and the types used by the program when retrieving or setting data with an SQLDA. The type code IISQ\_TBL\_TYPE indicates a table field and is set by the FRS when describing a form that contains a table field.



## How to Declare an SQLDA Record Variable

Once you have included (or hard-coded) the SQLDA type definition, the program can declare an SQLDA record variable. You must declare this record variable outside of a **declare section**, as the preprocessor does not understand the special meaning of the SQLDA record or the IISQLDA record type. When you use the variable in the context of a Dynamic SQL or Dynamic FRS statement, the preprocessor accepts *any* object name, and assumes that the variable refers to a legally declared SQLDA record variable, for which storage has been allocated.

If your program requires an SQLDA variable with IISQ\_MAX\_COLS **sqlvar** elements, you can accomplish this by declaring the variable without a discriminant constraint. Unlike other languages, an Ada program cannot set the value of **sqln**. Because **sqln** is a type discriminant, its value is implicit from the declaration.

For example:

```
exec sql include sqlda;
sqlda: IISQLDA;
 -- Default sets sqlda.sqln to IISQ_MAX_COLS
 -- This is outside of a DECLARE SECTION.
...
exec sql describe s1 into :sqlda;
```

However, when you do not use a discriminant constraint in the record declaration, you cannot later use an Ada **renames** statement as a shorthand into the **sqlvar** array. A shorthand can be desirable over continued long references such as:

```
sqlda.sqlvar(i).sqldata
sqlda.sqlvar(i).sqlname.sqlnamec
```

For example, the above declaration of the SQLDA is equivalent to:

```
exec sql include sqlda;
max_sqlda: IISQLDA(IISQ_MAX_COLS); -- Includes constraint
...
exec sql describe s1 into :max_sqlda;
...
for i in 1..max_sqlda.sqld loop;
 declare
 sqv: IISQL_VAR renames max_sqlda.sqlvar(i);
 begin
 -- Use shorthand sqv instead of
 -- max_sqlda.sqlvar(i)
 end;
end loop;
```

If you require an SQLDA with a *different* number of **sqlvar** elements, then you can use a different discriminant constraint. For example:

```
sqlda_10:IISQLDA(10); -- Implicitly sets sqlda.sqln to 10
```

You can also dynamically allocate an SQLDA with a varying number of **sqlvar** elements. In the following example an SQLDA access variable is declared. Note that when you reference the variable in the **describe** statement the Ada **all** clause is used, as the preprocessor expects a valid SQLDA record variable and not a *pointer* to a record:

```
exec sql include sqlda;
procedure Process_Dynamic_SQL (num_cols: in
 Short_Integer) is
 type SQLDA_PTR is access IISQLDA;
 sp: SQLDA_PTR;
begin
 sp := new SQLDA_PTR(num_cols);
 ...
 exec sql describe s1 INTO :sp.all; -- Note .all
 ...
end Process_Dynamic_SQL;
```

As long as you use the IISQLDA record type, or a derivative of that type, you need not be concerned with the SQLDA record layout. When you code your own SQLDA record type then you must confirm that the internal record layout is identical to that of the IISQLDA record. One reason you might code your own SQLDA record type is to avoid the runtime overhead required to validate offsets into a record variable containing a varying length array, such as **sqlvar**.

You may prefer a fixed length record variable without a discriminant. In that case you must declare the **sqln** component in the correct position, and you must *explicitly* set the value of **sqln** in order for the **describe** statement to succeed. For example:

```
max_sq: constant := 50;
type fixed_sqlda_max is -- Layout is correct
record
 my_sqid: String(1..8);
 my_sqbc: Integer;
 my_vars: Short_Integer; -- Equivalent to sqln
 res_vars: Short_Integer; -- and SQLD
 col_vars: IISQL_VARS(1..MAX_SQ);
end record;

my_sq: FIXED_SQLDA_MAX;

...
my_sq.my_vars := MAX_SQ; -- Size must be set
...

exec sql describe s1 into :my_sq;
```

In the above record type definition, the names of the record components are not the same as those of the IISQLDA record, but their layout is identical.

As shown above there are a variety of ways to declare an SQLDA record variable. Names of record components are not important; internal component layout, however, is critical.

## SQLVAR Array Usage

The *SQL Reference Guide* discusses the legal values of the **sqlvar** array. The **describe** and **prepare into** statements set the type, length, and name information of the SQLDA. This information refers to the result columns of a prepared **select** statement, the fields of a form, or the columns of a table field. When the program uses the SQLDA to retrieve or set Ingres data, it must assign type and length information that now refers to the variables being pointed at by the SQLDA.

## Ada Variable Type Codes

The type codes listed above (as Ada constants) are the types that describe Ingres result fields and columns. For example, the SQL types **date**, **decimal**, **long varchar** and **money** do not describe a program variable, but rather data types that are compatible with the Ada character string and numeric data types. When these types are returned by the describe statement, the type code must be changed to a compatible Ada or ESQL/Ada type.

## SQL Type Codes

The following table describes the data type codes to use with Ada variables that are *pointed* at by the **sqldata** pointers:

| Ada Type            | SQL Type Codes (sqltype) | SQL Length (sqlen) |
|---------------------|--------------------------|--------------------|
| Short_Short_Integer | IISQ_INT_TYPE            | 1                  |
| Short_Integer       | IISQ_INT_TYPE            | 2                  |
| Integer             | IISQ_INT_TYPE            | 4                  |
| Float               | IISQ_FLT_TYPE            | 4                  |
| Long_Float          | IISQ_FLT_TYPE            | 8                  |
| String(1..LEN)      | IISQ_CHA_TYPE            | LEN                |
| IISQLHDLR           | IISQ_HDLR_TYPE           | 0                  |

As described in Ada Variables and Data Types (see page 505), all other types are compatible with the above Ada data types. For example, you can retrieve an SQL **date** into an Ada **string** variable, while you can retrieve **money** into a **long\_float** variable.

You can specify nullable data types (those variables that are associated with a null indicator) by assigning the negative of the type code to **sqltype**. If the type is negative then you must point at a null indicator by **sqlind**. The type of the null indicator must be a 2-byte integer, **short\_integer**, or a derivative of that type.

Character data and the SQLDA have the same rules as character data in regular Embedded SQL statements. For details of character string processing in SQL, see Ada Variables and Data Types (see page 505) in this chapter.

### Pointer Usage with Ada Variables

In order to fill an element of the **sqlvar** array, you must set the type information, and assign a valid address to **sqldata**. The address must be that of a legally declared and allocated variable. If the element is nullable then the corresponding **sqlind** component must point at a legally declared null indicator.

In order to assign addresses to **sqldata** and **sqlind**, you should use the Ada **address** attribute or some other function that yields an address. Because null indicators are not always required, you can sometimes assign **sqlind** a zero-valued address. This can be accomplished by assigning to **sqlind** the constant **IISQ\_ADR\_ZERO**, as defined in the ESQLDA package, or the constant **ADDRESS\_ZERO**, if you have included the SYSTEM package.

When assigning addresses, you should be careful to follow the guidelines set by the VAX/VMS Ada. For example, you should not reference a variable whose lifetime has expired, and you should not access storage beyond the allocated amount. You can use the **volatile** pragma when addressing variables local to a subprogram body in order to prevent the compiler from referring to a local copy of a variable. When dynamically allocating result storage variables, you may want to use the **controlled** pragma together with an instantiation of the generic **unchecked\_deallocation** procedure. The SQL Terminal Monitor Application (see page 612) and A Dynamic SQL/Forms Database Browser (see page 622), which use Dynamic SQL and the SQLDA, do not use any of these pragmas, but rely on the rules defined in the *VAX Ada Programmer's Runtime Reference Manual*.

The following example fragment sets the type information of and points at a 4-byte integer variable, an 8-byte nullable floating-point variable, and a character slice (sub-string) whose length is specified by **sqllen**. This example demonstrates how a program can maintain a pool of available variables, such as large arrays of a few different typed variables and a large string space. When a variable is allocated out of the pool the next available spot is incremented:

```

exec sql include SQLDA;
max_pool: constant := 50;
sqllda: IISQLDA(MAX_POOL);
...

-- Numeric and string pool declarations.
ind_store: array(1..MAX_POOL) of
 Short_Integer; -- Indicators
current_ind: Integer := 0;
int4_store: array(1..MAX_POOL) of Integer; -- Integers
current_int: Integer := 0;
flt8_store: array(1..MAX_POOL) of Long_Float; -- Floats
current_flt: Integer := 0;
char_store: String(1..3000); -- String buffer
current_chr: Integer := 1;

...
sqllda.sqlvar(1).sqltype := IISQ_INT_TYPE;
 -- 4-byte integer
sqllda.sqlvar(1).sqlllen := 4;
sqllda.sqlvar(1).sqldata:= int4_store(current_int)'Address;
sqllda.sqlvar(1).sqlind := IISQ_ADR_ZERO;
current_int := current_int + 1;
 -- Update integer pool

sqllda.sqlvar(2).sqltype := -IISQ_FLT_TYPE;
 -- 8-byte nullable float
sqllda.sqlvar(2).sqlllen := 8;
sqllda.sqlvar(2).sqldata := flt8_store(current_flt)'Address;
sqllda.sqlvar(2).sqlind := ind_store(current_ind)'Address;
current_flt := current_flt + 1; -- Update float
current_ind := current_ind + 1; -- and indicator
 -- pool

--
-- SQLLEN has been assigned by DESCRIBE to be the length
-- of a specific result column. This length is used to
-- pick off a slice out of the large string buffer.
-- The character counter is then updated.
--

sqllda.sqlvar(3).sqltype := IISQ_CHA_TYPE;
sqllda.sqlvar(3).sqldata
 := char_store(current_chr)'Address;
sqllda.sqlvar(3).sqlind := IISQ_ADR_ZERO;
current_chr := current_chr + sqllda.sqlvar(3).sqlllen;

```

Of course, in the above example, you must verify enough pool storage before referencing each cell of the different arrays in order to prevent **sqldata** and **sqlind** from pointing at undefined storage. For demonstrations of this method, see The SQL Terminal Monitor Application (see page 612) and A Dynamic SQL/Forms Database Browser (see page 622) in this chapter.

You may also set the SQLVAR to point to a datahandler for large object columns.

If you code your own SQLDA and, in place of **sqldata**, you declare a variant record of access types to a subset of different data types you may find that you can use the Ada allocator, **new**, and basic access type assignments. If you confirm that the layout of the record with the variant component is the same as that of IISQLDA, then you can use this type of record as an SQLDA without the need to access object addresses. This approach is not discussed further.

## How to Set SQLNAME for Dynamic FRS

Using the **sqlvar** with Dynamic FRS statements requires a few extra steps. These extra steps relate to the differences between Dynamic FRS and Dynamic SQL and are described in the *Forms-based Application Development Tools User Guide* and the *SQL Reference Guide*.

When using the SQLDA in a forms input or output **using** clause, you must set the value of **sqlname** to a valid field or column name. If a previous **describe** statement has set the name, it must be retained or reset by the program. If the name refers to a hidden column in a table field, the program must set **sqlname** directly. If your program sets **sqlname** directly, it must also set **sqlname1** and **sqlnamec**. The name portion need not be padded with blanks.

For example, a dynamically named table field has been described, and the application always initializes any table field with a hidden 6-byte character column called "rowid." The code used to retrieve a row from the table field including the hidden column and **\_state** variable must construct the two named columns:

```
...
rowid: String(1..6);

rowstate: Integer;
...
exec frs describe table :formname :tablename into :sqlda;
```

```

...
sqlda.sqlld := sqlda.sqlld + 1;
col_num := sqlda.sqlld;

-- Set up to retrieve rowid
sqlda.sqlvar(col_num).sqltype := IISQ_CHA_TYPE;
sqlda.sqlvar(col_num).sqllen := 6;
sqlda.sqlvar(col_num).sqldata := rowid'Address;
sqlda.sqlvar(col_num).sqlind := IISQ_ADR_ZERO;
sqlda.sqlvar(col_num).sqlname.sqlname1 := 5;
sqlda.sqlvar(col_num).sqlname.sqlnamec(1..5) := "rowid";

sqlda.sqlld := sqlda.sqlld + 1;
col_num := sqlda.sqlld;

-- Set up to retrieve _STATE
sqlda.sqlvar(col_num).sqltype := IISQ_INT_TYPE;
sqlda.sqlvar(col_num).sqllen := 4;
sqlda.sqlvar(col_num).sqldata := rowstate'Address;
sqlda.sqlvar(col_num).sqlind := IISQ_ADR_ZERO;
sqlda.sqlvar(col_num).sqlname.sqlname1 := 6;
sqlda.sqlvar(col_num).sqlname.sqlnamec(1..6) := "_state";
...
exec frs getrow :formname :tablename using descriptor :sqlda;

```

## Advanced Processing

This section describes user-defined handlers. It includes information about user-defined error, dbevent, and message handlers as well as data handlers for large objects.

### User-Defined Error, DBEvent, and Message Handlers

You can use user-defined handlers to capture errors, messages, or events during the processing of a database statement. Use these handlers instead of the **sql whenever** statements with the SQLCA when you want to do the following:

- Capture more than one error message on a single database statement.
- Capture more than one message from database procedures fired by rules.
- Trap errors, events, and messages as the DBMS raises them. If an event is raised when an error occurs during query execution, the WHENEVER mechanism detects only the error and defers acting on the event until the next database statement is executed.

User-defined handlers offer you flexibility. If, for example, you want to trap an error, you can code a user-defined handler to issue an **inquire\_sql** to get the error number and error text of the current error. You can then switch sessions and log the error to a table in another session; however, you must switch back to the session from which the handler was called before returning from the handler. When the user handler returns, the original statement continues executing. User code in the handler cannot issue database statements for the session from which the handler was called.

The handler must be declared to return an integer. However, the preprocessor ignores the return value.

### Syntax Notes:

The following syntax describes the three types of handlers:

```
exec sql set_sql (errorhandler = error_routine|0);
exec sql set_sql (dbeventhandler = event_routine|0);
exec sql set_sql (messagehandler = message_routine|0);
```

Errorhandler, dbeventhandler, and messagehandler denote a user-defined handler to capture errors, events, and database messages respectively, as follows:

- error\_routine is the name of the function the Ingres runtime system calls when an error occurs.
- event\_routine is the name of the function the Ingres runtime system calls when an event is raised.
- message\_routine is the name of the function the Ingres runtime system calls whenever a database procedure generates a message. Errors that occur in the error handler itself do not cause the error handler to be re-invoked. You must use **inquire\_sql** to handle or trap any errors that may occur in the handler.
- Unlike regular variables, the handler must not be declared in an ESQL declare section; therefore, do not use a colon before the handler argument. (However, you must declare the handler to the compiler.)
- If you specify a zero (0) instead of a name, the zero will unset the handler.

User-defined handlers are also described in the *SQL Reference Guide*.



## How to Declare User-Defined Handlers

The following example shows how to declare a handler for use in the **set\_sql errorhandler** statement for ESQL/Ada:

```
exec sql include sqlca;

package Error_Trapping is
 function Error_Func return Integer;
 pragma export_function (Error_Func);
end Error_Trapping;

with text_io; use text_io;
with integer_text_io; use integer_text_io;

package body Error_Trapping is
 function Error_Func return Integer is
 exec sql begin declare section;
 errnum : Integer;
 exec sql end declare section;
 begin
 exec sql inquire_sql(:errnum = ERRORNO);
 put ("Error number is: ");
 put (Errnum);
 end Error_Func;
end;

with Error_Trapping; use Error_Trapping;
procedure TEST is
begin
 exec sql connect dbname;

 exec sql set_sql (ERRORHANDLER = Error_Func);
 --
 -- ESQL will generate
 -- IILQshSetHandler (1, Error_Func'Address);
 --
 . . .
end;
```

## User-Defined Data Handlers for Large Objects

You can use user-defined datahandlers to transmit large object column values to or from the database a segment at a time. For more details on Large Objects, the **datahandler** clause, the **get data** statement and the **put data** statement, see the *SQL Reference Guide* and the *Forms-based Application Development Tools User Guide*.

## ESQL/Ada Usage Notes

When using ESQL/Ada, the following notes apply:

- The datahandler, and datahandler argument, should not be declared in an ESQL declare section. Therefore do not use a colon before the datahandler or its argument.
- You must ensure that the datahandler argument is a valid Ada variable address. ESQL will not do any syntax or datatype checking of the argument.
- The datahandler must be declared to return an integer. However, the actual return value will be ignored.

## DATAHANDLERS and the SQLDA

You may specify a user-defined datahandler as an SQLVAR element of the SQLDA, to transmit large objects to or from the database. The eqsqlda.h file included with the **include sqlda** statement defines an IISQLDHLR type which may be used to specify a datahandler and its argument. It is defined:

```
--
-- IISQLHDLR - Structure type with function pointer and
-- function argument for the DATAHANDLER.
--
type IISQLHDLR is
 record
 sqlarg: Address;-- Optional argument to pass
 sqlhdlr: Address;--User-defined datahandler function
 end record;
```

The file does not declare an IISQLHDLR variable; the program must declare a variable of the specified type and set the values:

```
-- Declare argument to be passed to datahandler
 hdlr_arg: Hdlr_Rec;

-- Declare IISQLHDLR
 data_handler: IISQLHDLR;
-- Declare Get_Handler function to return an integer
function Get_Handler(info: Hdlr_Rec) return Integer
 data_handler.sqlhdlr = Get_Handler'Address;
 data_handler.sqlarg = hdlr_arg'Address;
```

The **sqltype**, **sqlind** and **sqldata** fields of the SQLVAR element of the SQLDA should then be set as follows:

```
sqlda.sqlvar(i).sqltype := IISQ_HDLR_TYPE;
sqlda.sqlvar(i).sqldata := data_handler'Address;
sqlda.sqlvar(i).sqlind := indvar'Address'
```

## Sample Programs

The programs in this section are examples of how to declare and use user-defined datahandlers in an ESQL/Ada program. There are examples of a handler program, a put handler program, a get handler program and a dynamic SQL handler program.

### Handler

This example assumes that the book table was created with the statement:

```
exec sql create table book (chapter_num integer,
 chapter_name char(50), chapter_text long varchar);
```

This program inserts a row into the book table using the data handler Put\_Handler to transmit the value of column chapter\_text from a text file to the database in segments. Then it selects the column chapter\_text from the table book using the data handler Get\_Handler to retrieve the chapter\_text column a segment at a time:

```
package DataHdlrPkg is
 type Hdlr_Rec is
 record
 argstr: String(1..100);
 argint: Integer; -- 4-byte integers
 end record;

 function Put_Handler(info: Hdlr_Rec) return Integer;
 function Get_Handler(Info: Hdlr_Rec) return Integer;
 pragma export_function(Put_Handler);
 pragma export_function(Get_Handler);
end DataHdlrPkg;

with DataHdlrPkg; use DataHdlrPkg;

procedure handler is
 exec sql include sqlca;

 -- Do not declare the datahandlers nor the datahandler
 -- argument to the ESQL preprocessor
 hdlr_arg: Hdlr_Rec;

 -- Null indicator for datahandler must be declared to
 -- ESQL

 --
 exec sql begin declare section;
 indvar: Short_integer;
 chapter_num: Integer;
 exec sql end declare section;
```

```
-- Insert a long varchar value chapter_text into the
-- table book using the datahandler Put_Handler
-- The argument passed to the datahandler is the
-- address of the record hdlr_arg
...

exec sql insert into book (chapter_num, chapter_name,
 chapter_text)
values (5, 'One Dark and Stormy Night',
 Datahandler(Put_handler(hdlr_arg)));

-- Select the column chapter_num and the long varchar
-- column chapter_text from the table book.
-- The datahandler (Get_Handler) will be invoked
-- for each non-null value of the column chapter_text
-- retrieved. For null values the indicator
-- variable will be set to "-1" and the datahandler
-- will not be called.
...
exec sql select chapter_text into
:chapter_num,
datahandler (Get_Handler(hdlr_arg)) :indvar
from book;

exec sql begin;
 process row ...
exec sql end;
...

end handler;
```

## Put Handler

This example shows how to read the long varchar *chapter\_text* from a text file and insert it into the database a segment at a time:

```
function Put_Handler(info: Hdlr_Rec) return Integer is
exec sql begin declare section;
 seg_buf: String(1..1000);
 seg_len: Integer;
 data_end: Integer;
exec sql end declare section;

 process information passed in via the info
 record...
 open file ...

 data_end := 0;

 while (not end-of-file) loop
 read segment of less than 1000 chars from
 file into seg_buf...
```

```

 if (end-of-file) then
 data_end := 1;
 end if;

 exec sql put data (segment = :seg_buf,
 segmentlength = :seg_len,
 dataend = :data_end);

 end loop;

 ...
 close file ...
 set info record to return appropriate values...
 ...
 return 0;
end Put_Handler;

```

## Get Handler

This example shows how to get the long varchar chapter\_text from the database and write it to a text file:

```

function Get_Handler(info: Hdlr_Rec) return Integer is
 exec sql begin declare section;
 seg_buf: String(1..100);
 seg_len: Integer;
 data_end: Integer;
 max_len: Integer;
 exec sql end declare section;

 ...
 process information passed in via the
 info record....
 open file...

 -- Set a maximum segment length of 2000 bytes
 data_end := 0;

 while (data_end = 0) loop
 exec sql get data (:seg_buf = segment,
 :seg_len = segmentlength,
 :data_end = dataend)
 with maxlength = :max_len;

 write segment to file ...
 end loop;

 ...
 set info record to return appropriate values...
 ...

 return 0;
end Get_Handler;

```

## Dynamic SQL Handler

The following is an example of a dynamic SQL handler program. This program fragment shows the declaration and usage of a datahandler in a dynamic SQL program, using the SQLDA. It uses the datahandler `Get_Handler` and the `HDLR_PARAM` structure described in the previous example:

```
with DataHdlrPkg; use DataHdlrPkg;

procedure Dynamic_hdlr
 exec sql include sqlca;
 exec sql include sqlda;

-- Do not declare the datahandlers nor the datahandler
-- argument to the ESQL preprocessor.

-- Declare argument to be passed to datahandler
 hdlr_arg: Hdlr_Rec;

-- Declare SQLDA and IISQLHDLR

 sqlda: IISQLDA(IISQ_MAX_COLS);
 data_handler: IISQLHDLR;

 col_num: Integer;
 base_type: Integer;

-- Declare null indicator to ESQL
 exec sql begin declare section;
 indvar: Short_Integer;
 stmt_buf: String(100);
 exec sql end declare section;

 ...

-- Set the IISQLHDLR structure with the appropriate
-- datahandler and datahandler argument.

 data_handler.sqlhdlr = Get_Handler'Address;
 data_handler.sqlarg = hdlr_arg'Address;

-- Describe the statement into the SQLDA.
 stmt_buf := "select * from book";
 exec sql prepare stmt from :stmt_buf;
 exec sql describe stmt into sqlda;
 ...

-- Determine the base_type of the SQLDATA variables.
 for col_num in 1..sqlda.sqld loop
 if (sqlda.sqlvar(col_num).sqltype > 0) then
 base_type := sqlda.sqlvar(col_num).sqltype;
```

```
 else
 base_type := -sqlda.sqlvar(col_num).sqltype;
 end if;

-- Set the sqltype, sqldata and sqlind for each column
-- The long varchar column chapter_text will be set
-- to use a datahandler.

 if (base_type = IISQ_LVCH_TYPE) then
 sqlda.sqlvar(col_num).sqltype := IISQ_HDLR_TYPE;
 sqlda.sqlvar(col_num).sqldata :=
 data_handler'Address;
 sqlda.sqlvar(col_num).sqlind := indvar'Address'
 else
 . . .
 end if;

 end loop;

-- The Datahandler (Get_Handler) will be invoked for
-- each non-null value of column chapter_text
-- retrieved. For null values the indicator variable
-- will be set to "-1" and the datahandler will not
-- be called.

 . . .

 exec sql execute immediate :stmt_buf using :sqlda;
 exec sql begin;

 process row....
 exec sql end;

 . . .

end Dynamic_hdlr;
```

## Preprocessor Operation

This section describes the operation of the Embedded SQL preprocessor for Ada and the steps required to create, compile, and link an Embedded SQL program.

## Include File Processing

The Embedded SQL **include** statement provides a means to include external packages and source files in your program's source code. Its syntax is:

```
exec sql include filename;
```

where *filename* is a quoted string constant specifying a file name or a logical name that points to the file name. If you do not specify an extension to the file name (or to the file name pointed at by the logical name), the default Ada input file extension ".sa" is assumed.

This statement is used to include variable declarations or package specifications. For more details on the **include** statement, see the *SQL Reference Guide*.

### How to Include Variable Declarations

If issued in a declaration section, the **include** statement can only be used to include variable declarations. The included file is preprocessed, and Ada output is generated into the parent file.

For example, a file called "employee.dcl" containing a record declaration generated by DCLGEN can be included into the source code as follows:

```
exec sql begin declare section;
 exec sql include 'employee.dcl';
 -- more declarations
exec sql end declare section;
```

The employee.dcl file is preprocessed into the parent output file.

### How to Include Package Specifications

If issued outside a declaration section, the **include** statement can only be used to include package specifications. The preprocessor reads the specified file, processing all variables declared in the package, and generates the Ada **with** and **use** clauses using the last component of the file name (excluding the file extension) as the package name. If the last component of the file name has a trailing underscore, as is standard in VAX/VMS Ada package specification files, then the preprocessor removes that trailing underscore in the generated context clauses. The preprocessor does not generate an output file, because it is assumed that the package specification has already been compiled.



**Notes:**

- Each package must be in a separate source file.
- Nothing but the package should be in that source file (no other variable declarations, etc).
- There are no limitations on what can be in a package (you may define types, etc).

The following example demonstrates the **include** statement. Assume that the specification of package "employee" is in a employee\_.sa file and that a procedure "empentry" is in the empentry.sa file:

Contents of employee\_.sa:

```
package employee is
 exec sql begin declare section;
 ename: String(1..20);
 eage: Integer;
 esalary: Float;
 exec sql end declare section;
end employee;
```

Contents of empentry.sa:

```
exec sql include '[joe.neil.empfiles]employee_.sa';
procedure empentry is
begin
 -- Statements using variables in package
 -- "employee"
end empentry;
```

The Embedded SQL/Ada preprocessor modifies the **include** line to the Ada **with** and **use** clauses by extracting the last component of the file name:

```
with employee; use employee;
```

The above two clauses appear in the empentry.ada output file. The preprocessor does not generate an output file for "employee\_.sa," and the employee package must have already been compiled in order to compile the empentry.ada file.

Assuming that the `employee_.sa` and `empentry.sa` files appear as shown above, you should execute the following sequence of VMS commands in order to compile "empentry.ada":

```
esqla employee_.sa
esqla empentry.sa
ada employee_.ada
ada empentry.ada
```

You must still follow the Ada rules specifying the order of compilation. The Embedded SQL preprocessor does not affect these compilation rules.

## Coding Requirements for Embedded SQL Programs

The following sections describe coding requirements for writing Embedded SQL Programs.

### Comments Embedded in Ada Output

Each Embedded SQL statement generates one comment and a few lines of Ada code. You may find that the preprocessor translates 50 lines of Embedded SQL into 200 lines of Ada. This can confuse the program developer trying to debug the original source code. To facilitate debugging, each group of Ada statements associated with a particular Embedded SQL statement is delimited by a comment corresponding to the original Embedded SQL source. Each comment is one line in length and informs the reader of the file name, line number, and type of statement in the original source file.

### Embedded SQL Statements that Do Not Generate Code

The following Embedded SQL declarative statements do not generate any Ada code:

```
declare cursor
declare statement
declare table
whenever
```

These statements must not contain labels. Also, they must not be coded as the only statements in Ada constructs that do not allow *empty* statements. For example, coding a **declare cursor** statement as the only statement in an Ada **if** statement causes compiler errors:

```
if (using_database) then
 exec sql declare empcsr cursor for
 select ename from employee;
else
 put_line("You have not accessed the database.");
end if;
```

The preprocessor generates the code:

```
if (using_database) then
else
 put_line("You have not accessed the database.");
end if;
```

This is an illegal use of the Ada **if-then-else** statement.

## Command Line Operations

The following sections describe how to turn an embedded SQL/Ada source program into an executable program. The commands that preprocess, compile, and link a program are also described.

### esqla Command – Invoke Embedded SQL Preprocessor for Ada

The Embedded SQL/Ada preprocessor is invoked by the following command line:

```
esqla {flags} {filename}
```

where *flags* are

| Flag                | Description                                                                                                                                                                                                                                                              |
|---------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>-d</b>           | Adds debugging information to the runtime database error messages generated by Embedded SQL. The source file name, line number, and statement in error are displayed with the error message.                                                                             |
| <b>-f[filename]</b> | Writes preprocessor output to the named file. If you do not specify a <i>filename</i> , the output is sent to standard output, one screen at a time.                                                                                                                     |
| <b>-l</b>           | Writes preprocessor error messages to the preprocessor's listing file, as well as to the terminal. The listing file includes preprocessor error messages and your source text in a file named <i>filename.lis</i> , where <i>filename</i> is the name of the input file. |
| <b>-lo</b>          | Acts like the <b>-l</b> flag, but the listing file also includes the generated Ada code.                                                                                                                                                                                 |
| <b>-?</b>           | Shows what command line options are available for Embedded SQL/Ada.                                                                                                                                                                                                      |
| <b>-s</b>           | Reads input from standard input and generates Ada code to standard output. This is useful for testing unfamiliar statements. If you specify the <b>-l</b> option with this flag, the listing file is called "stdin.lis." To terminate                                    |

| Flag                     | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|--------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                          | the interactive session, type <b>Ctrl Z</b> .                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>-sqlcode</b>          | <p>Indicates the file declares an integer variable named <b>SQLCODE</b> to receive status information from SQL statements. That declaration need not be in an <code>exec sql begin/end declare</code> section. This feature is provided for ISO Entry SQL92 conformity.</p> <p>However, the ISO Entry SQL92 specification describes <b>SQLCODE</b> as a "deprecated feature" and recommends using the <b>SQLSTATE</b> variable.</p>                                                                                                                                                   |
| <b>-nosqlcode</b>        | Tells the preprocessor not to assume the existence of a status variable named <b>SQLCODE</b> . The flag <b>-nosqlcode</b> is the default.                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>-w</b>                | Prints warning messages.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>-wopen</b>            | This flag is identical to <b>-wsql=open</b> . However, <b>-wopen</b> is supported only for backwards capability. Refer to <b>-wsql=open</b> below for more information.                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>-wsql=entry_SQL92</b> | Causes the preprocessor to flag any usage of syntax or features that do not conform to the ISO Entry SQL92 entry level standard. (This is also known as the "FIPS flagger" option.)                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>-wsql=open</b>        | Use <i>open</i> only with OpenSQL syntax. <b>-wsql = open</b> generates a warning if the preprocessor encounters an Embedded SQL statement that does not conform to OpenSQL syntax. (For OpenSQL syntax, see the <i>OpenSQL Reference Guide</i> .) This flag is useful if you intend to port an application across different Enterprise Access products. The warnings do not affect the generated code and the output file may be compiled. This flag does not validate the statement syntax for any Enterprise Access product whose syntax is more restrictive than that of OpenSQL. |

The Embedded SQL/Ada preprocessor assumes that input files are named with the extension ".sa". You can override this default by specifying the file extension of the input file(s) on the command line. The output of the preprocessor is a file of generated Ada statements with the same name and the extension ".ada".

If you enter the command without specifying any flags or a filename, a list of flags available for the command is displayed.

## esqla Command Options

The following table presents the command options available with **esqla**.

| Command                        | Comment                                                                    |
|--------------------------------|----------------------------------------------------------------------------|
| <b>esqla file1</b>             | Preprocesses "file1.sa" to "file1.ada"                                     |
| <b>esqla file2.xa</b>          | Preprocesses "file2.xa" to "file2.ada"                                     |
| <b>esqla -l file3</b>          | Preprocesses "file3.sa" to "file3.ada" and creates the listing "file3.lis" |
| <b>esqla -s</b>                | Accepts input from standard input                                          |
| <b>esqla -ffile4.out file4</b> | Preprocesses "file4.sa" to "file4.out"                                     |
| <b>esqla</b>                   | Displays a list of flags available for this command.                       |

## The ACS Environment and the Ada Compiler

The preprocessor generates Ada code. You can then use the VMS **ada** command to compile this code into your Ada program library.

The following sections describe the Ada program library and Embedded SQL programs.

## How to Enter Embedded SQL Package Specifications

Once you have set up an Ada program library, you must add four Embedded SQL units to your library. The units are package specifications that describe to the Ada compiler all the calls that the preprocessor generates. The source for these units is in the files:

```
ii_system:[ingres.files]eqdef.ada
ii_system:[ingres.files]eqsqlca.ada
ii_system:[ingres.files]eqsqlda.ada
```

Once you have defined your current program library using the **acs set library** command, you should enter the three units into your program library by issuing the following commands:

```
copy ii_system:[ingres.files]eqdef.ada, eqsqlca.ada, -
 eqsqlda.ada []
ada eqdef.ada,eqsqlca.ada,eqsqlda.ada
delete eqdef.ada.,eqsqlca.ada.,eqsqlda.ada
```

You do not have to take the last step if you intend to compile the *closure* of a particular program from the source files at a later date. However, you should not modify an Embedded SQL definition file if it is left in your directory.

You need only enter the four Embedded SQL units once into your program library. Of course, if a new release of Embedded SQL/Ada includes modifications to the files "eqdef.ada," "esqlca.ada," or "eqsqlda.ada," you should copy and recompile the files.

If you display the new unit information, you will find the four unit names "ESQL," "ESQLDA," "EQUEL," and "EQUEL\_FORMS" in the library. For example, by issuing:

```
acs dir esql*,eql*
```

the three unit names will be displayed.

## How to Define Long Floating-point Storage

The storage representation format of long floating-point variables must be **d\_float** because the Ingres runtime system uses that format for floating-point conversions. If your Embedded SQL program has **long\_float** variables that interact with the Embedded SQL runtime system, you must make sure they are stored in the **d\_float** format. The default Ada format is **g\_float**. A convenient way to control the format of all long float variables is to issue the **acs set pragma** program command. For example, by issuing the following command, you redefine the program library characteristics for **long\_float** from the default to **d\_float**:

```
acs set pragma/long_float=d_float
```

A second remedy to this particular problem is to issue the statement:

```
pragma long_float(d_float)
```

in the source file of each compilation unit that uses floating-point variables. You can also explicitly declare the Embedded SQL variables with type **d\_float**, as defined in package SYSTEM.

The following example is a typical command file that sets up a new Ada program library with the Embedded SQL package specifications and the **d\_float** numerical format. The name of the new program library is passed in as a parameter:

```
acs create library ['p1']
acs set library ['p1']
acs set pragma/long_float=d_float
copy ii_system:[ingres.files]eqdef.ada,eqsqlca.ada, -
 eqsqlda.ada []
ada eqdef.ada,eqsqlca.ada,eqsqlda.ada
delete eqdef.ada.,eqsqlca.ada.,eqsqlda.ada
exit
```

## The Ada Compiler

After you enter the Embedded SQL packages into the Ada program library, you can compile the Ada file generated by the preprocessor.

The following example preprocesses and compiles the file "test1." Note that both the Embedded SQL/Ada preprocessor and the Ada compiler assume the default extensions.

```
esqla test1
ada/list test1
```

**Note:** Refer to the Readme file for any operating system specific information on compiling and linking ESQ/Ada programs.

### VMS

As of Ingres II 2.0/0011 (axm.vms/00) Ingres uses member alignment and IEEE floating-point formats. Embedded programs must be compiled with member alignment turned on. In addition, embedded programs accessing floating-point data (including the MONEY data type) must be compiled to recognize IEEE floating-point formats.

The VMS default qualifier /g\_float is not a standard and should not be used.

On Alpha systems, hardware support for D\_float is only partial, the default has changed to G\_float, and support for IEEE (IEEE 754-1985 standard for floating point arithmetic) has been added. Because of this, and because IEEE is available on other platforms and is recognized as an industry standard, Ingres for OpenVMS Alpha uses the IEEE format.

All programs and libraries should be compiled using the IEEE qualifier. Do not mix programs or libraries compiled with different qualifiers.

For example:

```
esqla prog.sa
ada /float=ieee prog
```

Failure to use the /float=ieee qualifier or the use of non-IEEE float numbers will result in unpredictable results when non-IEEE floats are used as keys or in restrictions. ❏

## How Embedded SQL Programs are Linked

Embedded SQL/Ada programs require procedures from several VMS shared libraries in order to run. After you preprocess and compile an Embedded SQL/Ada program, you can link it. For example, if your program unit is called "dbentry," you can use the following link command:

```
acs link dbentry -
 ii_system:[ingres.files]esql.opt/opt
```

Note that the Embedded SQL runtime library is not written in Ada, and therefore is specified as a *foreign* object file.

## Link Precompiled Forms

The technique of declaring a precompiled form to the Forms Runtime System is discussed in the *SQL Reference Guide*. To use such a form in your program, you must also follow the steps described here.

### To link a precompiled form

1. In VIFRED, select a menu item to compile a form. VIFRED then creates a file in your directory describing the form in the VAX MACRO language.
2. Once you have created the file, assemble it into linkable object code with the VMS command:

```
macro filename
```

3. The output of this command is a file with the extension ".obj". Link this object file with your program by specifying it in the link command as in the following example for the program unit "formentry," which includes two compiled forms:

```
acs link formentry -
 empform.obj, deptform.obj, -
 ii_system:[ingres.files]esql.opt/opt
```

## How to Link Embedded SQL Programs without Shared Libraries

While the use of shared libraries in Embedded SQL programs is recommended for optimal performance and ease of maintenance, non-shared versions of the Embedded SQL runtime libraries have been included in case you require them. Non-shared libraries required by Embedded SQL are listed in the esql.noshare options file. The options file must be included in your link command *after* all local modules. Libraries must be specified in the order given in the options file.

The following example demonstrates the link command of the Embedded SQL program unit "dbentry," which has been preprocessed and compiled:

```
acs link dbentry -
 ii_system:[ingres.files]esql.noshare/opt
```



## Embedded SQL/Ada Preprocessor Errors

To correct most errors, you may wish to run the Embedded SQL/Ada preprocessor with the listing (-l) option on. The listing should be sufficient for locating the source and reason for the error.

For preprocessor error messages specific to Ada, see Preprocessor Error Messages (see page 585) in this chapter.

## Preprocessor Error Messages

The following is a list of error messages specific to Ada.

### E\_DC000A

**"Table 'employee' contains column(s) of unlimited length."**

**Reason:**

Character string(s) of zero length have been generated. This causes a compile-time error.

**Action:**

Modify the output file to specify an appropriate length.

### E\_E60001

**"The Ada variable '%0c' is an array and must be subscripted."**

**Reason:**

A variable declared as an array must be subscripted when referenced. The preprocessor does not confirm that you use the correct number of subscripts. A variable declared as a 1-dimensional array of characters must not be subscripted as it refers to a character string.

### E\_E60002

**"The Ada variable '%0c' is not an array and must not be subscripted."**

**Reason:**

A variable not declared as an array cannot be subscripted. You cannot subscript string variables in order to refer to a single character or a slice of a string (sub-string).

**E\_E60003**

**"The Ada identifier '%0c' is not a declared type."**

**Reason:**

The identifier was used as an Ada type name in an object or type declaration. This identifier has not yet been declared to the preprocessor and is not a preprocessor-predefined type name.

**E\_E60004**

**"The Ada CHARACTER variable '%0c' must be a 1-dimensional array."**

**Reason:**

Variables of type CHARACTER can only be declared as 1-dimensional arrays. You cannot use a single character or a multi-dimensional array of characters as an Ingres string. Note that you can use a multidimensional array of type STRING.

**E\_E60005**

**"The Ada DIGITS clause '%0c' is out of the range 1..16."**

**Reason:**

Embedded Ada supports D\_FLOAT floating-point variables. Consequently, all DIGITS specifications must be in the specified range.

**E\_E60006**

**"Statement '%0c' is embedded in INCLUDE file package specification."**

**Reason:**

Preprocessor INCLUDE files may only be used for Ada package specifications. The preprocessor generates an Ada WITH clause for the package. No executable statements may be included in the file because the code generated will not be accepted by the Ada compiler in a package specification.

**E\_E60007**

**"Too many names (%0c) in Ada identifier list. Maximum is %1c."**

**Reason:**

Ada identifier lists cannot have too many names in the comma-separated name list. The name specified in the error message caused the overflow, and the remainder of the list is ignored.

**Action:**

Rewrite the declaration so that there are fewer names in the list.

**E\_E60008**

**"The Ada identifier list has come up short."**

**Reason:**

The stack used to store comma separated names in Ada declarations has been corrupted.

**Action:**

Try rearranging the list of names in the declaration.

**E\_E60009**

**"The Ada CONSTANT declaration of '%0c' must be initialized."**

**Reason:**

CONSTANT declarations must include an initialization clause.

**E\_E6000A**

**"The Ada identifier '%0c' is either a constant or an enumerated literal."**

**Reason:**

The named identifier was used to retrieve data from Ingres. A constant, an enumerated literal and a formal parameter with the IN mode are all considered illegal for the purpose of retrieval.

**E\_E6000B**

**"The Ada variable '%0c' with '.ALL' clause is illegal."**

**Reason:**

The ADA .ALL clause, as specified with access objects, can be used only if the variable is an access object pointing at a single scalar-valued type. If the type is not scalar valued, or if the access object is pointing at a record or array, then the use of .ALL is illegal.

**E\_E6000C**

**"The Ada variable '%0c' with '.ALL' clause is not a scalar type."**

**Reason:**

The ADA .ALL clause, as specified with access objects, can be used only if the variable is an access object pointing at a single scalar-valued type. If the type is not scalar valued, or if the access object is pointing at a record or array, then the use of .ALL is illegal.

**E\_E6000D**

**"Last component in Ada record qualification '%0c' is illegal."**

**Reason:**

The last component referenced in a record qualification is not a member of the record. If this component was supposed to be declared as a record, the following components will cause preprocessor syntax errors.

**E\_E6000E**

**"In ADA RENAMES statement, '%0c' must be a constant or a variable."**

**Reason:**

The target object of a RENAMES statement must be a constant or a variable, and the item being declared is used a synonym for the target object.

**E\_E6000F**

**"In ADA RENAMES statement, object is incompatible with type."**

**Reason:**

The type of the target object in the RENAMES statement must be compatible in base type, size and array dimensions with the type name specified in the declaration.

**E\_E60010**

**"Only one name may be declared in an ADA RENAMES statement."**

**Reason:**

One object can rename only one other object.

**E\_E60012**

**"The Ada variable '%0c' has not been declared."**

**Reason:**

The named identifier was used where a variable must be used to set or retrieve Ingres data. The variable has not yet been declared.

**E\_E60013**

**"The ADA type %0c is not supported."**

**Reason:**

Some Ada types are not supported because they are not compatible with the Ingres runtime system.

**E\_E60014**

**"The ADA variable '%0c' is a record, not a scalar value."**

**Reason:**

The named variable qualification refers to a record. It was used where a variable must be used to set or retrieve Ingres data. This error may also cause syntax errors on record component references.

**E\_E60016**

**"The ADA statement %0c is not supported."**

**Reason:**

Statements that modify the internal representation of variables that interact with Ingres are not supported.

## Sample Applications

This section contains sample applications.

## The Department-Employee Master/Detail Application

This application uses two database tables joined on a specific column. This typical example of a department and its employees demonstrates how to process two tables as a master and a detail.

The program scans through all the departments in a database table, in order to reduce expenses. Based on certain criteria, the program updates department and employee records. The conditions for updating the data are the following:

### Departments:

- If a department has made less than \$50,000 in sales, the department is dissolved.

### Employees:

- If an employee was hired since the start of 1985, the employee is terminated.
- If the employee's yearly salary is more than the minimum company wage of \$14,000 and the employee is not nearing retirement (over 58 years of age), the employee takes a 5% pay cut.
- If the employee's department is dissolved and the employee is not terminated, the employee is moved into a state of limbo to be resolved by a supervisor.

This program uses two cursors in a master/detail fashion. The first cursor is for the Department table, and the second cursor is for the Employee table. Both tables are described in **declare table** statements at the start of the program. The cursors retrieve all the information in the tables, some of which is updated. The cursor for the Employee table also retrieves an integer date interval whose value is positive if the employee was hired after January 1, 1985.

Each row that is scanned from both the Department table and the Employee table is recorded into the system output file. This file serves as a log of the session and as a simplified report of the updates.

Each section of code is commented for the purpose of the application and also to clarify some of the uses of the Embedded SQL statements. The program illustrates table creation, multi-statement transactions, all cursor statements, direct updates, and error handling.

## Sample Application

```
-- Create package for Long_Float I/O so as not to conflict with
-- the default G_FLOAT format. This example assumes that the ACS
-- SET PRAGMA command has been issued.

with text_io;
package long_float_text_io is new text_io.float_io(long_float);

-- I/O utilities
with text_io; use text_io;
with integer_text_io; use integer_text_io;
with short_integer_text_io; use short_integer_text_io;
with short_short_integer_text_io; use short_short_integer_text_io;
with float_text_io; use float_text_io;
with long_float_text_io; use long_float_text_io;

exec sql include sqlca;

-- The department table
exec sql declare dept table
 (name char(12) not null, -- Department name
 totalsales money not null, -- Total sales
 employees smallint not null); -- Number of employees

-- The employee table
exec sql declare employee table
 (name char(20) not null, -- Employee name
 age integer1 not null, -- Employee age
 idno integer not null, -- Unique employee id
 hired date not null, -- Date of hire
 dept char(12) not null, -- Department of work
 salary money not null); -- Yearly salary
```

```
-- "State-of-Limbo" for employees who lose their department
exec sql declare toberesolved table
 (name char(20) not null, -- Employee name
 age integer1 not null, -- Employee age
 idno integer not null, -- Unique employee id
 hired date not null, -- Date of hire
 dept char(12) not null, -- Department of work
 salary money not null); -- Yearly salary

-- Procedure: Process_Expenses -- MAIN
-- Purpose: Main body of the application. Initialize the
-- database, process each department and terminate
-- the session.
-- Parameters:
-- None
```



```

procedure Process_Expenses is
 log_file: File_type; -- Log file to write to.
 sql_error: exception;
--
-- Procedure: Init_Db
-- Purpose: Initialize the database.
-- Connect to the database and abort on error.
-- Before processing departments and employees,
-- create the table for employees who
-- lose their departments, "toberesolved".
-- Parameters:
-- None
--
procedure Init_Db is
begin
 exec sql whenever sqlerror stop;
 exec sql connect personnel;

 put_line(log_file,
 "Creating ""To_Be_Resolved"" table.");
 exec sql create table toberesolved
 (name char(20) not null,
 age integer1 not null,
 idno integer not null,
 hired date not null,
 dept char(12) not null,
 salary money not null);

end Init_Db;

-- Procedure: End_Db
-- Purpose: Commit the multi-statement transaction and
-- end access to the database.
-- Parameters:
-- None

procedure End_Db is
begin
 exec sql commit;
 exec sql disconnect;
end End_Db;

--
-- Procedure: Close_Down
-- Purpose: Error handler called any time after Init_Db has been
-- successfully completed. In all cases, print the cause
-- of the error and abort the transaction, backing out
-- changes. Note that disconnecting from the database
-- will implicitly close any open cursors.
-- Parameters: None.
--
procedure Close_Down is
 exec sql begin declare section;
 errbuf: String(1..200);
 exec sql end declare section;

```

```
begin
 -- Turn off error handling here
 exec sql whenever sqlerror continue;
 exec sql inquire_sql (:errbuf = ERRORTEXT);
 put_line("Closing Down because of database error.");
 put_line(errbuf);

 exec sql rollback;
 exec sql disconnect;

 raise sql_error; -- No return
end Close_Down;

--
-- Procedure: Process_Employees
-- Purpose: Scan through all the employees for a particular
-- department. Based on given conditions, the employee
-- may be terminated or given a salary reduction:
-- 1. If an employee was hired since 1985, the
-- employee is terminated.
-- 2. If the employee's yearly salary is more
-- than the minimum company wage of $14,000 and
-- the employee is not close to retirement
-- (over 58 years of age), the employee takes
-- a 5% salary reduction.
-- 3. If the employee's department is dissolved
-- and the employee is not terminated, then
-- the employee is moved into the
-- "toberesolved" table.
-- Parameters:
-- dept_name - Name of current department.
-- deleted_dept - Is department dissolved?
-- emps_term - Set locally to record how many employees
-- were terminated for the current department.
procedure Process_Employees
 (dept_name: in String;
 deleted_dept: in Boolean;
 emps_term: in out Integer) is
exec sql begin declare section;
 -- Emp_Rec corresponds to the "employee" table
 type Emp_Rec is
 record
 name: String(1..20);
 age: Short_Short_Integer;
 idno: Integer;
 hired: String(1..25);
 salary: Float;
 hired_since_85: Integer;
 end record;
 erec: Emp_Rec;
 salary_reduc: constant Float := 0.95;
 dname: String(1..12) := dept_name;
exec sql end declare section;

 min_emp_salary: constant Float := 14000.00;
 nearly_retired: constant Short_Short_Integer := 58;
 title: String(1..12); -- Formatting values
 descript: String(1..25);
```

```

-- Note the use of the Ingres function to find out
-- who has been hired since the start of 1985.

exec sql declare empcsr cursor for
 select name, age, idno, hired, salary,
 int4(interval('days', hired-date('01-jan-1985'))))
 from employee
 where dept = :dname
 for direct update OF name, salary;

begin
 -- Process Employees
 -- All errors from this point on close down the application
 exec sql whenever sqlerror call Close_Down;
 exec sql whenever not found goto Close_Emp_Csr;

 exec sql open empcsr;

 emps_term := 0;
 -- Record how many
 while (sqlca.sqlcode = 0) loop
 exec sql fetch empcsr into :erec;

 if (erec.hired_since_85 > 0) then
 exec sql delete from employee
 where current of empcsr;
 title := "Terminated: ";
 descript := "Reason: Hired since 1985.";
 emps_term := emps_term + 1;

 -- Reduce salary if not nearly retired
 elsif (erec.salary > min_emp_salary) then
 if (erec.age < nearly_retired) then
 exec sql update employee
 set salary = salary * :salary_reduc
 where current of empcsr;
 title := "Reduction: ";
 descript := "Reason: Salary. ";
 else
 -- Do not reduce salary
 title := "No Changes: ";
 descript :=
 "Reason: Retiring. ";
 end if;
 end if;

 -- Else leave employee alone
 else
 title := "No Changes: ";
 descript := "Reason: Salary. ";
 end if;

 -- Was employee's department dissolved?
 if (deleted_dept) then
 exec sql insert into toberesolved
 select *
 from employee
 where idno = :erec.idno;
 exec sql delete from employee
 where current of empcsr;
 end if;
 end if;
 end loop;
end;

```

```
-- Log the employee's information
put(log_file, " " & title & " ");
put(log_file, erec.idno, 6);
put(log_file, " " & erec.name & " ");
put(log_file, erec.age, 3);
put(log_file, " ");
put(log_file, erec.salary, 8, 2, 0);
put_line(log_file, " ; " & descript);
end loop;

<<Close_Emp_Csr>>
exec sql whenever not found continue;
exec sql close empcsr;

end Process_Employees;

-- Procedure:Process_Depts
-- Purpose: Scan through all the departments, processing each
-- one. If the department has made less than $50,000 in
-- sales, dissolve the department. For each department,
-- process all employees (they may even be moved to
-- another database table). If an employee wa
-- terminated, update the department's employee counter.
-- Parameters:
-- None

procedure Process_Depts is
exec sql begin declare section;
-- Dept_Rec corresponds to the "dept" table
type Dept_Rec is
record
name: String(1..12);
totsales: Long_Float;
employees: Short_Integer;
end record;
dept: Dept_Rec;

-- Employees terminated
emps_term: Integer := 0;
exec sql end declare section;

min_tot_sales: constant := 50000.00;
deleted_dept: Boolean; -- Was the dept deleted?
dept_format: String(1..20); -- Formatting value
exec sql declare deptcsr cursor for
select name, totsals, employees
from dept
for direct update of name, employees;

begin
-- All errors from this point on close down the application
exec sql whenever sqlerror call Close_Down;
exec sql whenever not found goto Close_Dept_Csr;

exec sql open deptcsr;

while (sqlca.sqlcode = 0) loop
exec sql fetch deptcsr into :dept;
```

```

-- Did the department reach minimum sales?
if (dept.totsales < min_tot_sales) then
 exec sql delete from dept
 where current of deptcsr;
 deleted_dept := TRUE;
 dept_format := " -- DISSOLVED --";
else
 deleted_dept := FALSE;
 dept_format := (1..20 = > ' ');
end if;

-- Log what we have just done
put(log_file,
 "Department: " & dept.name &
 ", Total Sales: ");
put(log_file, dept.totsales, 12, 3, 0);
put_line(log_file, dept_format);
-- Now process each employee in the department
Process_Employees(dept.name,
 deleted_dept, emps_term);

-- If employees were terminated, record the fact
if (emps_term > 0 and not deleted_dept) then
 exec sql update dept
 set employees = :dept.employee - :emps_term
 where current of deptcsr;
end if;
end loop;

<<Close_Dept_Csr>>
exec sql whenever not found continue;
exec sql close deptcsr;
end Process_Depts;

begin -- MAIN program
 put_line("Entering application to process expenses.");
 create(log_file, out_file, "expenses.log");
 Init_Db;
 Process_Depts;
 End_Db;
 close(log_file);
 put_line("Completion of application.");

 exception
 when sql_error =>
 null; -- Just go away quietly
end Process_Expenses;

```

## The Table Editor Table Field Application

This application edits the Person table in the Personnel database. It is a forms application that allows the user to update a person's values, remove the person, or add new persons. Various table field utilities are provided with the application to demonstrate how they work.

The objects used in this application are:

| Object    | Description                                                                                                                                                                                      |
|-----------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| personnel | The program's database environment.                                                                                                                                                              |
| person    | A table in the database, with three columns:<br>name ( <b>char(20)</b> )<br>age ( <b>smallint</b> )<br>number ( <b>integer</b> )<br>Number is unique.                                            |
| personfrm | The VIFRED form with a single table field.                                                                                                                                                       |
| persontbl | A table field in the form, with two columns:<br>name ( <b>char(20)</b> )<br>age ( <b>integer</b> )<br>When initialized, the table field includes the hidden column<br>number ( <b>integer</b> ). |

At the beginning of the application, the program opens a database cursor to load the table field with data from the Person table. After loading the table field, the user can browse and edit the displayed values. The user can add, update, or delete entries. When finished, the values are unloaded from the table field and, in a multi-statement transaction, the updates are transferred back into the Person table.

### Sample Application

```
-- I/O utilities
with text_io; use text_io;

exec sql include sqlca;

exec sql declare person table
(name char(20), -- Person name
 age smallint, -- Age
 number integer); -- Unique id number
procedure Table_Edit is
 exec sql begin declare section;
 -- Table field row states
 type Row_States is (
 row_undef, -- Empty or undefined row
 row_new, -- Appended by user
 row_unchange, -- Loaded by program, but not updated
 row_change, -- Loaded by program and updated
 row_delete -- Deleted by program
);
```

```

not_found: constant := 100; -- SQLCA value for no rows
-- Person information corresponds to "person" table
pname: String(1..20); -- Full name
page: Short_Integer; -- Age
pnumber: Integer; -- Unique person number
pmaxid: Integer; -- Maximum person id number
-- Table field entry information
state: Row_States; -- State of data set row
recnum, -- Record number
lastrow: Integer; -- Last row in table field
-- Utility buffers
search: String(1..20); -- Name to find in search loop
password: String(1..13); -- Password buffer
msgbuf: String(1..100); -- Message buffer
respbuf: String(1..1); -- Response buffer
exec sql end declare section;

-- Error handling variables for database updates
update_error: Boolean; -- Error in updates?
update_commit: Boolean; -- Commit updates
-- Load the information from the "person" table into the
-- person variables. Also, save the maximum person id
-- number.

function Load_Table return Integer is
 exec sql begin declare section;
 -- Person information
 pname: String(1..20); -- Full name
 page: Short_Integer; -- Age
 pnumber: Integer; -- Unique person number
 maxid: Integer; -- Maximum person id number
 exec sql end declare section;
 exec sql declare loadtab cursor for
 select name, age, number
 from person;

 -- Set up error handling for loading procedure
 exec sql whenever sqlerror goto Load_End;
 exec sql whenever not found goto Load_End;

begin
 -- Load_Table
 exec frs message 'Loading Person Information . . .';

 -- Fetch the maximum person id number for later use
 exec sql select max(number)
 into :maxid
 from person;

 exec sql open loadtab;

 while (sqlca.sqlcode = 0) loop
 -- Fetch data into record and load table field
 exec sql fetch loadtab into
 :pname, :page, :pnumber;

```

```
 exec frs loadtable personfrm persontbl
 (name = :pname, age = :page,
 number = :pnumber);
 end loop;

 <<Load_End>>
 exec sql whenever sqlerror continue;
 exec sql close loadtab;

 return maxid;
end Load_Table;

begin -- Table_Edit
-- Set up error handling for main program
exec sql whenever sqlwarning continue;
exec sql whenever not found continue;
exec sql whenever sqlerror STOP;

-- Start up Ingres and the FORMS system
exec sql connect 'personnel';

exec frs forms;

-- Verify that the user can edit the "person" table
exec frs prompt noecho ('Password for table editor: ',
 :password);
if (password /= "MASTER_OF_ALL") then
 exec frs message 'No permission for task.
 Exiting . . .';

 exec frs endforms;
 exec sql disconnect;
 return;
end if;
```



```

exec frs message 'Initializing Person Form . . .';
exec frs forminit personfrm;

-- Initialize "persontbl" table field with a data set
-- in FILL mode, so that the runtime user can append rows.
-- To keep track of events occurring to original
-- rows loaded into the table field, hide the unique
-- person number.

exec frs inittable personfrm persontbl FILL
 (number = integer);

pmaxid := Load_Table;

-- Display the form and allow runtime editing
exec frs display personfrm update;
exec frs initialize;
exec frs begin;
 -- Provide menu items, as well as the system FRS
 -- key, to scroll to both extremes of the table field.
 exec frs scroll personfrm persontbl to 1;
exec frs end;

exec frs activate menuitem 'Top';
exec frs begin;
 exec frs scroll personfrm persontbl TO 1; -- Backward
exec frs end;

exec frs activate menuitem 'Bottom';
exec frs begin;
 exec frs scroll personfrm persontbl to end; -- Forward
exec frs end;

exec frs activate menuitem 'Remove';
exec frs begin;
 -- Remove the person in the row the user's cursor
 -- is on. If there are no persons, exit operation
 -- with message. Note that this check cannot
 -- really happen, as there is always at least one
 -- UNDEFINED row in FILL mode.

 exec frs inquire_frs table personfrm
 (:lastrow = lastrow(persontbl));
 if (lastrow = 0) then
 exec frs message 'Nobody to Remove';
 exec frs sleep 2;
 exec frs resume field persontbl;
 end if;

exec frs deleterow personfrm persontbl; -- Recorded for
 -- later
exec frs end;

exec frs activate menuitem 'Find';
exec frs begin;
 -- Scroll user to the requested table field entry.
 -- Prompt the user for a name, and if one is typed
 -- in, loop through the data set searching for it.

```

```
search := (1..20 => ' ');
exec frs prompt ('Person's name : ', :search);
if (search(1) = ' ') then
 exec frs resume field persontbl;
end if;

exec frs unloadtable personfrm persontbl
 (:pname = name, :recnum = _record,
 :state = _state);
exec frs begin;
 -- Do not compare with deleted rows
 if (state /= ROW_DELETE and pname = search) then
 exec frs scroll personfrm persontbl TO :recnum;
 exec frs resume field persontbl;
 end if;
exec frs end;

-- Fell out of loop without finding name. Issue error.
msgbuf := (1..100 => ' ');
msgbuf(1..62) := "Person '" & search &
 "' not found in table [HIT RETURN] ";
exec frs prompt noecho (:msgbuf, :respbuf);
exec frs end;

exec frs activate menuitem 'Exit';
exec frs begin;
 exec frs validate field persontbl;
 exec frs breakdisplay;
exec frs end;
exec frs finalize;

-- Exit person table editor and unload the table field.
-- If any updates, deletions or additions were made,
-- duplicate these changes in the source table. If the
-- user added new people, assign a unique id to each person
-- before adding the person to the table. To do this,
-- increment the previously-saved maximum id number with
-- each insert.
-- Do all the updates in a multi-statement transaction
exec sql savepoint savept;

update_commit := TRUE;

-- Hard code the error handling in the UNLOADTABLE loop,
-- so as to cleanly exit the loop.

exec sql whenever sqlerror continue;

exec frs message 'Exiting Person Application . . .';

exec frs unloadtable personfrm persontbl
 (:pname = name, :page = age,
 :pnumber = number, :state = _state);
exec frs begin;

 case (state) is
 when row_new =>
 -- Filled by user. Insert with new unique id.
```

```

 pmaxid := pmaxid + 1;
 exec sql insert into person (name, age, number)
 values (:pname, :page, :pmaxid);

 when row_change =>
 -- Updated by user. Reflect in table.
 exec sql update person set
 name = :pname, age = :page
 where number = :pnumber;

 when row_delete =>
 -- Deleted by user, so delete from table.
 -- Note that only original rows, not rows
 -- appended at runtime, are saved by the
 -- program.
 exec sql delete from person
 where number = :pnumber;

 when others =>
 -- Else UNDEFINED or UNCHANGED -
 -- No updates required.
 null;
end case;

-- Handle error conditions -
-- If an error occurred, abort the transaction.
-- If no rows were updated, inform user and
-- prompt for continuation.
if (sqlca.sqlcode < 0) then -- Error
 exec sql inquire_sql (:msgbuf = errortext);
 exec sql rollback to savept;
 update_error := TRUE;
 update_commit := FALSE;
 exec frs endloop;
elseif (sqlca.sqlcode = NOT_FOUND) then
 msgbuf := (1..100 => ' ');
 msgbuf(1..62) :=
 "Person '" & pname &
 "' not updated. Abort all updates? ";
 exec frs prompt noecho (:msgbuf, :respbuf);
 if (respbuf = "Y" or respbuf = "y") then
 update_commit := FALSE;
 exec sql rollback to savept;
 exec frs endloop;
 end if;
end if;
exec frs end;
if (update_commit) then
 exec sql commit; -- Commit the updates
end if;

exec frs endforms; -- Terminate FORMS and Ingres
exec sql disconnect;

if (update_error) then
 put_line("Your updates were aborted because of error:");
 put_line(msgbuf);
end if;

```

```
end Table_Edit;
```

## The Professor-Student Mixed Form Application

This application lets the user browse and update information about graduate students who report to a specific professor. The program is structured in a master/detail fashion, with the professor being the master entry, and the students the detail entries. The application uses two forms—one to contain general professor information and another for detailed student information.

The objects used in this application are shown in the following table:

| Object     | Description                                                                                                                                                                                                                                                                                                                                                                                                   |
|------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| personnel  | The program's database environment.                                                                                                                                                                                                                                                                                                                                                                           |
| professor  | A database table with two columns:<br>pname ( <b>char(25)</b> )<br>pdept ( <b>char(10)</b> ).<br><br>See its <b>declare table</b> statement in the program for a full description.                                                                                                                                                                                                                            |
| student    | A database table with seven columns:<br>sname ( <b>char(25)</b> )<br>sage ( <b>integer1</b> )<br>sgpa ( <b>char(25)</b> )<br>sgpa ( <b>float4</b> )<br>sidno ( <b>integer</b> )<br>scomment ( <b>varchar(200)</b> )<br>sadvisor ( <b>char(25)</b> )<br><br>See its <b>declare table</b> statement for a full description. The sadvisor column is the join field with the pname column in the Professor table. |
| masterfrm  | The main form has the pname and pdept fields.                                                                                                                                                                                                                                                                                                                                                                 |
| studenttbl | A table field in "masterfrm" with two columns "sname" and "sage." When initialized, it also has five hidden columns corresponding to information in the student table.                                                                                                                                                                                                                                        |
| studentfrm | The detail form, with seven fields, which correspond to information in the student table. Only the sgpa, scomment, and sadvisor fields are updatable. All other                                                                                                                                                                                                                                               |

| Object | Description                                                                                                                                                      |
|--------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|        | fields are display-only.                                                                                                                                         |
| grad   | A global structure, whose members correspond in name and type to the columns of the Student database table, the studentfrm form, and the studenttbl table field. |

The program uses the "masterfrm" as the general-level master entry, in which data can only be retrieved and browsed, and the studentfrm as the detailed screen, in which specific student information can be updated. The user can enter a name in the pname field and then select the **Students** menu operation. The operation fills the Studenttbl table field with detailed information of the students reporting to the named professor. This is done by the studentcsr database cursor in the **Load\_Students** procedure. The program assumes that each professor is associated with exactly one department.

The user can then browse the table field (in **read** mode), which displays only the names and ages of the students. More information about a specific student can be requested by selecting the **Zoom** menu operation. This operation displays the studentfrm form (in **update** mode). The fields of studentfrm are filled with values stored in the hidden columns of "studenttbl." The user can make changes to three fields (sgpa, scomment, and sadvisor). If validated, these changes are written back to the Database table (based on the unique student id), and to the table field's data set. The user can repeat this process for different professor names.

### Sample Application

```
-- Master and student compiled forms (imported objects)
package Compiled_Forms is
 exec sql begin declare section;
 masterfrm, studentfrm: Integer;
 exec sql end declare section;
 pragma import_object(masterfrm);
 pragma import_object(studentfrm);
end Compiled_Forms;

exec sql include sqlca;

exec sql declare student table -- Graduate student table
(sname char(25), -- Name
 sage integer1, -- Age
 sbdate char(25), -- Birth date
 sgpa float4, -- Grade point average
 idno integer, -- Unique student number
 scomment varchar(200), -- General comments
 sadvisor char(25)); -- Advisor's name
```

```
exec sql declare professor table -- Professor table
 (pname char(25), -- Professor's name
 pdept char(10)); -- Department
 with Compiled_Forms; use Compiled_Forms;
 with Text_Io; use Text_Io;
 with Integer_Text_Io; use Integer_Text_Io;
-- Procedure: Prof_Student
-- Purpose: Main body of "Professor Student" Master-Detail
-- application.
procedure Prof_Student is
 exec sql begin declare section;
 -- Graduate student record maps to "student" database table
 type Student_Rec is
 record
 sname: String(1..25);
 sage: Short_Short_Integer;
 sbdate: String(1..25);
 sgpa: Float;
 sidno: Integer;
 scomment: String(1..200);
 sadvisor: String(1..25);
 end record;
 grad: Student_Rec;
 exec sql end declare section;
--
-- Procedure: Load_Students
-- Purpose: Given an advisor name, load into the "studenttbl"
-- table field all the graduate students who report
-- to the professor with that name.
-- Parameters: advisor - User-specified professor name.
-- Uses the global student record "grad."
--
procedure Load_Students(adv : in String) is
 exec sql begin declare section;
 advisor : String(1..25) := adv;
 exec sql end declare section;

 exec sql declare studentcsr cursor for
 select sname, sage, sbdate, sgpa,
 sidno, scomment, sadvisor
 from student
 where sadvisor = :advisor;
begin
 --
 -- Clear previous contents of table field. Load the table
 -- field from the database table based on the advisor
 -- name. Columns "sname" and "sage" will be displayed,
 -- and all others will be hidden.
 --
 exec frs message 'Retrieving Student Information . . .';
 exec frs clear field studenttbl;
 exec frs redisplay; -- Refresh for query
 exec sql whenever sqlerror goto Load_End;
 exec sql whenever not found goto Load_End;
```

```

exec sql open studentcsr;

--
-- Before we start the loop, we know that the OPEN
-- was successful and that NOT FOUND was not set.
--
while (sqlca.sqlcode = 0) loop
 exec sql fetch studentcsr into :grad;
 exec frs loadtable masterfrm studenttbl
 (sname = :grad.sname,
 sage = :grad.sage,
 sbdate = :grad.sbdate,
 sgpa = :grad.sgpa,
 sidno = :grad.sidno,
 scomment = :grad.scomment,
 sadvisor = :grad.sadvisor);
end loop;
<<Load_End>> -- Clean up on an error, and close cursors
exec sql whenever not found continue;
exec sql whenever sqlerror continue;
exec sql close studentcsr;

end Load_Students;

--
-- Function: Student_Info_Changed
-- Purpose: Allow the user to zoom in on the details of a
-- selected student. Some of the data can be
-- updated by the user. If any updates are made,
-- incorporate them into the database table.
-- The procedure returns TRUE if any changes are
-- made.
-- Parameters:
-- None
-- Returns:
-- TRUE/FALSE - Changes were made to the database.
-- Sets the global "grad" record with the new data.
--
function Student_Info_Changed return Boolean is
 exec sql begin declare section;
 changed: Integer; -- Changes made to the form?
 valid_advisor: Integer; -- Is the advisor name valid?
 exec sql end declare section;

begin
 -- Local error handler just prints error and continues
 exec sql whenever sqlerror call sqlprint;
 exec sql whenever not found continue;

 -- Display the detailed student information
 exec frs display studentfrm fill;
 exec frs initialize
 (sname = :grad.sname,
 sage = :grad.sage,
 sbdate = :grad.sbdate,
 sgpa = :grad.sgpa,
 sidno = :grad.sidno,
 scomment = :grad.scomment,
 sadvisor = :grad.sadvisor);

```

```
exec frs activate menuitem 'Write';
exec frs begin;

--
-- If changes were made, then update the
-- database table. Only bother with the
-- fields that are not read-only.
--
exec frs inquire_frs form (:changed = change);

if (changed = 1) then
 exec frs validate;
 exec frs message 'Writing changes to database. . .';

 exec frs getform
 (:grad.sgpa = sgpa,
 :grad.scomment = scomment,
 :grad.sadvisor = sadvisor);

 -- Enforce integrity of professor name
 valid_advisor := 0;
 exec sql select 1 into :valid_advisor
 from professor
 where pname = :grad.sadvisor;

 if (valid_advisor = 0) then
 exec frs message 'Not a valid advisor name';
 exec frs sleep 2;
 exec frs resume field sadvisor;
 else
 exec sql update student set
 sgpa = :grad.sgpa,
 scomment = :grad.scomment,
 sadvisor = :grad.sadvisor
 where sidno = :grad.sidno;
 end if;
end if;
exec frs breakdisplay;
exec frs end; -- 'Write'
```



```

 exec frs activate menuitem 'Quit';
 exec frs begin;
 -- Quit without submitting changes
 changed := 0;
 exec frs breakdisplay;
 exec frs end; -- 'Quit'
 exec frs finalize;

 return (changed = 1);

end Student_Info_Changed;

--
-- Procedure: Master
-- Purpose: Drive the application, by running "masterfrm"
-- and allowing the user to "zoom" in on a selected
-- student. Parameters: None - Uses the global student "grad"
-- record.

procedure Master is
 exec sql begin declare section;
 -- Professor record maps to "professor" database table
 type Prof_Rec is
 record
 pname: String(1..25);
 pdept: String(1..10);
 end record;
 prof: Prof_Rec;

 -- Useful forms runtime information
 lastrow, -- Lastrow in table field
 istable: Integer; -- Is a table field?

 -- Utility buffers
 msgbuf: String(1..100); -- Message buffer
 respbuf: String(1..1); -- Response buffer
 old_advisor: String(1..25); -- Old advisor before ZOOM
 exec sql end declare section;

begin -- Master
 --
 -- Initialize "studenttbl" with a data set in READ mode.
 -- Declare hidden columns for all the extra fields that
 -- the program will display when more information is
 -- requested about a student. Columns "sname" and "sage"
 -- are displayed. All other columns are hidden, to be
 -- used in the student information form.
 --
 exec frs inittable masterfrm studenttbl read
 (sbdate = char(25),
 sgpa = float4,
 sidno = integer,
 scomment = char(200),
 sadvisor = char(20));

 -- Drive the application, by running "masterfrm" and
 -- allowing the user to "zoom" in on a selected student.
 exec frs display masterfrm update;

```

```
exec frs initialize;
exec frs begin;
 exec frs message 'Enter an Advisor name . . .';
 exec frs sleep 2;
exec frs end;

exec frs activate menuitem 'Students', field 'pname';
exec frs begin;
 -- Load the students of the specified professor
 exec frs getform (:prof.pname = pname);

 -- If no professor name is given, then resume
 if (prof.pname(1) = ' ') then
 exec frs resume field pname;
 end if;

 --
 -- Verify that the professor exists. If not,
 -- print a message and continue. Assume that
 -- each professor has exactly one department.
 --
 exec sql whenever sqlerror call sqlprint;
 exec sql whenever not found continue;

 prof.pdept := (1..10 => ' ');
 exec sql select pdept
 into :prof.pdept
 from professor
 where pname = :prof.pname;

 -- If no professor, report error
 if (prof.pdept(1) = ' ') then
 msgbuf := (1..100 => ' ');
 msgbuf(1..59) :=
 "No professor with name '" &
 prof.pname & "' [RETURN]";
 exec frs prompt noecho (:msgbuf, :respbuf);
 exec frs clear field all;
 exec frs resume field pname;
 end if;

 -- Fill the department field and load students
 exec frs putform (pdept = :prof.pdept);
 Load_Students(prof.pname);

 exec frs resume field studenttbl;
exec frs end; -- 'Students'
exec frs activate menuitem 'Zoom';
exec frs begin;
 --
 -- Confirm that user is in "studenttbl" and that
 -- the table field is not empty. Collect data from
 -- the row and zoom for browsing and updating.
 --
 exec frs inquire_frs field masterfrm
 (:istable = table);
 if (istable = 0) then
 exec frs prompt noecho
 ('Select from the student table [RETURN]', :respbuf);
```

```

 exec frs resume field studenttbl;
 end if;

 exec frs inquire_frs table masterfrm
 (:lastrow = lastrow);
 if (lastrow = 0) then
 exec frs prompt noecho
 ('There are no students [RETURN]', :respbuf);
 exec frs resume field pname;
 end if;

 -- Collect all data on student into graduate record
 exec frs getrow masterfrm studenttbl
 (:grad.sname = sname,
 :grad.sage = sage,
 :grad.sbdate = sbdate,
 :grad.sgpa = sgpa,
 :grad.sidno = sidno,
 :grad.scomment = scomment,
 :grad.sadvisor = sadvisor);

 --
 -- Display "studentfrm," and, if any changes were made,
 -- make the updates to the local table field row.
 -- Only make updates to the columns corresponding to
 -- writable fields in "studentfrm." If the student
 -- changed advisors, then delete the row from the
 -- display.
 --
 old_advisor := grad.sadvisor;
 if (Student_Info_Changed) then
 if (old_advisor <= grad.sadvisor) then
 exec frs deleterow masterfrm studenttbl;
 else
 exec frs putrow masterfrm studenttbl
 (sgpa = :grad.sgpa,
 scomment = :grad.scomment,
 sadvisor = :grad.sadvisor);
 end if;
 end if;

 exec frs end; -- 'Zoom' ;

 exec frs activate menuitem 'Exit';
 exec frs begin;
 exec frs breakdisplay;
 exec frs end; -- 'Exit' ;

 exec frs finalize;

end Master;

begin -- Prof_Student
 -- Start up Ingres and the FORMS system
 exec frs forms;

 exec sql whenever sqlerror stop;
 exec frs message 'Initializing Student Administrator . . .';
 exec sql connect personnel;

```

```
 exec frs addform :masterfrm;
 exec frs addform :studentfrm;

 Master;

 exec frs clear screen;
 exec frs endforms;
 exec sql disconnect;

end Prof_Student;
```

## The SQL Terminal Monitor Application

This application executes SQL statements that are read in from the terminal. The application reads statements from input and writes results to output. Dynamic SQL is used to process and execute the statements.

When the application starts, it prompts the user for the database name. The program then prompts for an SQL statement. The preprocessor does not accept SQL comments and statement delimiters. The SQL statement is processed using dynamic SQL, and results and SQL errors are written to output. At the end of the results, the program displays an indicator of the number of rows affected. The loop is then continued and the program prompts you for another SQL statement. When end-of-file is typed in, the application rolls back any pending updates and disconnects from the database.

The user's SQL statement is prepared using **prepare** and **describe**. If the SQL statement is not a **select** statement, then it is run using **execute** and the number of rows affected is printed. If the SQL statement is a **select** statement, a dynamic SQL cursor is opened, and all the rows are fetched and printed. The routines that print the results do not try to tabulate the results. A row of column names is printed, followed by each row of the results.

Keyboard interrupts are not handled. Fatal errors, such as allocation errors, and boundary condition violations are handled by rolling back pending updates and disconnecting from the database session.

### Sample Application

```
--
-- I/O utilities
-- This example assumes package Long_Float_Text_IO
-- has been instantiated to use the D_FLOAT format.
--
with text_io; use text_io;
with integer_text_io; use integer_text_io;
with short_integer_text_io; use short_integer_text_io;
with long_float_text_io; use long_float_text_io;
```

```

-- Declare the SQLCA and the SQLDA records
exec sql include sqlca;
exec sql include sqlda;

-- Dynamic SQL statement and cursor
exec sql declare stmt statement;
exec sql declare csr cursor for stmt;

--
-- Program: SQL_Monitor
-- Purpose: Main entry of SQL Monitor application.
--

procedure SQL_Monitor is
 exec sql begin declare section;
 dbname: String(1..50) := (1..50 => ' '); -- Database name
 dblen: Natural;
 dbrun: Boolean := false; -- connected to db
 exec sql end declare section;

 -- Global SQLDA. Discriminant SQLN is implicitly set
 -- to IISQ_MAX_COLS
 sqlda: IISQLDA(IISQ_MAX_COLS);

 --
 -- Constants and types needed to declare global storage for
 -- SELECT results.
 --
 -- Length of large string pool from which slices will
 -- be allocated
 MAX_STRING: constant := 3000;

 -- Different numeric types for result variables
 type Numerics is
 record
 n_int: Integer; -- 4-byte integers
 nflt: Long_Float; -- 8-byte floating-points
 n_ind: Short_Integer; -- 2-byte null indicators
 end record;

 type Numerics_Array is array(Short_Integer range <>)
 of Numerics;

 -- Large string pool from which to allocate slices
 type Strings is
 record
 s_len: Integer; -- Length used
 s_data: String(1..MAX_STRING); -- and data area
 end record;

 -- Record of numerics and strings
 type Results is
 record
 nums: Numerics_Array(1..IISQ_MAX_COLS);
 str: Strings;
 end record;

```

```
--
-- Global result storage area - set up by Print_Header,
-- filled when executing the FETCH statement, and
-- displayed by Print_Row.
--
res: Results;

-- Forward defined procedures and functions
-- Main body of monitor
procedure Run_Monitor;

-- Execute dynamic SELECT statements
function Execute_Select return Integer;

-- Print the column headers for a dynamic SELECT
function Print_Header return Boolean;

-- Print a result row for a dynamic SELECT
procedure Print_Row;

-- Print an error message
procedure Print_Error;

-- Read a statement from input
procedure Read Stmt(stmt_num: in Integer; stmt_buf:
 in out String);

--
-- Procedure: Run_Monitor
-- Purpose: Run the SQL monitor. Initialize the global
-- SQLDA with the number of SQLVAR elements.
-- Loop while prompting
-- the user for input and processing the SQL
-- statement; if end-of-file is typed then control
-- is returned to the main program exception
-- handler from Read Stmt.
--
-- If the statement is not a SELECT statement
-- then execute it, otherwise open a cursor and
-- process a dynamic select statement
-- (using Execute_Select).
--
procedure Run_Monitor is
exec sql begin declare section;
```

```
 stmt_buf: String(1..1000); -- SQL statement input buffer
 stmt_num: Integer; -- SQL statement number
 rows: Integer; -- # of rows affected
 exec sql end declare section;

begin -- Run_Monitor
 -- Now we are set for input
 stmt_num := 0;

 -- Loop till end-of-file is detected.
 loop
 --
 -- Prompt and read the next statement. If Read_Stmt
 -- end-of-file was detected then end_error is signaled
 -- and control is returned to the main program.
 --
 stmt_num := stmt_num + 1;
 Read_Stmt(stmt_num, stmt_buf);

 -- Handle database errors
 exec sql whenever sqlerror goto Stmt_Err;

 --
 -- PREPARE and DESCRIBE the statement. If the
 -- statement is not a SELECT then EXECUTE it,
 -- otherwise inspect the
 -- contents of the SQLDA and call Execute_Select.
 --
 exec sql prepare stmt from :stmt_buf;
 exec sql describe stmt into :sqlda;

 --
 -- If SQLD = 0 then this is not a SELECT
 -- statement. Otherwise call Execute_Select to process
 -- a dynamic cursor.
 if (sqlda.sqld = 0) then
 exec sql execute stmt;
 rows := sqlca.sqlerrd(3);
 else
 rows := Execute_Select;
 end if;
 -- If SELECT or not
 exec sql whenever sqlerror continue;
```

```
<<Stmt_Err>>
--
-- Only display error message if we arrived here
-- because of the SQLERROR condition. Otherwise print
-- the rows processed and continue with the loop.
if (sqlca.sqlcode < 0) then
 Print_Error;
else
 put("[");
 put(rows, 1);
 put_line(" row(s)]");
end if;

end loop; -- While reading statements

end Run_Monitor;
--
-- Function: Execute_Select
-- Purpose: Run a dynamic SELECT statement. The SQLDA has
-- already been described. This routine calls
-- Print_Header to print column headers
-- and set up result storage information.
-- A Dynamic SQL cursor is then opened
-- and each row is fetched and printed by Print_Row.
-- Any error causes the cursor to be closed.
-- Returns: Number of rows fetched from the cursor.
--
function Execute_Select return Integer is
 rows: Integer := 0; -- Counter of rows fetched

begin
 -- Execute_Select
 --
 -- Print result column names and set up the result data types
 -- and variables. Print_Header returns FALSE if the dynamic
 -- set-up fails.
 --
 if (Print_Header) then
 exec sql whenever sqlerror goto Select_Error;
 -- Open the dynamic cursor
 exec sql open csr for readonly;

 -- Fetch and print each row
 rows := 0;
 while (sqlca.sqlcode = 0) loop
 exec sql fetch csr using descriptor :sqlda;
 if (sqlca.sqlcode = 0) then
 rows := rows + 1; -- Count the rows
 Print_Row;
 end if;

 end loop; -- While there are more rows
 <<Select_Error>>
 -- Display error message if SQLERROR condition is set.
 if (sqlca.sqlcode < 0) then
 Print_Error;
 end if;
```



```

 exec sql whenever sqlerror continue;
 exec sql close csr;

 end if; -- If Print_Header
 return rows;

end Execute_Select;

--
-- Function: Print_Header
-- Purpose: A statement has just been described so set up the
-- SQLDA for result processing. Print all the column
-- names and allocate result variables for retrieving
-- data. The result variables are allocated out of
-- a pool of numeric variables (integers, floats and
-- 2-byte indicators) and a large character buffer.
-- The SQLDATA and SQLIND fields are pointed at the
-- addresses of the result variables.
-- Returns:
-- TRUE if successfully set up the SQLDA for result
-- variables, FALSE if an error occurred.
--
function Print_Header return Boolean is
 nullable: Boolean; -- Null indicator required
 chlen: Short_Integer; -- Current string length

begin
 -- Print_Header
 --
 -- Verify that there are enough result variables.
 -- If not print an error and return.
 --
 if (sqlda.sqld >= sqlda.sqln) then
 put("SQL Error: SQLDA requires ");
 put(sqlda.sqld, 1);
 put(" variables, but has only ");
 put(sqlda.sqln, 1);
 put_line(".");
 return FALSE;
 end if; -- If enough result variables
 --
 -- For each column print the number and title. For example:
 -- [1] name [2] age [3] salary
 -- While processing each column determine the column type
 -- and to where SQLDATA and SQLIND must point in order to
 -- retrieve type-compatible results.
 --
 res.str.s_len := 1; -- No string space used yet
 for col in 1 .. sqlda.sqld loop -- For each column
 declare
 sqv: IISQL_VAR renames sqlda.sqlvar(col); -- Shorthand
 begin
 -- Print column name and number
 put("[");
 put(col, 1);
 put("] ");
 put(sqv.sqlname.sqlnamec(1..Integer
 (sqv.sqlname.sqlnamel)));

```

```
if (col < sqlda.sqld) then
 put(" "); -- Separator space
end if;

--
-- Process the column for type and length
-- information. Use
-- result storage area from which variables can
-- be allocated.

if (sqv.sqltype < 0) then
 -- Null indicator handled later
 nullable := TRUE;
else
 nullable := FALSE;
end if;

case (abs(sqv.sqltype)) is
 - Integers - use 4-byte integer
 when IISQ_INT_TYPE =>
 sqv.sqltype := IISQ_INT_TYPE;
 sqv.sqllen := 4;
 sqv.sqldata := res.nums(col).n_int'Address;
 -- Floating points - use 8-byte float
 when IISQ_MNY_TYPE | IISQ_FLT_TYPE =>
 sqv.sqltype := IISQ_FLT_TYPE;
 sqv.sqllen := 8;
 sqv.sqldata := res.nums(col).nflt'Address;

 -- Character strings
 when IISQ_DTE_TYPE | IISQ_CHA_TYPE | IISQ_VCH_TYPE =>
 --
 -- Determine the length of the slice required
 -- from the large character buffer. If we have
 -- enough space left then point at the start of
 -- the corresponding slice, otherwise print an
 -- error and return.
 --
 -- Note that for DATE types we must set the
 -- length.
 --
 if (abs(sqv.sqltype) = IISQ_DTE_TYPE) then
 chlen := IISQ_DTE_LEN;
 else
 chlen := sqv.sqllen;
 end if;

 -- Enough room in large string buffer ?
 if (res.str.s_len + Integer(chlen) > MAX_STRING)
 then
 new_line;
 put_line("SQL Error: Character result data "
 & "overflow.");
 return FALSE;
 end if;

 --
 -- Allocate space out of the large character
 -- buffer and keep track of the amount of space
```

```

-- used so far.
--
 sqv.sqltype := IISQ_CHA_TYPE;
 sqv.sqllen := chlen;
 sqv.sqldata :=
 res.str.s_data(res.str.s_len)'Address;
 res.str.s_len := res.str.s_len + Integer(chlen);
-- Bad data type
when others =>
 new_line;
 put("SQL Error: Unknown data type returned: ");
 put(sqv.sqltype, 1);
 put_line(".");
 return FALSE;

end case;
-- Of data types
-- If nullable then point at null indicator and
-- toggle type id
if (nullable) then
 sqv.sqltype := -sqv.sqltype;
 sqv.sqlind := res.num(sqv.col).n_ind'Address;
else
 sqv.sqlind := IISQ_ADR_ZERO;
end if;

end;
-- Declare (rename) block
end loop;
-- For processing columns
new_line;
-- Print separating line
put_line("-----");
return TRUE;

end Print_Header;

--
-- Procedure: Print_Row
-- Purpose: For each element inside the SQLDA, print the value.
-- Print its column number too in order to identify it
-- with the column name printed earlier. If the value
-- is NULL print "N/A". This routine prints the values
-- using very basic formats and does not try to
-- tabulate the results.
--
--
procedure Print_Row is
 chlen: Short_Integer; -- Index into string slices

begin
 -- Print_Row
 --
 -- For each column, print the column number and the data. The
 -- number identifies the column with the column name printed
 -- in Print_Header. NULL columns are printed as "N/A".
 --
 res.str.s_len := 1;
 -- No characters printed yet
 for col in 1 .. sqlda.sqld loop
 declare
 sqv: IISQ_VAR renames sqlda.sqlvar(col); -- Shorthand
 begin
 put("[");
 -- Print column number
 put(col, 1);

```

```
put("] ");
-- If nullable and is NULL then print "N/A"
if (sqv.sqltype < 0) and (res.nums(col).n_ind = -1) then
 put("N/A");
else
 --
 -- Using the base type set up in Print_Header
 -- determine how to print the results. All types
 -- are printed using
 -- very basic formats.
 --
 case (abs(sqv.sqltype)) is
 when IISQ_INT_TYPE =>
 put(res.nums(col).n_int, 1);

 when IISQ_FLT_TYPE =>
 put(res.nums(col).n_flt, 1, 4, 0);

 when IISQ_CHA_TYPE =>
 -- Use a current-length slice from the
 -- large character buffer, as allocated
 -- in Print_Header.
 -- Track number of characters printed.
 chlen := sqv.sqllen;
 put(res.str.s_data(res.str.s_len ..
 res.str.s_len + Integer(chlen) - 1));
 res.str.s_len :=
 res.str.s_len + Integer(chlen);

 when others => -- Bad data type
 put("<type = ");
 put(sqv.sqltype, 1);
 put(">");
 end case;
end if;
end;
if (col < sqlda.sqld) then
 put(" ");
end if;

end loop;
new_line;
end Print_Row;
--
-- Procedure: Print_Error
-- Purpose: SQLCA error detected. Retrieve the error message
-- and print it.
--
procedure Print_Error is
 exec sql begin declare section;
 error_buf: String(1..200); -- SQL error text retrieval
 exec sql end declare section;

begin
 exec sql inquire_sql (:error_buf = ERRORTEXT);
 put_line("SQL Error:");
 put_line(error_buf);
```

```

end Print_Error;

--
-- Procedure: Read_Stmt
-- Purpose: Reads a statement from standard input. This routine
-- issues a prompt with the current statement number,
-- and reads the response into the parameter "stmt_buf".
-- No special scanning is done to look for terminators,
-- string delimiters or line continuations.
--
-- On eof-of-file end_error is raised and processed in
-- the main program.
--
-- The routine can be extended to allow line continuations,
-- SQL-style comments and a semicolon terminator.
-- Parameters:
-- stmt_num - Statement number for prompt.
-- stmt_buf - Buffer to fill from input.
--
--
procedure Read_Stmt (stmt_num: in Integer; stmt_buf: in out String) is
 slen: Natural;

begin
 -- Read_Stmt
 stmt_buf := (1..stmt_buf'length => ' ');
 slen := 0;

 while (slen = 0) loop -- Ignore empty lines
 put(stmt_num, 3);
 put("> ");
 get_line(stmt_buf, slen);
 end loop;

end Read_Stmt;

--
-- Program: SQL_Monitor Main
-- Purpose: Main entry of SQL Monitor application. Prompt for
-- database name and connect to the database. Run the
-- monitor and disconnect from the database. Before
-- disconnecting roll
-- back any pending updates.
--
--
begin
 -- Main Program
 put("SQL Database: ");
 get_line(dbname, dblen);
 if (dblen = 0) then
 return;
 end if;

 put_line("-- SQL Terminal Monitor --");
 -- Treat connection errors as fatal errors
 exec sql whenever sqlerror stop;
 exec sql connect :dbname;

 dbrun := TRUE;

 Run_Monitor;

```

```
exec sql whenever sqlerror continue;

exception
 when others => -- exit on EOF and other errors
 if (dbrun) then
 put_line("SQL: Exiting monitor program.");
 exec sql rollback;
 exec sql disconnect;
 end if;

end SQL_Monitor;
```

## A Dynamic SQL/Forms Database Browser

This program lets the user browse data from and insert data into any table in any database, using a dynamically defined form. The program uses Dynamic SQL and Dynamic FRS statements to process the interactive data. You should already have used VIFRED to create a Default Form based on the database table that you want to browse. VIFRED will build a form with fields that have the same names and data types as the columns of the specified database table.

When run, the program prompts the user for the name of the database, the table, and the form. The form is profiled using the **describe form** statement, and the field name, data type, and length information is processed. From this information, the program fills in the SQLDA data and null indicator areas and builds two Dynamic SQL statement strings to **select** data from and **insert** data into the database.

The **Browse** menu item retrieves the data from the database using an SQL cursor associated with the dynamic **select** statement, and displays that data using the dynamic **putform** statement. A **submenu** allows the user to continue with the next row or return to the main menu. The **Insert** menu item retrieves the data from the form using the dynamic **getform** statement, and adds the data to the database table using a prepared **insert** statement. The **Save** menu item commits the changes and, because prepared statements are discarded, reprepares the **select** and **insert** statements. When the **Quit** menu item is selected, all pending changes are rolled back and the program is terminated.

## Sample Application

```
-- Declare the SQLCA and SQLDA records
exec sql include sqlca;
exec sql include sqlda;

--
-- Program:
-- Dynamic_FRS
-- Purpose:
-- Main entry of Dynamic SQL forms application
--
procedure Dynamic_FRS is
 -- Global SQLDA. Discriminant SQLN is implicitly
 -- set to IISQ_MAX_COLS
 sqlda: IISQLDA(IISQ_MAX_COLS);

 -- String object maximums
 MAX_NAME: constant := 40; -- Input name size
 MAX_STRING: constant := 3000; -- Large string buffer size
 MAX_STMT: constant := 1000; -- SQL statement string size
 --
 -- Result storage pool for Dynamic SQL and FRS statements.
 -- This result pool consists of arrays of 4-byte integers,
 -- 8-byte floating-points, 2-byte indicators, and a large
 -- string buffer from which slices will be allocated. Each
 -- SQLDA SQLVAR sets its SQLDATA and SQLIND address pointers
 -- to variables from this pool.
 --
 integers: array(1..IISQ_MAX_COLS) of Integer; -- 4-byte integer
 floats: array(1..IISQ_MAX_COLS) of Long_Float; -- 8-byte float
 indicators: array(1..IISQ_MAX_COLS) of Short_Integer; -- 2-byte
 -- indicator
 characters: String(1..MAX_STRING); -- String pool
exec sql begin declare section;
 dbname: String(1..MAX_NAME); -- Database name
 formname: String(1..MAX_NAME); -- Form name
 tablename: String(1..MAX_NAME); -- Database table name
 sel_buf: String(1..MAX_STMT); -- Prepared SELECT and
 ins_buf: String(1..MAX_STMT); -- INSERT statements
 err: Integer; -- Error status
 ret: String(1..1); -- Prompt error buffer
exec sql end declare section;

--
-- Function:
-- Describe_Form
-- Purpose:
-- Profile the specified form for name and data type
-- information. Using the DESCRIBE FORM statement, the
-- SQLDA is loaded with field information from the
-- form. This procedure processes this information to
-- allocate result storage, point at storage for
-- dynamic FRS data
-- retrieval and assignment, and build SQL statements
-- strings for subsequent dynamic SELECT and
-- INSERT statements. For example, assume the form
-- (and table) 'emp' has the following fields:
```

```
--
-- Field Name Type Nullable?
-- -----
-- name char(10) No
-- age integer4 Yes
-- salary money Yes
--
-- Based on 'emp', this procedure will construct the SQLDA.
-- The procedure allocates variables from a result variable
-- pool (integers, floats and a large character
-- string space). The SQLDATA and SQLIND fields are pointed
-- at the addresses of the result variables in the pool.
-- The following SQLDA is built:
--
-- sqlvar(1)
-- sqltype = IISQ_CHA_TYPE
-- sqllen = 10
-- sqldata = pointer into characters array
-- sqlind = null
-- sqlname = 'name'
-- sqlvar(2)
-- sqltype = -IISQ_INT_TYPE
-- sqllen = 4
-- sqldata = address of integers(2)
-- sqlind = address of indicators(2)
-- sqlname = 'age'
-- sqlvar(3)
-- sqltype = -IISQ_FLT_TYPE
-- sqllen = 8
-- sqldata = address of floats(3)
-- sqlind = address of indicators(3)
-- sqlname = 'salary'
--
-- This procedure also builds two dynamic SQL statements
-- strings. Note that the procedure should be extended to
-- verify that the statement strings do fit into the
-- statement buffers (this was not done in this example).
-- The above example would construct the following
-- statement strings:
--
-- 'SELECT name, age, salary FROM emp ORDER BY name'
-- 'INSERT INTO emp (name, age, salary) VALUES (?, ?, ?)'
--
-- Parameters (globals):
-- formname - (in) Name of form to profile.
-- tablename - (in) Name of database table.
-- sel_buf - (out) Buffer to hold SELECT statement string.
-- ins_buf - (out) Buffer to hold INSERT statement string.
-- Returns:
-- TRUE/FALSE - Success/failure - will fail on error
-- or upon finding a table field.
--
```



```

function Describe_Form return Boolean is
 names: String(1..MAX_STMT); -- Names for SQL statements
 name_cur: Integer; -- Current name length
 name_cnt: Integer; -- Bytes used in 'names'
 marks: String(1..MAX_STMT); -- Place holders for INSERT
 mark_cnt: Integer; -- Bytes used in 'marks'
 nullable: Boolean; -- Is nullable (SQLTYPE < 0)
 char_cnt: Integer; -- Total string length
 char_cur: Integer; -- Current string length
begin
 -- Describe_Form
 --
 -- DESCRIBE the form - if we cannot fully describe the
 -- form (our SQLDA is too small) then report an error and
 -- return.
 exec frs describe form :formname all into :sqlda;
 exec frs inquire_frs frs (:err = ERRORNO);
 if (err > 0) then
 return FALSE; -- Error already displayed
 elsif (sqlda.sqld > sqlda.sqln) then
 exec frs prompt noecho
 ('SQLDA is too small for form :', :ret);
 return FALSE;
 elsif (sqlda.sqld = 0) then
 exec frs prompt noecho
 ('There are no fields in the form :', :ret);
 return FALSE;
 end if;

 --
 -- For each field determine the size and type of the
 -- result data area. This data area will be allocated out
 -- of the result variable pool (integers, floats and
 -- characters) and will be pointed at by SQLDATA and
 -- SQLIND.
 --
 -- If a table field type is returned then issue an error.
 --
 -- Also, for each field add the field name to the 'names'
 -- buffer and the SQL place holders '?' to the 'marks'
 -- buffer, which will be used to build the final SELECT
 -- and INSERT statements.
 --
 char_cnt := 1; -- No strings used yet
 for i in 1 .. sqlda.sqld loop
 declare
 sqv: IISQL_VAR renames sqlda.sqlvar(i); -- Shorthand
 col: Integer := Integer(i);

 begin
 --
 -- Collapse all different types into Integers, Floats
 -- or Characters.
 --
 if (sqv.sqltype < 0) then --Null indicator handled later
 nullable := TRUE;
 else
 nullable := FALSE;
 end if;
 end;
 end loop;
end;

```

```
case (abs(sqv.sqltype)) is
-- Integers - use 4-byte integer
when IISQ_INT_TYPE =>
 sqv.sqltype := IISQ_INT_TYPE;
 sqv.sqlllen := 4;
 sqv.sqldata := integers(col)'Address;

-- Floating points - use 8-byte floats
when IISQ_MNY_TYPE | IISQ_FLT_TYPE =>
 sqv.sqltype := IISQ_FLT_TYPE;
 sqv.sqlllen := 8;
 sqv.sqldata := floats(col)'Address;
```

```

-- Character strings
when
IISQ_DTE_TYPE | IISQ_CHA_TYPE | IISQ_VCH_TYPE =>
 --
 -- Determine the length of the slice
 -- required from the large character buffer.
 -- If we have enough space left then point
 -- at the start of
 -- the corresponding slice, otherwise print
 -- an error and return.
 --
 -- Note that for DATE types we must set
 -- the length.
 --
 if (abs(sqv.sqltype) = IISQ_DTE_TYPE) then
 char_cur := IISQ_DTE_LEN;
 else
 char_cur := Integer(sqv.sqlllen);
 end if;

 -- Enough room in large string buffer ?
 if (char_cnt + char_cur >
 characters'length) then
 exec frs prompt noecho
 ('Character pool buffer overflow :', :ret);
 return FALSE;
 end if;

 -- Allocate slice out of buffer
 sqv.sqltype = IISQ_CHA_TYPE;
 sqv.sqlllen = Short_Integer(char_cur);
 sqv.sqldata = characters(char_cnt)'Address;
 char_cnt = char_cnt + char_cur;

when IISQ_TBL_TYPE =>
 exec frs prompt noecho
 ('Table field found in form :', :ret);
 return FALSE;

when others =>
 exec frs prompt noecho
 ('Invalid field type :', :ret);
 return FALSE;

end case;
-- Of data types
-- Assign pointers to null indicators and toggle type
if (nullable) then
 sqv.sqltype := -sqv.sqltype;
 sqv.sqlind := indicators(col)'Address;
else
 sqv.sqlind := IISQ_ADR_ZERO;
end if;

--
-- Store field names and place holders (separated by
-- commas) for the SQL statements.
--
if (col = 1) then

```

```
 name_cnt = 1;
 mark_cnt := 1;
 else
 names(name_cnt) = ',';
 name_cnt := name_cnt + 1;
 marks(mark_cnt) = ',';
 mark_cnt := mark_cnt + 1;
 end if;
 name_cur := Integer(sqv.sqlname.sqlnamel);
 names(name_cnt..name_cnt+name_cur-1) :=
 sqv.sqlname.sqlnamec(1..name_cur);
 name_cnt := name_cnt + name_cur;
 marks(mark_cnt) := '?';
 mark_cnt := mark_cnt + 1;

 end; -- Declare (renames) block
end loop; -- While processing columns
--
-- Create final SELECT and INSERT statements. For the
-- SELECT statement ORDER BY the first field.
--
sel_buf := (1..sel_buf'length => ' ');
ins_buf := (1..ins_buf'length => ' ');
name_cur := Integer(sqlda.sqlvar(1).sqlname.sqlnamel);
sel_buf(1..7 + name_cnt-1 + 6 + tablename'length +
 10 + name_cur)
 := "SELECT " & names(1..name_cnt-1) &
 " FROM " & tablename &
 " ORDER BY " &
 sqlda.sqlvar(1).sqlname.sqlnamec(1..name_cur);
ins_buf(1..12 + tablename'length + 2 + name_cnt-1 + 10 +
 mark_cnt-1 + 1)
 := "INSERT INTO " & tablename & " (" &
 names(1..name_cnt-1) & ") VALUES (" &
 marks(1..mark_cnt-1) & ")";
return TRUE;

end Describe_Form;

--
-- Program:
-- Dynamic_FRS Main
-- Purpose:
-- Main body of Dynamic SQL forms application. Prompt for
-- database, form and table name. Call Describe_Form
-- to obtain a profile of the form and set up the SQL
-- statements. Then allow the user to interactively browse
-- the database table and append new data.
--
begin
 -- Dynamic_FRS Main
 exec sql declare sel_stmt statement; -- Dynamic SQL
 -- SELECT statement
 exec sql declare ins_stmt statement; -- Dynamic SQL
 -- INSERT statement
 exec sql declare csr cursor for sel_stmt; -- Cursor for
 -- SELECT statement
 exec frs forms;
```

```

-- Prompt for database name - will abort on errors
exec sql whenever sqlerror stop;
exec frs prompt ('Database name: ', :dbname);
exec sql connect :dbname;

exec sql whenever sqlerror call sqlprint;

--
-- Prompt for table name - later a Dynamic SQL SELECT
-- statement will be built from it.
--
exec frs prompt ('Table name: ', :tablename);

--
-- Prompt for form name. Check forms errors reported
-- through INQUIRE_FRS.
--
exec frs prompt ('Form name: ', :formname);
exec frs message 'Loading form ...';
exec frs forminit :formname;
exec frs inquire_frs frs (:err = ERRORNO);
if (err > 0) then
 exec frs message 'Could not load form. Exiting.';
 exec frs endforms;
 exec sql disconnect;
 return;
end if;

-- Commit any work done so far - access of forms catalogs
exec sql commit;

-- Describe the form and build the SQL statement strings
if (not Describe_Form) then
 exec frs message 'Could not describe form. Exiting.';
 exec frs endforms;
 exec sql disconnect;
 return;
end if;

--
-- PREPARE the SELECT and INSERT statements that correspond
-- to the menu items Browse and Insert. If the Save menu item
-- is chosen the statements are reprepared.
--
exec sql prepare sel_stmt from :sel_buf;
err := sqlca.sqlcode;
exec sql prepare ins_stmt from :ins_buf;
if ((err < 0) or (sqlca.sqlcode < 0)) then
 exec frs message 'Could not prepare SQL statements. Exiting.';
 exec frs endforms;
 exec sql disconnect;
 return;
end if;

--
-- Display the form and interact with user, allowing browsing
-- and the inserting of new data.
--
exec frs display :formname fill;

```

```
exec frs initialize;
exec frs activate menuitem 'Browse';
exec frs begin;
--
-- Retrieve data and display the first row on the form,
-- allowing the user to browse through successive rows.
-- If data types from the database table are not
-- consistent with data descriptions obtained from the
-- form, a retrieval error
-- will occur. Inform the user of this or other errors.
--
-- Note that the data will return sorted by the first
-- field that was described, as the SELECT statement,
-- sel_stmt, included an ORDER BY clause.
--
exec sql open csr;

-- Fetch and display each row
while (sqlca.sqlcode = 0) loop
 exec sql fetch csr using descriptor :sqlda;
 if (sqlca.sqlcode <= 0) then
 exec sql close csr;
 exec frs prompt noecho ('No more rows ', :ret);
 exec frs clear field all;
 exec frs resume;
 end if;

 exec frs putform :formname using descriptor :sqlda;
 exec frs inquire_frs frs (:err = ERRORNO);
 if (err > 0) then
 exec sql close csr;
 exec frs resume;
 end if;

 -- Display data before prompting user with submenu
 exec frs redisplay;

 exec frs submenu;
 exec frs activate menuitem 'Next', frskey4;
 exec frs begin;
 -- Continue with cursor loop
 exec frs message 'Next row ...';
 exec frs clear field all;
 exec frs end;
 exec frs activate menuitem 'End', frskey3;
 exec frs begin;
 exec sql close csr;
 exec frs clear field all;
 exec frs resume;
 exec frs end;

end loop; -- While there are more rows
exec frs end;

exec frs activate menuitem 'Insert';
exec frs begin;
 exec frs getform :formname using descriptor :sqlda;
 exec frs inquire_frs frs (:err = ERRORNO);
 if (err > 0) then
```

```

 exec frs clear field all;
 exec frs resume;
 end if;
 exec sql execute ins_stmt using descriptor :sqlda;
 if ((sqlca.sqlcode < 0) or (sqlca.sqlerrd(3) = 0)) then
 exec frs prompt noecho ('No rows inserted :', :ret);
 else
 exec frs prompt noecho ('One row inserted :', :ret);
 end if;
exec frs end;

exec frs activate menuitem 'Save';
exec frs begin;
 --
 -- COMMIT any changes and then re-PREPARE the SELECT and
 -- INSERT statements as the COMMIT statements discards
 -- them.
 --
 exec sql commit;
 exec sql prepare sel_stmt FROM :sel_buf;
 err := sqlca.sqlcode;
 exec sql prepare ins_stmt FROM :ins_buf;
 if ((err < 0) or (sqlca.sqlcode < 0)) then
 exec frs prompt noecho
 ('Could not reprepare SQL statements :', :ret);
 exec frs breakdisplay;
 end if;
exec frs end;

exec frs activate menuitem 'Clear';
exec frs begin;
 exec frs clear field all;
exec frs end;

exec frs activate menuitem 'Quit', frskey2;
exec frs begin;
 exec sql rollback;
 exec frs breakdisplay;
exec frs end;
exec frs finalize;

exec frs endforms;
exec sql disconnect;

exception
 when others =>
 exec frs prompt noecho
 ('Unexpected exception encountered :', :ret);
 raise;
end Dynamic_FRS;

```





# Chapter 6: Embedded SQL for BASIC

---

This section contains the following topics:

[Embedded SQL Statement Syntax for BASIC](#) (see page 633)

[BASIC Variables and Data Types](#) (see page 639)

[The SQL Communications Area](#) (see page 665)

[Dynamic Programming for BASIC](#) (see page 673)

[Advanced Processing](#) (see page 681)

[Preprocessor Operation](#) (see page 687)

[Preprocessor Error Messages](#) (see page 696)

[Sample Applications](#) (see page 699)

## Embedded SQL Statement Syntax for BASIC

This section describes the language-specific issues inherent in embedding SQL database and forms statements in a BASIC program. An Embedded SQL database statement has the following general syntax:

```
[margin] exec sql SQL_statement
```

The syntax of an Embedded SQL/FORMS statement is almost identical:

```
[margin] exec frs SQL/FORMS_statement
```

For information on SQL statements, see the *SQL Reference Guide*. For information on SQL/FORMS statements, see the *Forms-based Application Development Tools User Guide*.

The sections below describe the various syntactical elements of these statements as implemented in BASIC.

### Margin

In general, Embedded SQL statements in BASIC require no special margins. The **exec** keyword can begin anywhere on the source line. Host declarations can also begin on any column.

## BASIC Line Numbers

The BASIC line number, while not required, can occur at the beginning of any Embedded SQL statement. For example:

```
100 EXEC SQL DROP TABLE emp
```

In most instances, the preprocessor outputs any BASIC line number that precedes an Embedded SQL statement. However, in a few cases the preprocessor ignores a BASIC line number and does not include it in the code it generates. For example, line numbers occurring on Embedded SQL statements that produce no BASIC code are ignored by the preprocessor. It is an error to put a line number on a continuation line for an Embedded SQL statement or declaration.

The preprocessor never generates line numbers of its own. Thus, if you prefix an Embedded SQL statement with a line number and the preprocessor translates that statement into several BASIC statements, the line number will appear before the first BASIC statement only. Subsequent BASIC statements will be unnumbered. The BASIC line number, if present, must be the first item on the line. It can be preceded only by spaces or tabs.

Note that the BASIC language does require a line number on the first line of a program or subprogram. The Embedded SQL preprocessor does not verify that this line number exists.

## Terminator

There is no terminator for Embedded SQL/BASIC. Following the end of an Embedded SQL statement in BASIC, only comments and white space (blanks and tabs) are allowed to the end of the line.

The preprocessor allows, but does not require, a semicolon as a statement terminator for Embedded SQL statements. It does not write the semicolon to the output file of BASIC code. The terminating colon can be convenient when entering source code directly from the terminal, using the **-s** flag on the preprocessor command line to test the syntax of a particular statement (see Advanced Processing (see page 681) in this chapter).

## Labels

Like BASIC statements, Embedded SQL statements can have a label prefix. The label must begin with an alphabetic character and the remaining characters, if present, can be any combination of alphabetic and numeric characters and underscores. Note that dollar signs (\$) and periods (.) are not permitted in labels preceding Embedded SQL statements, even though the BASIC compiler accepts these characters. The label must be separated from the statement it labels with a colon. For example:

```
Close_Csr: exec sql close cursor1
```

The label can appear before any Embedded SQL statement. As with line numbers, in most instances the preprocessor outputs any BASIC label that precedes an Embedded SQL statement. However, in a few cases the preprocessor ignores a BASIC label and does not include it in the code it generates. For example, the preprocessor ignores labels occurring on Embedded SQL statements that do not produce BASIC code. It is an error to put a label on a continuation line for an Embedded SQL statement.

A label can be preceded by a BASIC line number. For example:

```
100 Close_down: exec sql disconnect
```

## Line Continuation

Embedded SQL statements and variable declarations can be continued over multiple lines. The line continuation rules are the same as those for BASIC statements. The ampersand (&) character followed immediately by a newline character indicates to the preprocessor that the current statement or declaration is to be continued. For example, the following **select** statement is continued over four lines:

```
exec sql select ename &
 into :namevar &
 from employee &
 where eno = :numvar
```

Blank lines can be included between Embedded SQL statement lines and do not require a continuation indicator. If a line continuation character is missing from the end of a line containing an Embedded SQL statement to be continued, the preprocessor generates the error message:

```
"Syntax error on terminator or missing BASIC continuation indicator."
```

The preprocessor does not enforce strict line continuation rules in declaration sections.

## Comments

You can include a comment field or line in an Embedded SQL statement by typing the exclamation point (!) at the beginning of the comment field. The following example shows the use of a comment field on the same line as an Embedded SQL statement:

```
exec sql open empcsr ! Process employees
```

The next example shows the use of a comment field embedded in an SQL statement:

```
exec sql select ename &
 into :namevar &
 from employee &
! Confirm that "eno" is the same as
! the current value chosen
 where eno = :currentval
```

In both cases, the preprocessor ignores the comment field. Note that a comment field terminates with the newline. A comment field cannot be continued over multiple lines.

A comment line can appear anywhere in an Embedded SQL program that a blank line is allowed, with the following exceptions:

- In string constants. Such a comment would be interpreted as part of the string constant.
- In parts of statements that are dynamically defined. For example, a comment in a string variable specifying a form name is interpreted as part of the form name.
- Between component lines of Embedded SQL block-type statements. All block-type statements (such as **activate** and **unloadtable**) are compound statements that include a statement section delimited by **begin** and **end**. Comment lines must not appear between the statement and its section. The preprocessor would interpret such comments as BASIC host code, causing preprocessor syntax errors. (Note, however, that the comment begun by the exclamation point can appear on the same line as the statement.) For example, the following statement would cause a syntax error on the first comment:

```
exec frs unloadtable empform employee (:namevar = ename)
! Illegal comment before statement body.
exec frs begin
! Comment legal here
exec frs message :namevar ! And legal here too
exec frs end
```

- Statements that are made up of more than one compound statement, such as the **display** statement, which typically consists of the **display** clause, an **initialize** section, **activate** sections, and a **finalize** section, cannot have comments between any of the components. These comments would be translated as host code and would cause syntax errors on subsequent statement components.

A comment line can also begin with the BASIC **rem** keyword.

The SQL comment delimiter "--" acts just like the "!" delimiter; it indicates that the rest of the line is a comment.

## String Literals

Embedded SQL string literals are delimited by single quotes. For example:

```
exec sql update employee &
 set salary = 30000.00 &
 where name = 'Newman'
```

Quotes cannot be embedded in a string literal. If you want to use a quote in a character string in an Embedded SQL statement, assign the string into a string variable or a BASIC string constant and use the string variable or constant in the SQL statement. For example:

```
comm_str = "Doesn't seem to relax"
exec sql update employee &
 set comments = :comm_str &
 where eno = :numvar
```

You can also declare a BASIC string constant. Following BASIC rules, you cannot continue string literals over more than one line.

## Integer Literals

You can use the optional trailing percent sign (%) with Embedded SQL integer literals. The preprocessor always adds the percent sign to the integer literals that it generates.

## The Create Procedure Statement

As mentioned in the *SQL Reference Guide*, the **create procedure** statement has language-specific syntax rules for line continuation, string literal continuation, comments, and the final terminator. These syntax rules follow the rules discussed in this section—for example, the ampersand is used to continue lines. Regardless of the number of statements inside the procedure body, the preprocessor treats the **create procedure** statement as a single statement and, as an Embedded SQL/BASIC statement, it has no final terminator. However, you must terminate all statements in the body of the procedure with a semicolon.

The following example shows a **create procedure** statement that follows the Embedded SQL/BASIC syntax rules:

```
exec sql &
 create procedure proc (parm integer) as &
 declare &
 var integer;
 begin &
 ! Use BASIC comment field (no need to continue here)
 if parm 10 then &
 message 'BASIC strings cannot continue over lines';&
 insert into tab VALUES (:parm); &
 endif; &
 end ! No terminator in BASIC
```

## Decimal Literals

The preprocessor distinguishes between decimal and floating-point literals in SQL and Forms Runtime System (FRS) statements according to the following rules:

- A literal containing a decimal point with no E notation is a decimal literal.
- A literal with E notation is a floating-point literal.

For example:

```
exec sql insert
 into mytable (salary) values (23000.12)
exec sql insert
 into mytable (number) values (1.4E4)
```

In addition, the preprocessor treats integer literals greater than MAXINT as decimals. This allows host programs to input large integer values.

Ingres will treat "23000.00" as a decimal literal and "1.4E2" as a float literal.

However, applications will continue to use host language rules for interpreting literals appearing in host declarations. For example:

```
exec sql begin declare section
 integer2 i (1.234)
exec sql end declare section
```

The literal '1.234' is interpreted according to the BASIC compiler rules.

This is consistent with the Ingres convention of interpreting SQL statements according to SQL rules and host statements according to host language compiler rules.

## BASIC Variables and Data Types

This section describes how to declare and use BASIC program variables in Embedded SQL.

### Variable Declarations

The following sections describe variable declarations.

#### Embedded SQL Variable Declaration Sections

Embedded SQL statements use BASIC variables to transfer data to and from the database or a form into the program. BASIC constants can also be used in those SQL statements transferring data from the program into the database. You must declare BASIC variables, constants, and structure definitions to SQL before using them in any Embedded SQL statements. The preprocessor does not allow implicit variable declarations. For this reason, the "%" and "\$" suffixes cannot be used with variable names. BASIC variables are declared to SQL in a *declaration section*. This section has the following syntax:

```
exec sql begin declare section
 BASIC variable declarations
exec sql end declare section
```

Embedded SQL variable declarations are global to the program file from the point of declaration onwards. Multiple declaration sections can be incorporated into a single file, as would be the case when a few different BASIC subprograms issue embedded statements using local variables. Each subprogram can have its own declaration section. For a discussion of the declaration of variables and types that are local to BASIC subprograms, see The Scope of Variables (see page 653) in this chapter.

## Reserved Words in Declarations

All Embedded SQL keywords are reserved. Therefore, you cannot declare variables with the same name as ESQL keywords. You can only use them in quoted string literals. These words are:

|                 |                  |                 |                |
|-----------------|------------------|-----------------|----------------|
| <b>byte</b>     | <b>decimal</b>   | <b>external</b> | <b>record</b>  |
| <b>case</b>     | <b>dim</b>       | <b>integer</b>  | <b>single</b>  |
| <b>com</b>      | <b>dimension</b> | <b>long</b>     | <b>string</b>  |
| <b>common</b>   | <b>double</b>    | <b>map</b>      | <b>variant</b> |
| <b>constant</b> | <b>dynamic</b>   | <b>real</b>     | <b>word</b>    |

The Embedded SQL preprocessor does not distinguish between uppercase and lowercase in keywords. In generating BASIC code, it converts any uppercase letters in keywords to lowercase.

## Data Types

The Embedded SQL preprocessor accepts the following elementary BASIC data types. The table below maps these types to their corresponding Ingres type categories. For a description of exact type mapping, see Data Type Conversion (see page 661) in this chapter.

| <b>BASIC Type</b> | <b>Ingres Type</b> |
|-------------------|--------------------|
| string            | character          |
| integer           | integer            |
| long              | integer            |
| word              | integer            |
| byte              | integer            |
| real              | float              |
| single            | float              |
| double            | float              |
| double            | decimal            |



Because BASIC supports the packed decimal datatype, the Ingres decimal type is mapped to it. For example, the BASIC packed decimal declarations:

```
declare decimal pack1
declare decimal (p,s) pack2
```

correspond to the Ingres **decimal** types:

```
decimal (15, 2)
decimal (p,s)
```

In addition, the preprocessor accepts the BASIC record type in variable declarations, providing the record has been predefined in an Embedded SQL declaration section.

The data types **gfloat** and **hfloat** are illegal and will cause declaration errors.

Neither the preprocessor nor the runtime support routines support **gfloat** or **hfloat** floating-point arithmetic. Consequently, the precision of floating-point data is less than that which is available in VMS BASIC programs. You should not compile the BASIC source code with the command line qualifiers **gfloat** or **hfloat** if you intend to pass those floating-point values to or from Ingres objects.

The following sections discuss the variable declarations and the use of variables in Embedded SQL statements.

## String Data Type

The Embedded SQL preprocessor accepts both fixed-length and dynamic string declarations. Strings can be declared using any of the declarations listed later. Note that you can indicate string length only for non-dynamic strings, that is, for string declarations appearing in common, map, or record declarations. For example,

```
common (globals) string ename = 30
```

is acceptable, but

```
declare string bad_str_var = 30 ! length is illegal
```

will generate an error.

The reference to an uninitialized BASIC dynamic string variable in an embedded statement that assigns the value of that string to Ingres will result in a runtime error because that restriction does not apply to the retrieval of data into an uninitialized dynamic string variable.

## Integer Data Type

Embedded SQL/BASIC accepts all BASIC integer data type sizes. It is important that the preprocessor know about **integer** size because it generates code to load data in and out of program variables. The preprocessor assumes that integer size is four bytes by default. However, you can inform the preprocessor of a non-default integer size by using the **-i** flag on the preprocessor command line. For detailed information on this flag, see Advanced Processing (see page 681) in this chapter.

You can explicitly override the default size or the preprocessor **-i** command-line flag by using the BASIC subtype words **byte**, **word**, or **long** in the variable declaration, as these examples illustrate:

```
declare byte one_byte_int
common (globals) word two_byte_int
external long four_byte_int
```

These declarations instruct the preprocessor to create integer variables of one, two, and four bytes respectively, regardless of the default setting.

You can use an integer variable with any numeric-valued object to assign or receive numeric data. For example, you can use such a variable to set a field in a form or to select a column from a database table. It can also specify simple numeric objects, such as table field row numbers.

## Real Data Type

As with the **integer** data type, the preprocessor must know the size of real data variables so that these variables can interact with Ingres correctly at runtime. The preprocessor accepts two sizes of real data: 4-byte variables (the default) and 8-byte variables. Again, you can change the default size with a flag on the preprocessor command line—in this case, the **-r** flag. For detailed information on this flag, see Advanced Processing (see page 681) in this chapter.

You can explicitly override the default size by using the BASIC subtype words **single** or **double** in a variable declaration. For example, the following two declarations:

```
declare single four_byte_real
map (myarea) double eight_byte_real
```

create real variables of four and eight bytes, respectively, regardless of the default setting.

A real variable can be used in Embedded SQL statements to assign or receive numeric data (both real and integer) to and from database columns, form fields, and table field columns. It cannot be used to specify numeric objects, such as table field row numbers.

## Decimal Data Type

The preprocessor accepts variable declarations of the **decimal** data type. Note that because the current implementation of Ingres does not store data in packed decimal format, Ingres converts the contents of a decimal variable to and from a double at runtime. Therefore, although decimal variables can interact with Ingres, the movement of data at runtime, both before and after database manipulation, can lead to some loss of precision.

Decimal variables can be used in Embedded SQL statements to transmit numeric values to and from database columns, form fields, and table field columns. You cannot, however, use decimal variables with Ingres integer objects, such as table field row numbers.

The default scale and precision for both **decimal variables** and **decimal symbolic constants** in EQUEL/BASIC is the BASIC default of (15,2). The preprocessor does not support the BASIC compile flag /decimal\_size. Compiling with the flag will not change the default precision and scale of decimal variables as far as the preprocessor is concerned. You should always specify the precision and scale when declaring a decimal variable or constant. For example:

```
declare decimal (10.4) constant = 1.2345 - Preferred declaration

declare decimal constant = 1.234 - Will use default (15,2) thus
 scale is truncated to two places.
```

## Record Data Type

The Embedded SQL preprocessor supports the declaration and use of user-defined record variables. You can declare a variable of type **record** if you have already defined the record in an Embedded SQL declaration section. Later sections discuss the syntax of record declarations and their use in Embedded SQL statements.

## Variable and Constant Declaration Syntax

Embedded SQL/BASIC variables and constants can be declared in a variety of ways when those declarations are in a declare section. The following sections enumerate these declaration statements and describe their syntax.

## The Declare Statement

The **declare** statement for an Embedded SQL/BASIC variable has the following syntax:

```
declare type identifier [(dimensions)] {, [type] identifier [(dimensions)]}
```

The **declare** statement for an Embedded SQL/BASIC constant has the syntax:

```
declare type constant identifier = literal {, identifier = literal}
```

### Syntax Notes:

- If you specify the word **constant**, the declared constants cannot be targets of Ingres assignments.
- The *type* must be a BASIC type acceptable to the preprocessor (see previous section) or, in the case of variables only, a **record** type already defined in the Embedded SQL declaration section. Note that the type is mandatory for Embedded SQL/BASIC declarations, because the preprocessor has no notion of a default type. You need only specify the type once when declaring a list of variables of the same type.
- The *dimensions* of an array specification are not parsed by the preprocessor. Consequently, the preprocessor does not check bounds. Note also that the preprocessor will accept an illegal dimension, such as a non-numeric value, but this will later cause BASIC compiler errors.

The following example illustrates the use of the **declare** statement:

```
exec sql begin declare section
 declare integer enum, eage, string ename
 declare single constant minsal = 12496.62
 declare real esal(100)
 declare word null_ind ! Null indicator
exec sql end declare section
```

## The Dimension Statement

The **dimension** statement can be used to declare arrays to the preprocessor. Its syntax is:

```
dimension | dim type identifier(dimensions) {, [type] identifier (dimensions)}
```

### Syntax Notes:

- The *type* must be a BASIC type acceptable to the preprocessor (see previous section) or a record already defined in the Embedded SQL declaration section. Note that the type is mandatory for Embedded SQL/BASIC declarations because the preprocessor has no notion of a default type. You need only specify the type once when declaring a list of variables of the same type.

- The *dimensions* of an array specification are not parsed by the preprocessor. Consequently, the preprocessor does not check bounds. Note also that the preprocessor will accept an illegal dimension, such as a non-numeric value, but it will later cause BASIC compiler errors. Furthermore, the preprocessor does not distinguish between executable and declarative **dimension** statements. If you have used the **dimension** statement to declare an executable array to Embedded SQL/BASIC, subsequent executable dimension statements of the same array in a declaration section will cause a redeclaration error.

The following example illustrates the use of the **dimension** statement:

```
exec sql begin declare section
 dim string employee_names(100,20)
 ! declarative DIM statement
 dimension long emp_id(100,2,2)
 dimension double expenses(numdepts)
 ! executable DIM statement

exec sql end declare section
```

## Static Storage Variable Declarations

Embedded ESQL/BASIC supports the BASIC **common** and **map** variable declarations. The syntax for a **common** variable declaration is as follows:

```
common | com [(com_name)]
 type identifier [(dimensions)] [= str_length]
 {, [type] identifier [(dimensions)] [= str_length]}
```

The syntax for a **map** variable declaration is as follows:

```
map | map dynamic (map_name)
 type identifier [(dimensions)] [= str_length]
 {, [type] identifier [(dimensions)] [= str_length]}
```

### Syntax Notes:

- The *type* must be a BASIC type acceptable to the preprocessor (see previous section) or a **record** type already defined to Embedded SQL/BASIC. Note that the type is mandatory for Embedded SQL/BASIC declarations because the preprocessor has no notion of a default type. You need only specify the type once when declaring a list of variables of the same type.
- The *dimensions* of an array specification are not parsed by the preprocessor. Consequently, the preprocessor does not check bounds. Note also that the preprocessor will accept an illegal dimension, such as a non-numeric value, but it will later cause BASIC compiler errors.

- The string length, if present, must be a simple integer literal.
- The *com\_name* or *map\_name* clause is not parsed by the preprocessor. Consequently, the preprocessor will accept common and map areas of the same name in a single declaration section. It will also accept a **map dynamic** statement whose *com\_name* has not appeared in another **map** statement. Either of these situations will later cause BASIC compiler errors.

The following example uses the **common** and **map** variable declarations:

```
exec sql begin declare section
 common (globals) string address = 30, integer zip
 map (ebuf) byte eage, string
 ename = 20, single emp_num
 common (globals) integer empid (200)
exec sql end declare section
```

### The External Statement

You can inform Embedded SQL/BASIC of variables and constants declared in an external module. The syntax for a variable is as follows:

```
external type identifier {, identifier}
```

The syntax for a constant is as follows:

```
external type constant identifier {, identifier}
```

#### Syntax Note:

Embedded SQL/BASIC applies the same restrictions on *type* as VAX-11 BASIC.

```
exec sql begin declare section
 external integer empform, infoform
 external single constant emp_minsal
exec sql end declare section
```

## Record Type Definitions

Embedded SQL/BASIC accepts BASIC record definitions. The syntax of a record definition is:

```
record identifier
 record_component
 {record_component}
end record [identifier]
```

where *record\_component* can be any of the following:

```
type identifier [(dimensions)] [= str_length]
 {, [type] identifier [(dimensions)] [= str_length]}
```

*group\_clause*

*variant\_clause*

In turn, the syntax of a *group\_clause* is:

```
group identifier [(dimensions)]
 record_component
 {record_component}
end group [identifier]
```

The syntax of a *variant\_clause* is:

```
variant
 case_clause
 {case_clause}
end variant
```

where *case\_clause* consists of:

```
case
 record_component
```

### Syntax Notes:

- The *type* must be a BASIC type acceptable to the preprocessor (see previous section) or a **record** type already defined in the declaration section. Note that the type is mandatory for Embedded SQL/BASIC declarations because the preprocessor has no notion of a default type. You need only specify the type once when declaring a list of variables of the same type.
- Use the *str\_length* clause only with record components of type **string**.
- Record definitions must appear before declarations using that record type.

The following example contains record type definitions:

```
exec sql begin declare section
 record emp_history
 string ename = 30
 group prev_employers(10)
 string comp_name = 30
 real salary
 integer num_years
 end group prev_employers

 end record emp_history
 record emp_sports
 string ename = 30
 variant
 case
 group golf
 integer handicap
 string club_name
 end group golf

 case
 group baseball
 integer batting_avg
 string team_name
 end group baseball
 case
 group tennis
 integer seed
 string club_name
 end group tennis
 end variant
 end record emp_sports
exec sql end declare section
```

### Indicator Variables

An *indicator variable* is a 2-byte integer variable. There are three possible ways to use them in an application:

- In a statement that retrieves data from Ingres, you can use an indicator variable to determine if its associated host variable was assigned a null value.
- In a statement that sets data to Ingres, you can use an indicator variable to assign a null to the database column.
- In a statement that retrieves character data from Ingres, you can use the indicator variable as a check that the associated host variable was large enough to hold the full length of the returned character string. You can use **SQLSTATE** to do this. Although you can use **SQLCODE** as well, it is preferable to use **SQLSTATE** because **SQLCODE** is a deprecated feature.



You can declare an indicator using the integer **word** subtype or, if you used the **-i2** preprocessor command line flag, you can declare an indicator as an **integer**. The following example declares two indicator variables, one a single variable and the other an array of indicators:

```
declare word ind, ind_arr(10)
```

When using an indicator variable with a BASIC record, you must declare the indicator variable as an array of 2-byte integers. In the above example, you can use the variable "ind\_arr" as an indicator array with a record assignment.

## DCLGEN Utility

DCLGEN (Declaration Generator) is a record-generating utility that maps the columns of a database table into a record that can be included in a declaration section.

Use the following command to invoke DCLGEN from the operating system level:

```
dclgen language dbname tablename filename recordname
```

where

### **language**

Defines the Embedded SQL host language, in this case, ada.

### **dbname**

Defines the name of the database containing the table.

### **tablename**

Defines the name of the database table.

### **filename**

Defines the output file into which the record declaration is placed.

### **recordname**

Defines the name of the BASIC record variable that the command generates. The command generates a record definition named *recordname* followed by an underscore character (\_) and a declaration for a record variable of *recordname*.

This command creates the declaration file *filename*, containing a record corresponding to the database table. The file also includes a **record** statement for the record variable, as well as a **declare table** statement that serves as a comment and identifies the database table and columns from which the record was generated.

Once the file has been generated, you can use an Embedded SQL **include** statement to incorporate it into the variable declaration section. The following example demonstrates how to use DCLGEN in a BASIC program.

Assume the Employee table was created in the Personnel database as:

```
exec sql create table employee
 (eno smallint not null,
 ename char(20) not null,
 age integer1,
 job smallint,
 sal decimal not null,
 dept smallint)
```

and the DCLGEN system-level command is:

```
dclgen basic personnel employee employee.dcl emprec
```

The employee.dcl file created by this command contains a comment and three statements. The first statement is the **declare table** description of "employee" which serves as a comment. The second statement is a definition of the BASIC record "emprec\_". The last statement is a **declare** statement for the record "emprec". The contents of the employee.dcl file are:

```
! Description of table employee from database personnel
exec sql declare employee table
 (eno smallint not null, &
 ename char(20) not null, &
 age integer1, &
 job smallint, &
 sal decimal not null, &
 dept smallint)

record emprec_
 word eno
 string ename = 20
 byte age
 word job
 double sal
 word dept
end record
declare emprec_ emprec
```

This file should be included, by means of the Embedded SQL **include** statement, in an Embedded SQL declaration section:

```
exec sql begin declare section
 exec sql include 'employee.dcl'
exec sql end declare section
```

You can then use the emprec record in a **select**, **fetch**, or **insert** statement.

## DCLGEN and Large Objects

You can use DCLGEN to generate an appropriate **declare table** statement with BASIC variables for tables that contain **long varchar** columns. For columns that have a limited length, the variables generated will be identical to the variables generated for the Ingres **varchar** datatype. For columns with unlimited length, such as:

```
create table long_obj_table(blob_col long varchar);
```

DCLGEN will issue an error message and generate a character string variable with zero length. You can modify the length of the generated variable before attempting to use the variable in an application.

For example the following table definition:

```
create table long_obj_table
(long_column long varchar);
```

results in the following DCLGEN generated output for BASIC compilers that support structures:

```
exec sql declare long_obj_table table &
(long_column long varchar)

record blobs_rec_
 string long column = 0
end record blobs_rec_
declare blobs_rec_ blobs_rec
```

## How to Declare External Compiled Forms

You can precompile your forms in the Visual Forms Editor (VIFRED). This saves the time that would be otherwise required at runtime to extract the form's definition from the database forms catalogs. When you compile a form in VIFRED, VIFRED creates a file in your directory describing the form in the VAX-11 MACRO language. VIFRED prompts you for the name of the file with the MACRO description. After you have created the file, use the following VMS command to assemble it into a linkable object module:

```
macro filename
```

This command produces an object file containing a global symbol with the same name as your form. Before the Embedded SQL/FORMS statement **addform** can refer to this global object, the object must be declared in an Embedded SQL declaration section with the following syntax:

```
external integer formname
```

### Syntax Notes:

- The *formname* is the actual name of the form. VIFRED gives this name to the address of the global object. The *formname* is also used as the title of the form in other Embedded SQL/FORMS statements.
- The **external** statement associates the object with the external form definition.

The example below shows a typical form declaration and illustrates the difference between using the form's object definition and the form's name.

```
exec sql begin declare section
 external integer empform
 ...

exec sql end declare section
 ...
exec frs addform :empform ! The global object
exec frs display empform ! The name of the form
 ...
```

### Embedded SQL/BASIC Declarations Example

The following example demonstrates some simple Embedded SQL/BASIC declarations:

```
exec sql include sqlca
exec sql begin declare section
 declare byte d_byte ! variables of each data type
 declare word d_integer2
 declare long d_integer4
 declare integer d_integer_def
 declare single d_real4
 declare double d_real8
 declare real d_real_def
 declare decimal(6,2) d_decimal
 declare string d_string
 declare integer constant num_depts = 10 ! constant

 common(globs) real e_raise ! static storage variables
 map (ebuf) string ename = 20
 dim string emp_names(100,30) ! array declarations
 declare integer dept_id(10)
 common(globs) string e_address(40) = 30
 record person ! Variant record
 byte age
 long flags
 variant
 case
```

```

 group emp_list
 string full_name = 30
 end group
 case
 group emp_directory
 string firstname = 12
 string lastname = 8
 end group
 end variant
end record

```

```

declare person p_table(100) ! Array of records

exec sql include 'employee.dcl' ! From DCLGEN

external integer empform, deptform ! Compiled forms
dim word indicators(10) ! Array of null indicators

exec sql end declare section

```

## The Scope of Variables

All variables declared in an Embedded SQL declaration section can be referenced, and are accepted by the preprocessor, from the point of declaration to the end of the file. This may not be true for the BASIC compiler, which only allows variables to be referred to in the scope of the program unit in which they were declared. If you have two unrelated subprograms in the same file, each of which contains a variable with the same name to be used by Embedded SQL, you should *not* re-declare the variable to Embedded SQL. The preprocessor will use the data type information supplied the first time you declared the variable.

In the following program fragment, the variable "dbname" is passed as a parameter between two subroutines. In the first subroutine, the variable is a local variable. In the second subroutine, the variable is a formal parameter passed as a string to be used with the **connect** statement. In both subroutines, the preprocessor uses the data attributes from the variable's declaration in the first subroutine.

### Example: Variable declaration

```

100 sub Scopes
 exec sql include sqlca
 exec sql begin declare section
 declare string dbname
 exec sql end declare section
 ! Prompt for and read database name
 print 'Database: '
 input dbname
 call open_db(dbname)
 ...

```

```
end sub

200 sub Open_Db(string dbname)

 exec sql include sqlca
 exec sql whenever sqlerror stop
 exec sql connect :dbname
 ! Declared to SQL in first subroutine
 ...
end sub
```

Special care should be taken when using variables in a **declare cursor** statement. The variables used in such a statement must also be valid in the scope of the **open** statement for that same cursor. The preprocessor actually generates the code for the **declare** at the point that the **open** is issued and, at that time, evaluates any associated variables.

For example, in the following program fragment, even though the variable "number" is valid to the preprocessor at the point of both the **declare cursor** and **open** statements, it is not an explicitly declared variable name for the BASIC compiler at the point that the **open** is issued, possibly resulting in a runtime error. Because BASIC allows implicit variable declarations (although Embedded SQL does not), the compiler itself will not, however, generate an error message.

```
100 sub Init_Csr ! This example contains an error
 exec sql include sqlca
 exec sql begin declare section
 declare integer number ! a local variable
 exec sql end declare section

 exec sql declare cursor1 cursor for &
 select ename, age &
 from employee &
 where eno = :number
 ! initialize "number" to a particular value
 ...
end sub

200 sub process_csr
 exec sql include sqlca
 exec sql begin declare section
 declare string ename
 declare integer eage
 exec sql end declare section
 exec sql open cursor1
 ! illegal evaluation of "number"
 exec sql fetch cursor1 into :ename, :eage

end sub
```

Note that you must issue **include sqlca** statement in each subprogram containing Embedded SQL statements.

## Variable Usage

BASIC variables declared in an Embedded SQL declaration section can substitute for most non key-word elements of Embedded SQL statements. Of course, the variable and its data type must make sense in the context of the element. When you use a BASIC variable in an Embedded SQL statement, you must precede the variable with a colon. You must further verify that the statement using the variable is in the scope of the variable's declaration. As an example, the following **select** statement uses the variables "namevar" and "numvar" to receive data, and the variable "idno" as an expression in the **where** clause:

```
exec sql select ename, eno &
 into :namevar, :numvar &
 from employee &
 where eno = :idno
```

Various rules and restrictions apply to the use of BASIC variables in Embedded SQL statements. The sections below describe the usage syntax of different categories of variables and provide examples of such use.

## Simple Variables

A simple scalar-valued variable (integer, real or character string) is referred to by the syntax:

*:simplename*

### Syntax Notes:

- If you use the variable to send values to Ingres, it can be any scalar-valued variable or constant.
- If you use the variable to receive values from Ingres, it can only be a scalar-valued variable.
- The reference to an uninitialized BASIC dynamic string variable in an embedded statement that assigns the value of that string to Ingres results in a runtime error because an uninitialized dynamic string points at a zero address. This restriction does not apply to the retrieval of data into an uninitialized dynamic string variable.

The following program fragment demonstrates a typical message-handling routine that has two scalar valued variables, "buffer" and "seconds."

```
100 sub message_handle
 exec sql include sqlca
 exec sql begin declare section
 declare string buffer = 50
 declare integer seconds
 exec sql end declare section
 ...
 exec frs message :buffer
 exec frs sleep :seconds
 ...
 end sub
```

## Array Variables

An array variable is referred to by the syntax:

*:arrayname (subscripts)*

### Syntax Notes:

- You must subscript the variable, because only scalar-valued elements (integers, reals, and character strings) are legal SQL values.
- When you declare the array, the Embedded SQL preprocessor does not parse the array bounds specification. Consequently, the Embedded SQL preprocessor will accept illegal bounds values. Also, when an array is referenced, the subscript is not parsed. The preprocessor confirms only the use of an array subscript with an array variable. You must ensure that the subscript is legal and that the correct number of indices is used.
- Arrays of null indicator variables used with structure assignments should not include subscripts when referenced.

In the following example, a variable is used as a subscript and need not be declared in the declaration section, as it is not parsed.

```
exec sql begin declare section
 declare string formnames(3)
exec sql end declare section

data 'empform', 'deptform', 'helpform'
declare integer i

for i = 1 to 3
 read formnames(i)
 exec frs forminit :formnames(i)
next i
```



## Record Variables

You can use a record variable in two different ways. First, you can use the record as a simple variable, implying that all its members are used. This would be appropriate in the Embedded SQL **select**, **fetch**, and **insert** statements. Second, you can use a member of a record to refer to a single element. Of course, this member must be a scalar value (integer, real or character string).

### How to Use a Record as a Collection of Variables

The syntax for referring to a complete record is the same as referring to a simple variable:

*:recordname*

#### Syntax Notes:

- The *recordname* can refer to a main or nested record. It can be an element of an array of records. Any variable reference that denotes a record is acceptable. For example:

```
:emprec ! A simple record
:rec_array(i) ! An element of an array of records
:rec::minor2::minor3 ! A nested record at level 3
```

- To be used as a collection of variables, the final record in the reference must have no nested records, groups, or arrays. The preprocessor will enumerate all the members of the record. The members must have scalar values. The preprocessor generates code as though the program had listed each record member in the order in which it was declared.

The following example uses the employee.dcl file generated by DCLGEN to retrieve values into a record.

```
exec sql begin declare section
 exec sql include 'employee.dcl'
 ! see above for description
exec sql end declare section
```

```
exec sql select * &
 into :emprec &
 from employee &
 where eno = 123
```

The example above generates code as though the following statement had been issued instead:

```
exec sql select * &
 into :emprec::eno, :emprec::ename, :emprec::age, &
 :emprec::job, :emprec::sal, :emprec::dept &
 from employee &
 where eno = 123
```

The example below fetches the values associated with all the columns of a cursor into a record.

```
exec sql begin declare section
 exec sql include 'employee.dcl'
 ! see above for description
exec sql end declare section
```

```
exec sql declare empcsr cursor for &
 select * &
 from employee &
 order by ename
 ...
```

```
exec sql fetch empcsr into :emprec
```

The following example inserts values by looping through a locally declared array of records whose elements have been initialized:

```
exec sql begin declare section
 exec sql declare person table &
 (pname char(30), &
 page integer1, &
 paddr varchar(50))
 record person_
 string name = 30
 word age
 string addr = 50
end record
```

```
declare person_ person(10)
declare word i
```

```
exec sql end declare section
...
```

```
for i=1 to 10
 exec sql insert into person &
 values (:person(i))
next i
```

The **insert** statement in the above example generates code as though the following statement had been issued instead:

```
exec sql insert into person &
 values (:person(i)::name, :person(i)::age,
 :person(i)::addr)
```

## Record Member Usage

The syntax Embedded SQL uses to refer to a record member is the same as in BASIC:

```
:record::member{::member}
```

### Syntax Notes:

- The record member denoted by the above reference must be a scalar value (integer, real or character string). There can be any combination of arrays and records, but the last object referenced must be a scalar value. Thus, the following references are all legal:

```
:employee::sal ! Member of a record
:person(3)::name ! Member of an element of an array
:rec1::mem2::mem3::age ! Deeply nested member
```

- All record components must be fully qualified when referenced. Elliptical references, such as references that omit group names, are not allowed.

The following example uses the record "emprec", similar to the record generated by DCLGEN, to put values into the form "empform".

```
exec sql begin declare section
 record emprec_
 long idno
 string ename = 20
 word age
 string hired = 25
 double salary
 string dept = 10
 end record
 declare emprec_ emprec

exec sql end declare section
...

exec frs putform empform &
(eno = :emprec::idno, ename = :emprec::ename, &
 age = :emprec::age, hired = :emprec::hired, &
 sal = :emprec::salary, dept = :emprec::dept)
```

## Indicator Variables

The syntax for referring to an *indicator* variable is the same as for a simple variable, except that an indicator variable is always associated with a host variable:

```
:host_variable:indicator_variable
```

or

```
:host_variable indicator :indicator_variable
```

**Syntax Notes:**

- The indicator variable can be a simple variable, an array element or a record member that yields a 2-byte integer (the **word** subtype). For example:  

```
dcl word ind_var, ind_arr(5)
:var_1:ind_var
:var_2:ind_arr(2)
```
- If the host variable associated with the indicator variable is a record, the indicator variable should be an array of 2-byte integers. In this case the array should *not* be dereferenced with a subscript.
- When you use an indicator array, the first element of the array corresponds to the first member of the record, the second element with the second member, and so on. Indicator array elements generated by the preprocessor begin at subscript 1 and not at subscript 0.

The following example uses the employee.dcl file generated by DCLGEN, to retrieve values into a record and null values into the array "empind".

```
exec sql include sqlca

exec sql begin declare section
exec sql include 'employee.dcl'
! see above for description
declare word empind(10)

exec sql end declare section

exec sql select * &
into :emprec:empind &
from employee
```

The above example generates code as though the following statement had been issued:

```
exec sql select * &
into :emprec::eno:empind(1), :emprec::ename:empind(2), &
:emprec::age:empind(3), :emprec::job:empind(4), &
:emprec::sal:empind(5), :emprec::dept:empind(6), &
from employee
```

Note that there are three different types of *colon qualifiers*. The first colon indicates that a host variable is used. The second double-colon indicates that a structure member is used. The third colon is the indicator variable colon.

## Data Type Conversion

A BASIC variable declaration must be compatible with the Ingres value it represents. Numeric Ingres values can be set by and retrieved into numeric variables, and Ingres character values can be set by and retrieved into string variables.

Data type conversion occurs automatically for different numeric types, as follows:

- From floating-point Ingres database column values into integer BASIC variables
- From integer to decimal
- From decimal to integer
- For different length character strings, such as from varying-length Ingres character fields, into static BASIC string variables

Ingres does not automatically convert between numeric and character types. You must use the Ingres type conversion functions, the Ingres **ascii** function, or a BASIC conversion procedure for this purpose.

## Ingres and BASIC Data Type Compatibility

The following table shows the default type compatibility for each Ingres data type. Note that some BASIC types do not match exactly and, consequently, can go through some runtime conversion.

| Ingres Type         | BASIC Type                                      |
|---------------------|-------------------------------------------------|
| char( <i>N</i> )    | string (dynamic)                                |
| char( <i>N</i> )    | string (static with length clause of <i>N</i> ) |
| varchar( <i>N</i> ) | string (dynamic)                                |
| varchar( <i>N</i> ) | string (static with length clause of <i>N</i> ) |
| integer1            | integer byte                                    |
| smallint            | integer word                                    |
| integer             | integer long                                    |
| float4              | real single                                     |
| float               | real double                                     |
| date                | string (dynamic)                                |
| date                | string (static with length clause of 25)        |
| money               | real double                                     |

| <b>Ingres Type</b> | <b>BASIC Type</b>                                 |
|--------------------|---------------------------------------------------|
| table_key          | string ( <i>dynamic</i> )                         |
| table_key          | string (static with length clause of 8)           |
| object_key         | string ( <i>dynamic</i> )                         |
| object_key         | string ( <i>static with length clause of 16</i> ) |
| decimal            | real double                                       |
| long varchar       | string ( <i>dynamic</i> )                         |

### Runtime Numeric Type Conversion

The Ingres runtime system provides automatic data type conversion between numeric-type values in the database and forms system and numeric BASIC variables. The standard type conversion rules (according to standard VAX rules) are followed. For example, if you assign a **real** variable to an integer-valued field, the digits after the decimal point of the variable's value are truncated.

Runtime errors are generated for overflow on conversion when assigning Ingres numeric values into BASIC variables. Overflow caused by assigning BASIC numeric variables into Ingres numeric objects is likely to result in inconsistent data, but does not by default generate a runtime error. Using the **-x** flag on the Ingres statement changes this behavior by generating errors at runtime.

The BASIC **decimal** data type is converted to **real double** using BASIC assignment statements generated by the preprocessor. Variables of **decimal** data type can be converted twice at runtime, depending on the final Ingres type being set or retrieved from. The standard BASIC arithmetic conversion rules hold for all these generated assignment statements, with a potential loss of precision. For further information, see Decimal Data Type (see page 643) in this chapter.

The Ingres **money** type is represented as **real double**, an 8-byte floating-point value.

### Runtime Character and Varchar Type Conversion

Automatic conversion occurs between Ingres character string values and BASIC string variables. There are four string-valued Ingres objects that can interact with string variables. These are:

- Ingres names, such as form and column names
- Database columns of type **character**

- Database columns of type **varchar**
- Form fields of type **character**
- Database columns of type **long varchar**

Several considerations apply when dealing with string conversions, both to and from Ingres.

The conversion of BASIC string variables used to represent Ingres names is simple: trailing blanks are truncated from the variables because the blanks make no sense in that context. For example, the string literals "empform " and "empform" refer to the same form.

The conversion of other Ingres objects is a bit more complicated. First, the storage of character data in Ingres differs according to whether the medium of storage is a database column of type **character**, a database column of type **varchar**, or a **character** form field. Ingres pads columns of type **character** with blanks to their declared length. Conversely, it does not add blanks to the data in columns of type **varchar** or **long varchar** in form fields.

Second, the BASIC convention is to blank-pad static character strings. For example, the character string "abc" can be stored in a BASIC static string variable of length 5 as the string "abc " followed by two blanks.

When retrieving character data from an Ingres database column or form field into a BASIC variable, take note of the following conventions:

- When character data is retrieved from Ingres into a BASIC static string variable and the variable is longer than the value being retrieved, the variable is padded with blanks. If the variable is shorter than the value being retrieved, the value is truncated. You should always ensure that the variable is at least as long as the column or field, in order to avoid truncation of data.
- When character data is retrieved into a BASIC dynamic string variable, the variable's new length will exactly match the length of the data retrieved. Ingres manipulates dynamic strings in exactly the same way as BASIC does, creating and modifying storage requirements as necessary. For example, when zero-length **varchar** data is retrieved into a BASIC dynamic string variable, storage will not be created for the string.

When inserting character data into an Ingres database column or form field from a BASIC variable, note the following conventions:

- When you insert data from a BASIC variable into a database column of type **character** and the column is longer than the variable, the column is padded with blanks. If the column is shorter than the variable, the data is truncated to the length of the column. When you insert data from a BASIC variable into a database column of type **varchar** or **long varchar** and the column is longer than the variable, no padding of the column takes place. Furthermore, by default, all trailing blanks in the data are truncated before the data is inserted into the **varchar** column.

For example, when a string "abc" stored in a BASIC static string variable of length 5 as "abc " (see above) is inserted into the **varchar** column, the two trailing blanks are removed and only the string "abc" is stored in the database column. To retain such trailing blanks, use the Ingres **notrim** function. It has the following syntax:

```
notrim(: stringvar)
```

where *stringvar* is a character string variable. An example demonstrating this feature follows later.

If the **varchar** column is shorter than the variable, the data is truncated to the length of the column. When you insert data from a BASIC variable into a **character** form field and the field is longer than the variable, no padding of the field takes place. In addition, all trailing blanks in the data are truncated before the data is inserted into the field. If the field is shorter than the data (even after all trailing blanks have been truncated), the data is truncated to the length of the field.

You cannot use zero-length or uninitialized BASIC dynamic strings in **insert** or **update** statements. This is because an uninitialized dynamic string has no storage allocated for it and Ingres treats it as a non-existent variable.

When comparing character data in an Ingres database column with character data in a BASIC variable, note the following convention:

- When comparing data in **character** or **varchar** database columns with data in a character variable, all trailing blanks are ignored. Initial and embedded blanks are significant.

**Note:** As described above, the conversion of character string data between Ingres objects and BASIC variables often involves the trimming or padding of trailing blanks, with resultant change to the data. If trailing blanks have significance in your application, give careful consideration to the effect of any data conversion. For a complete description of the significance of blanks in string comparisons, see the *SQL Reference Guide*.

The Ingres **date** data type is represented as a 25-byte string.



The following program fragment demonstrates the **notrim** function and the truncation rules explained above.

```
exec sql include sqlca

exec sql begin declare section
 exec sql declare textchar table &
 (row integer, &
 data varchar(10)) ! Note the varchar type
 declare word row
 common string sdata = 7 ! static string
 declare string ddata ! dynamic string
exec sql end declare section

sdata = 'abc ' ! Holds "abc " (with 4 blanks)
ddata = 'abc' ! Holds "abc"
! This insert adds string "abc" (blanks truncated)
exec sql insert into textchar values (1, :sdata)

! This insert adds string "abc" (never had blanks)
exec sql insert into textchar values (2, :ddata)

! This insert adds string "abc ", with trailing blanks
! left intact by using the notrim function.
exec sql insert into textchar values (3, notrim(:sdata))

! This select retrieves rows #1 and #2, because trailing
! blanks were suppressed when those rows were inserted.
exec sql select row into :row from textchar
 where length(data) = 3
exec sql begin
 print 'Row found =', row
exec sql end

! This select retrieves row #3, because the notrim
! function left trailing blanks in the "sdata"
! variable in the last insert statement.
exec sql select row into :row from textchar
 where length(data) = 7
exec sql begin
 print 'row found =', row
exec sql end
```

## The SQL Communications Area

This section describes the SQL Communications Area (SQLCA) as implemented in BASIC.

## The Include SQLCA Statement

You should issue the **include sqlca** statement in your main program module as well as in each subprogram of your BASIC file that includes Embedded SQL statements. If the file is made up of one main program and a few subprograms, **include sqlca** should be the first Embedded SQL statement in each of the program units. For example:

```
10 ! main program
 exec sql include sqlca
 . . .
 end ! main

100 sub emp_sub
 exec sql include sqlca
 . . .
 end sub ! Emp_sub

200 function integer emp_func
 exec sql include sqlca
 . . .
 end func ! Emp_Func
```

The **include sqlca** statement instructs the preprocessor to generate code to call Ingres runtime libraries. It generates a BASIC **%include** statement to make all the calls generated by the preprocessor acceptable to the compiler. The **include sqlca** statement also generates a BASIC **%include** directive to define the SQLCA (SQL Communications Area) **common** block, which is used for error handling.

Whether or not you intend to use the SQLCA for error handling, you must issue an **include sqlca** statement in each program unit containing Embedded SQL statements. If you do not, the BASIC compiler may complain about undeclared functions. Furthermore, the program will abort at runtime because program memory will be overwritten. This occurs because, with no explicit declaration of the SQLCA using the **include sqlca** statement, the BASIC compiler implicitly declares all references (including preprocessor-generated references) to the SQLCA as the default data type (the default set by the BASIC environment or by the system). Therefore, to help detect runtime errors due to missing **include sqlca** statements, you may want to use the qualifier **type\_default=explicit** with the BASIC compiler command. By doing so, you can ensure that the compiler generates a warning upon encountering a reference to an undeclared SQLCA.

## Contents of the SQLCA

One of the results of issuing the **include sqlca** statement is the declaration of the SQLCA (SQL Communications Area), which you can use for error handling in the context of database statements. As mentioned above, you should issue the statement in your main program and in each subprogram that contains Embedded SQL statements. The declaration for the SQLCA is:

```
common (sqlca) string sqlcaid = 8, &
 long sqlcabc, &
 long sqlcode, &
 word sqlerrml, &
 string sqlerrmc = 70, &
 string sqlerrp = 8, &
 long sqlerrd(5), &
 string sqlwarn0 = 1, &
 string sqlwarn1 = 1, &
 string sqlwarn2 = 1, &
 string sqlwarn3 = 1, &
 string sqlwarn4 = 1, &
 string sqlwarn5 = 1, &
 string sqlwarn6 = 1, &
 string sqlwarn7 = 1, &
 string sqltext = 8
```

Note that the error diagnostic array, **sqlerrd**, is declared with 5 elements. This is because the BASIC compiler implicitly inserts element number zero before the declared array, so that there are really 6 array elements, as described in the *SQL Reference Guide*. A later section discusses the significance of **sqlerrd** for determining the number of rows affected by the last SQL statement.

The SQLCA is initialized at load-time. The fields **sqlcaid** and **sqlabc** are initialized to the string "SQLCA " and the constant 136, respectively.

Note that the preprocessor is not aware of the SQLCA declaration. Therefore, you cannot use SQLCA fields in an Embedded SQL statement. For example, the following statement, attempting to insert the error code **sqlcode** into a table, would generate an error:

```
! This statement is illegal
exec sql insert into employee (eno) &
values (:sqlcode)
```

All modules written in BASIC and other Embedded SQL languages share the same SQLCA.

## Error Handling Using the SQLCA

Error handling with the SQLCA can be done implicitly by using **whenever** statements or explicitly by checking the contents of the SQLCA fields **sqlcode**, **sqlerrd(2)**, and **sqlwarn0**.

## Error Handling with the Whenever Statement

The syntax of the **whenever** statement is as follows:

```
exec sql whenever condition action
```

### **condition**

Specifies the error condition. Valid error conditions are **dbevent**, **sqlwarning**, **sqlerror**, **sqlmessage**, and **not found**.

### **action**

Specifies the action to be taken. Valid actions are **continue**, **stop**, **goto** a label or a line number, and **call** a BASIC subroutine.

For a detailed description of this statement, see the *SQL Reference Guide*.

The subroutine names qualifying the call action must be legal BASIC identifiers beginning with an alphabetic character or an underscore. If the subroutine name is an Embedded SQL reserved word, specify it in quotes. Note that the label or line number targeted by the **goto** action must be in the scope of all subsequent Embedded SQL statements until another **whenever** statement is encountered for the same action. This is necessary because the preprocessor may generate the BASIC statement:

```
if (condition) then
 goto label
end if
```

after an Embedded SQL statement. If the label is outside the scope of the current Embedded SQL statement, the BASIC compiler will generate an error.

The same scope rules apply to subroutine names used with the **call** action. However, the reserved subroutine name **sqlprint**, which prints errors or database procedure messages and then continues, is always in the scope of the program.

When a **whenever** statement specifies a **call** as the action, the target subroutine is called and, after its execution, control returns to the statement following the statement that caused the subroutine to be called. Consequently, after handling the **whenever** condition in the called subroutine, you may want to take some action, instead of merely returning from the BASIC subroutine.

The following example demonstrates use of the **whenever** statements in the context of printing some values from the Employee table. The comments do not relate to the program but to the use of error handling.

```
10 ! Main error handling program
 exec sql include sqlca
 exec sql begin declare section
 declare integer eno
 declare string ename
 declare byte eage
 exec sql end declare section
 exec sql declare empcsr cursor for &
 select idno, name, age &
 from employee
! An error when opening the personnel database will
! cause the error to be printed and the program to abort
 exec sql whenever sqlerror stop
 exec sql connect personnel
! Errors from here on will cause the program to clean up
 exec sql whenever sqlerror call clean_up
 exec sql open empcsr
 print 'Some values from the "employee" table'
! When no more rows are fetched, close the csr
 exec sql whenever not found goto Close_Csr
! The last executable Embedded SQL statement was an
! OPEN, so we know that the value of "sqlcode" cannot
! be SQLERROR or NOT FOUND.

 while (sqlcode = 0)
 exec sql fetch empcsr &
 into :eno, :ename, :eage
! This "print" does not execute after the previous
! FETCH returns the NOT FOUND condition.

 print eno, ename, eage
 next
! From this point in the file onwards, ignore all
! errors. Also turn off the NOT FOUND condition,
! for consistency.

 Close_Csr: EXEC SQL CLOSE empcsr
 exec sql disconnect
```

```
end ! Db_Test
! Clean_Up: Error handling subroutine (print error and disconnect).

20 sub Clean_Up
 exec sql include sqlca
 exec sql begin declare section
 declare string errmsg
 exec sql end declare section
 exec sql inquire_sql(:errmsg = errortext)
 print 'aborting because of error'
 print errmsg
 exec sql disconnect
 ! Do not return to Db_Test
 stop

end sub ! Clean_Up
```

## The Whenever Goto Action in Embedded SQL Blocks

An Embedded SQL block-structured statement is a statement delimited by the **begin** and **end** clauses. For example, the **select** loop and the **unloadtable** loop are both block-structured statements. These statements can only be terminated by the methods specified for the particular statement in the *SQL Reference Guide*. For example, the **select** loop is terminated either when all the rows in the database result table have been processed or by an **endselect** statement, and the **unloadtable** loop is terminated either when all the rows in the forms table field have been processed or by an **endloop** statement.

Therefore, if you use a **whenever** statement with the **goto** action in an SQL block, you must avoid going to a label outside the block. Such a **goto** would cause the block to be terminated without issuing the runtime calls necessary to clean up the information that controls the loop. (For the same reason, you must not issue a BASIC **exit** or **goto** statement that causes control to leave or enter an SQL block.) The target label of the **whenever goto** statement should be a label in the block. If, however, it is a label for a block of code that cleanly exits the program, the above precautions need not be taken.

The above information does not apply to error handling for database statements issued outside an SQL block nor to explicit hard-coded error handling. For an example of hard-coded error handling, see The Table Editor Table Field Application (see page 706) in this chapter.

## Explicit Error Handling

The program can also handle errors by inspecting values of the SQLCA at various points. For further details, see the *SQL Reference Guide*.

The following example is functionally the same as the previous example, except that the error handling is hard-coded in BASIC statements.

```
10 ! Main error handling program
 exec sql include sqlca
 exec sql begin declare section
 declare integer eno
 declare string ename
 declare byte eage
 exec sql end declare section
 exec sql declare empcsr cursor for &
 select idno, name, age from employee
 ! Exit if database cannot be opened
 exec sql connect personnel
 if (sqlcode < 0) then
 print 'Cannot access database'
 stop
 end if
! Error if cannot open cursor
 exec sql open empcsr
 if (sqlcode < 0) then
 call Clean_Up('OPEN "empcsr"')
 end if
 print 'Some values from the "employee" table'
! The last executable Embedded SQL statement was an OPEN, so we know
! that the value of "sqlcode" cannot be SQLERROR or NOT FOUND
! The following loop is broken by NOT FOUND condition 100) or an error
 while (sqlcode = 0)
 exec sql fetch empcsr &
 into :eno, :ename, :eage
 if (sqlcode < 0) then
 call Clean_Up('FETCH "empcsr"')
 end if
 end while
! Do not print the last values twice
 else
 if (sqlcode <> 100) then
 print eno, ename, eage
 end if
 end if
next
exec sql close empcsr
exec sql disconnect

end
```

```
! Clean_Up: Error handling subroutine (print error and disconnect).

20 sub Clean_Up(string reason)

 exec sql include sqlca
 exec sql begin declare section
 declare string errmsg
 exec sql end declare section
 print 'aborting because of error in', reason
 exec sql inquire_sql (:errmsg = errortext)
 print errmsg

 exec sql disconnect
! Do not return to main program
 stop

end sub ! clean_up
```

## How to Determine the Number of Affected Rows

The SQLCA variable **sqlerrd(2)** indicates how many rows were affected by the last row-affecting statement. Note that this variable is referenced by **sqlerrd(2)** rather than **sqlerrd(3)** as in other languages, because BASIC allocates **sqlerrd** elements 0 through 5.

The following program fragment, which deletes all employees whose employee numbers are greater than a given number, demonstrates how to use **sqlerrd**:

```
sub delete_rows(integer lower_bound_num)

 exec sql include sqlca
 exec sql begin declare section
 declare integer low_eno
 exec sql end declare section
! Use Embedded SQL variable in DELETE statement
 low_eno = lower_bound_num
 exec sql delete from employee &
 where eno :low_eno
! Print the number of employees deleted
 print sqlerrd(2), 'row(s) were deleted.'
end sub ! Delete_Rows
```



## SQLSTATE Variable Usage

You can use the **SQLSTATE** variable in an ESQL/BASIC program to return status information about the last SQL statement that was executed. **SQLSTATE** must be declared in a declaration section. Also, it is valid across all sessions, so you only need to declare one **SQLSTATE** per application.

To declare this variable, use:

```
character5 SQLSTATE
```

or :

```
character5 SQLSTA
```

## Dynamic Programming for BASIC

Ingres provides Dynamic SQL and Dynamic FRS to allow you to write generic programs. Dynamic SQL allows a program to build and execute SQL statements at runtime. For example, an application can include an expert mode in which the runtime user can type in select queries and browse the results at the terminal. Dynamic FRS allows a program to interact with any form at runtime. For example, an application can load in any form, allowing the runtime user to retrieve new data from the form and insert it into the database.

The Dynamic SQL and Dynamic FRS statements are described in the *SQL Reference Guide* and the *Forms-based Application Development Tools User Guide*, respectively. This section discusses the BASIC-dependent issues of Dynamic programming. For a complete example of using Dynamic SQL to write an SQL Terminal Monitor application, see The SQL Terminal Monitor Application (see page 721) in this chapter. For an example of using both Dynamic SQL and Dynamic FRS to browse and update a database using any form, see A Dynamic SQL/Forms Database Browser (see page 730) in this chapter.

## The SQLDA Record

The SQLDA (SQL Descriptor Area) passes type and size information about an SQL statement, an Ingres form, or a table field between Ingres and your program.

In order to use the SQLDA, you should issue the **include sqlda** statement at the proper scope of the source file, from where the SQLDA will be referenced. The **include sqlda** statement generates a BASIC **include** directive to a file that defines the SQLDA record type. The file does *not* declare an SQLDA record variable; your program must declare a variable of the specified type. You can also code this record declaration directly instead of using the **include sqlda** statement. When coding the declaration yourself, you can choose any name for the record type.

The definition of the SQLDA (as specified in the **include** file) is:

```
!
! IISQ_MAX_COLS - Maximum number of columns returned from Ingres
!
 declare word constant IISQ_MAX_COLS = 300
!
! IISQLDA - SQLDA with maximum number of entries for
! variables.
!
 record IISQLDA
 string sqldaaid = 8
 long sqldabc
 word sqln
 word sqld
 group sqlvar(IISQ_MAX_COLS)
 word sqltype
 word sqllen
 long sqldata ! Address of any type
 long sqlind ! Address of 2-byte integer
 group sqlname
 word sqlnamel
 string sqlnamec = 34
 end group sqlname
 end group sqlvar
 end record IISQLDA
!
! Type Codes
!
 declare integer constant IISQ_DTE_TYPE = 3
! Date - Out
 declare integer constant IISQ_MNY_TYPE = 5
! Money - Out
 declare integer constant IISQ_DEC_TYPE = 10
! Decimal - Out
 declare integer constant IISQ_CHA_TYPE = 20
! Char - In/Out
 declare integer constant IISQ_VCH_TYPE = 21
! Varchar - In/Out
```

```
declare integer constant IISQ_INT_TYPE = 30
! Integer - In/Out
declare integer constant IISQ_FLT_TYPE = 31
! Float - In/Out
declare integer constant IISQ_TBL_TYPE = 52
! Table field - Out
declare integer constant IISQ_DTE_LEN = 25
! Date length
!
! Dynamic allocation sizes - When allocating an
! SQLDA for N results use:
! IISQDA_HEAD_SIZE + (N * IISQDA_VAR_SIZE)
!
declare integer constant IISQDA_HEAD_SIZE = 16
declare integer constant IISQDA_VAR_SIZE = 48
```

**Record Definition and Usage Notes:**

- The record type definition of the SQLDA is called IISQLDA. This is done so that an SQLDA variable can be called "SQLDA" without causing a compile-time BASIC conflict. You are not required to call your SQLDA record variable "SQLDA".
- The **sqlvar** array is an array of IISQ\_MAX\_COLS (300) elements. If you declare a record variable of type IISQLDA, then the program will have a variable with IISQ\_MAX\_COLS **sqlvar** elements.
- Note that the **sqlvar** array begins at subscript 0 because of the BASIC default of arrays being zero-based. Because this array begins at subscript zero, it implies that relevant result variables are described by the elements 0 through **sqld-1**, rather than 1 through **sqld**.
- The **sqldata** and **sqlind** group members are declared as **long** integers. These must be set to the addresses of other result variables before using the SQLDA to retrieve or set Ingres data in the database or form. You can use the BASIC **loc** function to assign addresses.
- If you declare your own SQLDA record type and variable, you must confirm that the record layout is identical to that of the IISQLDA record type, although you can allocate a different number of **sqlvar** array elements.
- The nested group **sqlname** is a varying length character string consisting of a length and data area. The **sqlnamec** member contains the name of a result field or column after a **describe** (or **prepare into**) statement. The length of the name is specified by **sqlnamel**. The characters in the **sqlnamec** field are blank padded. You can also set the **sqlname** group by a program using Dynamic FRS. The program is not required to pad **sqlnamec** with blanks. For more information, see How to Set SQLNAME for Dynamic FRS (see page 680) in this chapter.

- The list of type codes represents the types that will be returned by the **describe** statement, and the types used by the program when retrieving or setting data with an SQLDA. The type code IISQ\_TBL\_TYPE indicates a table field and is set by the FRS when describing a form that contains a table field.

## How to Declare an SQLDA Variable

Once the SQLDA record definition has been included (or hard coded) the program can declare an SQLDA variable. This record variable must be declared outside of an Embedded SQL **declare section**, as the preprocessor does not understand the special meaning of the SQLDA record or the IISQLDA record type. When you use the variable in the context of a Dynamic SQL or Dynamic FRS statement, the preprocessor accepts any object name, and assumes that the variable refers to a legally declared SQLDA record variable. If a program requires an SQLDA record variable with the same number of **sqlvar** variables as in the IISQLDA record type, then it can accomplish this as in:

```
exec sql include sqlda ! Defines record type
 declare iisqlda sqlda ! Declares sqlda record variable
 sqlda::sqln = iisq_max_cols ! set the size
 ...

exec sql describe s1 into :sqlda
```

Normally the same SQLDA can be used across various BASIC subroutines and external procedures. In these cases you can declare the SQLDA using any one of the BASIC storage classes, such as **common** or **external**. For example the above declaration could also have been:

```
exec sql include sqlda
common (sqlda_area) iisqlda sqlda
! declares global sqlda
```

At other times you may want to dynamically allocate your SQLDA record variable out of another storage area. In that case you can use various BASIC **map** statements to define the position of the SQLDA in the storage area. However, you must confirm that the SQLDA record variable being used is a valid SQLDA, with storage allocated to it.

If a program requires an SQLDA variable with a different number of **sqlvar** variables (not IISQ\_MAX\_COLS), the program can then define its own record type and declare its own variable. For example:

```
record MY_SQLDA ! Record type with 50 elements
 string myid = 8
 long mybc
 word myvars
 word mycols
 group vararray(50)
 word vartype
 word varlen
 long vardata
 long varind
 group varname
 word varname1
 string varnamec = 34
 end group varname
 end group vararray
end record MY_SQLDA

declare MY_SQLDA myda ! SQLDA variable
...

myda::myvars = 50 ! Set the size
...

exec sql describe s1 into :myda
```

In the above record type definition, the names of the record members are not the same as those of the IISQLDA record, but their layout is identical.

## SQLVAR Usage

The *SQL Reference Guide* discusses the legal values of the **sqlvar** array. The **describe** and **prepare into** statements set the type, length, and name information of the SQLDA. This information refers to the result columns of a prepared **select** statement, the fields of a form, or the columns of a table field. When the program uses the SQLDA to retrieve or set Ingres data, it must assign type and length information, which now refers to the variables being pointed at by the SQLDA.

## BASIC Variable Type Codes

The type codes listed above are the types that describe Ingres result fields or columns. For example, the SQL types **date**, **decimal**, and **money** do not describe a program variable, but rather result data types that are compatible with BASIC character string and numeric types. IISQ\_LVCH\_TYPE is SQL only character compatible too. When these types are returned by the **describe** statement, the type code must be a change to a compatible BASIC or ESQL/BASIC type.

## SQLDA Type Codes

The following table lists the type codes to use with BASIC variables that are pointed at by the `sqldata` pointers.

| BASIC Type   | SQLType Code ( <code>sqltype</code> ) | SQL Length ( <code>sqlen</code> ) |
|--------------|---------------------------------------|-----------------------------------|
| byte         | IISQ_INT_TYPE                         | 1                                 |
| word         | IISQ_INT_TYPE                         | 2                                 |
| long         | IISQ_INT_TYPE                         | 4                                 |
| real         | IISQ_FLT_TYPE                         | 4                                 |
| double       | IISQ_FLT_TYPE                         | 8                                 |
| string = LEN | IISQ_CHA_TYPE                         | LEN                               |
| string       | IISQ_DEC_TYPE                         | 10                                |

As described in the section BASIC Variables and Data Types (see page 639), all other types are compatible with the above BASIC data types. For example, you can retrieve an SQL **date** into a **string** variable, while you can retrieve **money** into a **double** variable.

Nullable data types (those variables that are associated with a null indicator) are specified by assigning the negative of the type code to **sqltype**. If the type is negative, you must point at a null indicator by the **sqlind** variable. The type of the null indicator must be a 2-byte integer, a **word** variable. For information on how to declare and use a null indicator in BASIC, see BASIC Variables and Data Types (see page 639) in this chapter.

Character data and the SQLDA have the exact same rules as character data in regular Embedded SQL statements. Because string lengths must be assigned to **sqlen** before using the SQLDA, you cannot point at BASIC dynamic string variables (those declared without a length) if they have not yet been assigned any storage. For more details on character string processing in SQL, see BASIC Variables and Data Types (see page 639) in this chapter.

## Pointer Usage with BASIC Variables

In order to fill an element of the **sqlvar** array, you must set the type information and assign a valid address to **sqldata**. The address must be that of a legally declared variable. If the element is nullable then the corresponding **sqlind** member must point at a legally declared null indicator variable.

Because both the **sqldata** and **sqlind** members of the **sqlvar** group are declared as long integers, you must assign integer values to them. This requires the use of the BASIC **loc** function.

For example, the following program fragment sets the type information of and points at a 4-byte integer variable, an 8-byte nullable floating-point variable, and an **sqlen**-specified character sub-string. This example demonstrates how a program can maintain a pool of available variables, such as large arrays of a few different typed variables and a large string space. When a variable is chosen from the pool the next available spot is incremented:

```

exec sql include sqlda
declare iisqlda sqlda
...

! Numeric and string 'pool' declarations
declare word constant MAX_POOL = 50
declare word ind_store(MAX_POOL) ! Indicators
declare word current_ind
declare long int4_store(MAX_POOL) ! Integers
declare word current_int
declare double flt8_store(MAX_POOL) ! Floats
declare word current_flt
declare string char_store(3000) = 1 ! String buffer
declare word current_chr
declare word need_len
...

!
! Note that if SQLD is set to 3 we use SQLVAR elements ! 0 through 2
!
sqlda::sqlvar(0)::sqltype = IISQ_INT_TYPE ! 4-byte integer
sqlda::sqlvar(0)::sqlen = 4
sqlda::sqlvar(0)::sqldata = loc(int4_store(current_int))
sqlda::sqlvar(0)::sqlind = 0
current_int = current_int + 1 ! Update integer pool
sqlda::sqlvar(1)::sqltype = -IISQ_FLT_TYPE ! 8-byte null float
sqlda::sqlvar(1)::sqlen = 8
sqlda::sqlvar(1)::sqldata = loc(float8_store(current_flt))
sqlda::sqlvar(1)::sqlind = loc(ind_store(current_ind))
current_flt = current_flt + 1 ! Update float and
current_ind = current_ind + 1 ! indicator pool
!
! SQLLEN has been assigned by DESCRIBE to be the length ! of a specific
! result column. This length is used to pick off a sub-string out of
! a large string space.
!

need_len = sqlda::sqlvar(2)::sqlen
sqlda::sqlvar(2)::sqltype = IISQ_CHA_TYPE
sqlda::sqlvar(2)::sqldata = loc(char_store(current_chr))
sqlda::sqlvar(2)::sqlind = 0
current_chr = current_chr + need_len ! Update char pool
...

```

Of course, in the above example, verification of enough pool storage must be made before each cell of the different arrays is referenced in order to prevent **sqldata** and **sqlind** from pointing at undefined storage. For demonstrations of this method, see The SQL Terminal Monitor Application (see page 721) and A Dynamic SQL/Forms Database Browser (see page 730) in this chapter.

The IISQ\_HDLR\_TYPE is a host language type that is used for transmitting data to and from Ingres. Because it is not an Ingres data type, it will never be returned as a data type from the **describe** statement.

## How to Set SQLNAME for Dynamic FRS

Using the **sqlvar** with Dynamic FRS statements requires a few extra steps that relate to differences between Dynamic FRS and Dynamic SQL. These differences are described in the *SQL Reference Guide*.

When using the SQLDA in a forms input or output **using** clause, the value of **sqlname** must be set to a valid field or column name. If this name was set by a previous **describe** statement, it must be retained or reset by the program. If the name refers to a hidden column or table field, then your program must set it directly. If your program sets **sqlname** directly, it must also set **sqlname1** and **sqlnamec**.

The name portion need not be padded with blanks. For example, a dynamically named table field has been described, and the application always initializes any table field with a hidden 6-byte character column called "rowid". The code used to retrieve a row from the table field including the hidden column and **\_state** variable would have to construct the two named columns:

```
declare string rowid = 6
declare long rowstate
...
exec frs describe table :formname :tablename INTO :sqlda
...

! BASIC is zero-based so save before incrementing
col_num = sqlda::sqld
sqlda::sqld = sqlda::sqld + 1
! Set up to retrieve rowid
sqlda::sqlvar(col_num)::sqltype = IISQ_CHA_TYPE
sqlda::sqlvar(col_num)::sqllen = 6
sqlda::sqlvar(col_num)::sqldata = loc(rowid)
sqlda::sqlvar(col_num)::sqlind = 0
sqlda::sqlvar(col_num)::sqlname::sqlname1 = 5
sqlda::sqlvar(col_num)::sqlname::sqlnamec = 'rowid'
```



```
col_num = sqlda::sqld
sqlda::sqld = sqlda::sqld + 1
! Set up to retrieve _STATE
sqlda::sqlvar(col_num)::sqltype = IISQ_INT_TYPE
sqlda::sqlvar(col_num)::sqllen = 4
sqlda::sqlvar(col_num)::sqldata = loc(rowstate)
sqlda::sqlvar(col_num)::sqlind = 0
sqlda::sqlvar(col_num)::sqlname::sqlname1 = 6
sqlda::sqlvar(col_num)::sqlname::sqlnamec = '_state'
...
exec frs getrow :formname :tablename using descriptor :sqlda
```

## Advanced Processing

This section describes user-defined handlers. It includes information about user-defined error, dbevent, and message handlers as well as data handlers for large objects.

### User-Defined Error, DBEvent, and Message Handlers

You can use user-defined handlers to capture errors, messages, or events during the processing of a database statement. Use these handlers instead of the **sql whenever** statements with the SQLCA when you want to do the following:

- Capture more than one error message on a single database statement.
- Capture more than one message from database procedures fired by rules.
- Trap errors, events, and messages as the DBMS raises them. If an event is raised when an error occurs during query execution, the WHENEVER mechanism detects only the error and defers acting on the event until the next database statement is executed.

User-defined handlers offer you flexibility. If, for example, you want to trap an error, you can code a user-defined handler to issue an **inquire\_sql** to get the error number and error text of the current error. You can then switch sessions and log the error to a table in another session; however, you must switch back to the session from which the handler was called before returning from the handler. When the user handler returns, the original statement continues executing. User code in the handler cannot issue database statements for the session from which the handler was called.

The handler must be declared to return an integer. However, the preprocessor ignores the return value.

**Syntax Notes:**

The following syntax describes the three types of handlers:

```
exec sql set_sql (errorhandler = error_routine|0)
exec sql set_sql (dbeventhandler = event_routine|0)
exec sql set_sql (messagehandler = message_routine|0)
```

- Errorhandler, dbeventhandler, and messagehandler denote a user-defined handler to capture errors, events, and database messages respectively, as follows:
  - error\_routine is the name of the function the Ingres runtime system calls when an error occurs.
  - event\_routine is the name of the function the Ingres runtime system calls when an event is raised. message\_routine is the name of the function the Ingres runtime system calls whenever a database procedure generates a message.

Errors that occur in the error handler itself do not cause the error handler to be re-invoked. You must use **inquire\_sql** to handle or trap any errors that may occur in the handler.

- Unlike regular variables, the handler must not be declared in an ESQL declare section; therefore, do not use a colon before the handler argument. (However, you must declare the handler to the compiler.)
- If you specify a zero (0) instead of a name, the zero will unset the handler.

User-defined handlers are also described in the *SQL Reference Guide*.

**How to Declare User-Defined Handlers**

The following example shows how to declare a handler for use in the set\_sql errorhandler statement for ESQL/BASIC:

```
! Main program

program error_trap
 exec sql include sqlca
 external integer error_func ! declare error handler
 exec sql connect dbname
 exec sql set_sql (errorhandler = error_func)
!
! esql will generate
! call iilqshsethandler (1, error_func)
!
 . . .
end program
```

```

function integer error_func()
exec sql include sqlca

exec sql begin declare section
 declare integer errnum
exec sql end declare section
 exec sql inquire_sql (:errnum = errorno)
 print 'error number is ' + str$(errnum)
end function

```

## User-Defined Data Handlers for Large Objects

Use the following definitions when you code user-defined data handlers for large objects in Dynamic SQL programs that use the **exec sql include sqlda** statement:

```

 declare integer constant IISQ_LVCH_TYPE = 22
 declare integer constant IISQ_HDLR_TYPE = 22
record IISQLHDLR
 long sqlarg
 long sqlhdlr
end record IISQLHDLR

```

## Sample Programs

The programs in this section are examples of how to declare and use user-defined data handlers in an ESQL/BASIC program. Examples include a handler program, a put handler program, a get handler program, and a dynamic SQL handler program.

### Handler

This program inserts a row into the book table using the data handler Put\_Handler to transmit the value of column chapter\_text from a text file to the database. Then it selects the column chapter\_text from the table book using the data handler Get\_Handler to process each row returned.

```

!main program
!*****

 program handler
 exec sql include sqlca
 ! Do not declare the data handlers nor the data handler
 ! argument to the ESQL preprocessor
 external integer Put_Handler
 external integer Get_Handler
 record hdlr_arg
 string argstr
 integer argint
 end record hdlr_arg
 declare hdlr_arg hdlarg

```

```
! Null indicator for data handler must be declared to ESQL
 exec sql begin declare section
 word indvar
 exec sql end declare section
! INSERT a long varchar value chapter_text into the
! table book using the data handler put_handler. The
! argument passed to the data handler the record hdlarg.

 . . .

 exec sql insert into book (chapter_name, chapter_text) &
 values (5, 'One Dark and Stormy Night',
 data handler(Put_Handler(hdlarg)))

! SELECT the long varchar column chapter_text from
! The data handler (get_handler) will be invoked for
! each non-null value of column chapter_text retrieved.
! For null values the indicator variable will be set
! to "-1" and the data handler will not be called.

 . . .

 exec sql select chapter_text into &
 data handler(get_handler(hdlarg)):indvar from book
 exec sql begin
 process row...
 exec sql end
 . . .

end program
```

## Put Handler

This user-defined handler shows how an application can use the put data handler to enter a chapter of a book from a text file into a database.

```
! Put_handler
! *****

100 function integer Put_handler(hdlr_arg info)

 record hdlr_arg
 string argstr
 integer argint
 end record hdlr_arg
 exec sql begin declare section;
 declare sting segbuf
 declare integer seglen
 declare integer datend
 exec sql end declare sections
 process information passed in via the info record
 open file.....
```

```

datend = 0
while not end-of-file
 read segment from file into segbuf...

 if (end-of-file) then
 datend = 1
 end if
 exec sql put data (segment = :segbuf, &
segmentlength = :seglen, dataend = :datend)

next
...
close file...
set info record to return appropriate values...
..
Put_handler = 0
end function

```

## Get Handler

This user-defined data handler shows how an application can use the get data handler to enter a chapter of a book from a text file into a database.

```

! Get_Handler
! *****
200 integer function Get_Handler(hdlr_arg info)
 record hdlr_arg
 string argstr
 integer argint
 end record hdlr_arg
 exec sql begin declare section
 declare string segbuf
 declare integer seglen
 declare integer datend
 declare integer maxlen
 exec sql end declare section

 ...
 process information passed in via the
 info record...
 open file....

 datend = 0

 while (datend = 0)
 exec sql get data (:segbuf = segment,&
 :seglen = segmentlength, & :datend = dataend) &
 with maxlength = :maxlen
 write segment to file
 end while
end function

```

```
 next
 ...
 set info record to return appropriate values...
 ...

 Get_Handler = 0

end function
```

## Dynamic SQL Handler

The following is an example of a dynamic SQL handler program:

```
! main program using SQLDA
! *****

program dynamic_hdlr

 exec sql include sqlca
 exec sql include sqlda
! Do not declare the data handlers nor the data handler
! argument to the ESQL preprocessor

 external integerPut_Handler
 external integerGet_Handler
! Declare argument to be passed to data handler

 record hdlr_arg
 string argstr
 integer argint
 end record hdlr_arg
! Declare SQLDA and IISQLHDLR

 common (sqlda_area) IISQLDA sqlda
 common (result_area) num_store nums(IISQ_MAX_COLS), &
 char_store chars

 declare IISQLHDLR data_handler
 declare hdlr_arg hdlarg
 declare integer base_type
! Declare null indicator to ESQL

 exec sql begin declare section
 word indvar
 string (100) stmt_buf
 integer i
 exec sql end declare section
 ...
! Set the IISQLHDLR structure with the appropriate
! data handler and data handler argument.
```

```

data_handler::sqlhdlr = loc(Get_Handler)
data_handler::sqlarg = loc(hdlarg)

! Describe the statement into the SQLDA
stmt_buf = 'select * from book'.
exec sql prepare stmt from :stmt_buf
exec sql describe stmt into sqlda
...

! Determine the base_type of the SQLDATA variables
while (i < sqlda::sqld)
 i = i + 1
 if (sqlda::sqlvar(i)::sqltype > 0) then
 base_type = sqlda::sqlvar(I)::sqltype
 else
 base_type = -sqlda::sqlvar(i)::sqltype
 end if
! Set the sqltype, sqldata and sqlind for each column
! The long varchar column chapter_text will be set to
! use a data handler
 if (base_type = IISQ_LVCH_TYPE) then
 sqlda::sqlvar(i)::sqltype = IISQ_HDLR_TYPE
 sqlda::sqlvar(i)::sqldata = loc(data_handler)
 sqlda::sqlvar(i)::sqlind = loc(indvar)
 else

 end if
next
! The Data handler (Get_Handler) will be invoked for
! each non-null value of column chapter_text retrieved.
! For null values the indicator variable will be
! set to "-1" and the data handler will not be called

...

exec sql execute immediate :stmt_buf using :SQLDA
exec sql begin
 process row...
exec sql end
...

end program

```

## Preprocessor Operation

This section describes the operation of the Embedded SQL preprocessor for BASIC and the steps required to create, compile, and link an Embedded SQL program.

## Command Line Operations

The following sections describe how to turn an embedded ESQL/BASIC source program into an executable program. These sections include commands that preprocess, compile, and link a program.

### esqlb Command — Invoke Embedded SQL Preprocessor for BASIC

The BASIC preprocessor is invoked by the following command line:

```
esqlb {flags} {filename}
```

where *flags* are

| Flag         | Description                                                                                                                                                                                                                                                                                                                             |
|--------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| -d           | Adds debugging information to the runtime database error messages generated by Embedded SQL. The source file name, line number, and statement in error will be displayed with the error message.                                                                                                                                        |
| -f[filename] | Writes preprocessor output to the named file. If no filename is specified, the output is sent to standard output, one screen at a time.                                                                                                                                                                                                 |
| -iN          | Sets the default size of integers to <i>N</i> bytes. <i>N</i> must be 1, 2, or 4. The default setting is 4.                                                                                                                                                                                                                             |
| -l           | Writes preprocessor error messages to the preprocessor's listing file as well as to the terminal. The listing file includes preprocessor error messages and your source text in a file named <i>filename.lis</i> , where filename is the name of the input file.                                                                        |
| -lo          | Like -l, but the generated BASIC code also appears in the listing file.                                                                                                                                                                                                                                                                 |
| -o           | Directs the preprocessor not to generate output files for include files.<br><br>This flag does not affect the translated include statements in the main program. The preprocessor will generate a default extension for the translated include file statements unless you use the -o.ext flag.                                          |
| -o.ext       | Specifies the extension given by the preprocessor to both the translated include statements in the main program and the generated output files. If this flag is not provided, the default extension is ".bas".<br><br>If you use this flag in combination with the -o flag, then the preprocessor generates the specified extension for |



| Flag                       | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|----------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                            | the translated include statements, but does not generate new output files for the include statements.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| -?                         | Shows which command line options are available for esqlb.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| -r <i>N</i>                | Sets the default size of reals to <i>n</i> bytes. <i>N</i> must be 4 or 8. The default setting is 4.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| -s                         | Reads input from standard input and generates BASIC code to standard output. This is useful for testing unfamiliar statements. If you specify the -l option with this flag, the listing file is called "stdin.lis". To terminate the interactive session, type Ctrl Z.                                                                                                                                                                                                                                                                                                                                                                          |
| -sqlcode                   | Indicates the file declares ANSI SQL code.<br><br>The ANSI-92 specification describes SQLCODE as a "deprecated feature" and recommends using the SQLSTATE variable.                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| -[no]sqlcode               | Tells the preprocessor not to assume a declared SQLCODE is for ANSI status information.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| -w                         | Prints warning messages.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| -wopen                     | This flag is identical to -wsql=open. However, -wopen is supported only for backwards capability. See -wsql=open for more information.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| -wsql=entry_<br>SQL92 open | Prints warning messages that indicate all non-entry SQL92 compliant syntax.<br><br>Use <i>open</i> only with OpenSQL syntax. -wsql = open generates a warning if the preprocessor encounters an Embedded SQL statement that does not conform to OpenSQL syntax. (OpenSQL syntax is described in the <i>OpenSQL Reference Guide</i> .) This flag is useful if you intend to port an application across different Ingres Gateways. The warnings do not affect the generated code and the output file may be compiled. This flag does not validate the statement syntax for any SQL Gateway whose syntax is more restrictive than that of OpenSQL. |

The Embedded SQL BASIC preprocessor assumes that input files are named with the extension ".sb". This default can be overridden by specifying the file extension of the input file(s) on the command line. The output of the preprocessor is a file of generated BASIC statements in tab format with the same name and the extension ".bas".

If you enter the command without specifying any flags or a filename, Ingres displays a list of flags available for the command.

### esqlb Command Options

The following table presents the command options available with **esqlb**:

| Command                        | Comment                                                                |
|--------------------------------|------------------------------------------------------------------------|
| <b>esqlb file1</b>             | Preprocesses "file1.sb" to "file1.bas"                                 |
| <b>esqlb file2.xb</b>          | Preprocesses "file2.xb" to "file2.bas"                                 |
| <b>esqlb -l file3</b>          | Preprocesses "file3.sb" to "file3.bas" and creates listing "file3.lis" |
| <b>esqlb -s</b>                | Accepts input from standard input                                      |
| <b>esqlb -ffile4.out file4</b> | Preprocesses "file4.sb" to "file4.out"                                 |
| <b>esqlb</b>                   | Displays a list of flags available for this command                    |

### The BASIC Compiler

As previously mentioned, the preprocessor generates BASIC code. You should use the VMS **basic** command to compile this code. Most of the basic command line options can be used. You should not use the **g\_float** or **h\_float** qualifiers if floating-point values in the program are interacting with Ingres floating-point objects. If you use the **byte** or **word** compiler qualifiers, you must run the Embedded SQL preprocessor with the **-i1** or **-i2** flag. Similarly, use of the BASIC **double** qualifier requires that you have preprocessed your Embedded SQL file using the **-r8** flag. Note, too, that many of the statements that the Embedded SQL preprocessor generates are BASIC language extensions provided by VAX/VMS. Consequently, you should not attempt to compile with the **ansi\_standard** qualifier.

The following example preprocesses and compiles the file "test1". Note that both the Embedded SQL preprocessor and the BASIC compiler assume the default extensions.

```
$ esqlb test1
$ basic/list test1
```

## VMS

As of Ingres II 2.0/0011 (axm.vms/00) Ingres uses member alignment and IEEE floating-point formats. Embedded programs must be compiled with member alignment turned on. In addition, embedded programs accessing floating-point data (including the MONEY data type) must be compiled to recognize IEEE floating-point formats.

The VMS default qualifier /g\_float is not a standard and should not be used.

On Alpha systems, hardware support for D\_float is only partial, the default has changed to G\_float, and support for IEEE (IEEE 754-1985 standard for floating point arithmetic) has been added. Because of this, and because IEEE is available on other platforms and is recognized as an industry standard, Ingres for OpenVMS Alpha uses the IEEE format.

All programs and libraries should be compiled using the IEEE qualifier. Do not mix programs or libraries compiled with different qualifiers.

For example:

```
esqlb prog.sb
basic /float=ieee prog
```

Failure to use the /float=ieee qualifier or the use of non-IEEE float numbers will result in unpredictable results when non-IEEE floats are used as keys or in restrictions. ❌

**Note:** Check your Release Notes for any operating system specific information on compiling and linking ESQL/BASIC programs.

## How Embedded SQL Programs are Linked

Embedded SQL programs require procedures from several VMS shared libraries in order to run properly. Once you have preprocessed and compiled an Embedded SQL program, you can link it. Assuming the object file for your program is called "dbentry," use the following link command:

```
$ link dbentry.obj,-
 ii_system:[Ingres.files]esql.opt/opt
```

## Link Precompiled Forms

The technique of declaring a precompiled form to the FRS is discussed in the *SQL Reference Guide* and in the BASIC Variables and Data Types (see page 639) in this chapter. To use such a form in your program, you must also follow the steps described here.

### To link a precompiled form

1. In VIFRED, select a menu item to compile a form. VIFRED then creates a file in your directory describing the form in the VAX-11 MACRO language. Select a name for the file.
2. Once you have created the MACRO file, assemble it into linkable object code with the following VMS command:

```
macro filename
```

3. The output of this command is a file with the extension ".obj". Link this object file with your program by listing it in the link command, as in the following example:

```
$ link formentry,-
 empform.obj,-
 ii_system:[Ingres.files]esql.opt/opt
```

## How Embedded SQL Programs are Linked without Shared Libraries

While the use of shared libraries in linking Embedded SQL programs is recommended for optimal performance and ease of maintenance, non-shared versions of the libraries have been included in case you require them. Non-shared libraries required by Embedded SQL are listed in the esql.noshare options file. The options file must be included in your link command *after* all user modules. Libraries must be specified in the order given in the options file.

The following example demonstrates the link command for an Embedded SQL program called "dbentry" that has been preprocessed and compiled:

```
$ link dbentry,-
 ii_system:[Ingres.files]esql.noshare/opt
```

## User-written Embedded SQL Routines in Shareable Images

When you plan to place your code in a shareable image, note the following about the **psect** attributes of your global or external variables.

- As a default, some compilers mark global variables as shared (SHR: every user who runs a program linked to the shareable image sees the same variable) and others mark them as not shared (NOSHR: every user who runs a program linked to the shareable image gets their own private copy of the variable).

- Some compilers support modifiers you can place in your source code variable declaration statements to explicitly state which attributes to assign a variable.
- The attributes that a compiler assigns to a variable can be overridden at link time with the **psect\_attr** link option. This option overrides attributes of all variables in the **psect**. For further details, consult your compiler reference manual.

## Include File Processing

The Embedded SQL **include** statement provides a means to include external files in your program's source code. The syntax of the statement is:

```
exec sql include filename
```

where *filename* is a quoted string constant specifying a file name or a logical name that points to the file name. If the file is in the local directory, you can also specify the filename without the surrounding quotes. If no extension is given to the file name (or to the file name pointed at by the logical name), the program assumes the default BASIC input file extension ".sb".

This statement is normally used to include variable declarations, although it is not restricted to such use. For more details on the **include** statement, see the *SQL Reference Guide*.

The included file is preprocessed and an output file with the same name but with the default output extension ".bas" is generated. You can override this default output extension with the **-o.ext** flag on the command line. The preprocessed output of the **include** statement is the BASIC **%include** directive. If the **-o** flag is used without an extension, then the output file is not generated for the **include** statement. This is useful for program libraries that use VMS MMS dependencies.

If you use both the **-o.ext** and the **-o** flags, then the preprocessor will generate the specified extension for the **include** statements in the program but will not generate new output files for the statements.

In the following example, assume that no overriding output extension was explicitly given on the command line. The Embedded SQL statement:

```
exec sql include 'employee.sb'
```

is preprocessed to the BASIC statement:

```
%include "employee.bas"
```

and the *employee.sb* file is translated into the BASIC *employee.bas* file.

In the next example, the system logical name "mydecls" points at the file "dra1:[headers]myvars.sb". If the following commands are invoked on the system level:

```
$ define mydecls dra1:[headers]myvars.sb
$ esqlb -o.hdr inputfile
```

the Embedded SQL statement:

```
exec sql include 'mydecls'
```

is preprocessed to the BASIC statement:

```
%include "dra1:[headers]myvars.hdr"
```

and the BASIC file 'dra1:[headers]myvars.hdr' is generated.

You can also specify include files with a relative path. For example, if you preprocess the file "dra1:[mysource]myfile.sb," the Embedded SQL statement:

```
exec sql include '[-.headers]myvars.sb'
```

is preprocessed to the BASIC statement:

```
%include "[-.headers]myvars.bas"
```

and the BASIC file "dra1:[headers]myvars.bas," is generated as output for the original include file, "dra1:[headers]myvars.sb."

### Source Code with Labels

Some Embedded SQL statements generate labels. If you include files containing such statements, you must be careful to include the file only once in a given BASIC scope. Otherwise, you may find that the compiler later complains that the generated labels are defined more than once in that scope.

The statements that generate labels are the Embedded SQL block-type statements, such as **display**, **unloadtable**, and the **select**-loop.

### Coding Requirements for Embedded SQL Programs

The following sections describe coding requirements for writing Embedded SQL programs.

## Comments Embedded in BASIC Output

Each Embedded SQL statement generates one comment and a few lines of BASIC code. You may find that the preprocessor translates 50 lines of Embedded SQL into 200 lines of BASIC. This can confuse the program developer who is trying to debug the original source code. To facilitate debugging, each group of BASIC statements associated with a particular statement is delimited by a comment corresponding to the original Embedded SQL source. Each comment is one line long and informs the reader of the file name, line number, and type of statement in the original source file.

## Embedded Statements Inside BASIC If Blocks

As mentioned above, the preprocessor never generates line numbers on its own. Therefore, you can enclose Embedded SQL statements in the **then** or **else** clause of a BASIC **if** statement without changing program control. For example:

```
if (error = 1) then
 exec sql message 'Error on update'
 exec sql sleep 2
end if
```

## Embedded SQL Statements that Do Not Generate Code

The following Embedded SQL declarative statements do not generate any BASIC code:

```
declare cursor
declare statement
declare table
whenever
```

These statements must not contain labels. Also, they must not be coded as the only statements in BASIC constructs that do not allow *empty* statements.

## Embedded SQL/BASIC Preprocessor Errors

To correct most errors, you may wish to run the Embedded SQL preprocessor with the listing (**-l**) option on. The listing will be sufficient for locating the source and reason for the error.

For preprocessor error messages specific to BASIC, see Preprocessor Error Messages (see page 696) in this chapter.

## Preprocessor Error Messages

The following is a list of error messages specific to BASIC.

### E\_DC000A

**"Table 'employee' contains column(s) of unlimited length."**

**Explanation:**

Character strings(s) of zero length have been generated. This causes a compile-time error.

**Action:**

Modify the output file to specify an appropriate length.

### E\_E30001

**"BASIC array '%0c' should be subscripted."**

**Explanation:**

A variable declared as an array must be subscripted when used."

### E\_E30002

**"Value assigned does not match BASIC constant type."**

**Explanation:**

The type of the literal assigned to the constant name does not match the type of the CONSTANT declaration. Numerics and strings cannot be mixed.

### E\_E30005

**"BASIC identifier '%0c' expected on END RECORD/END GROUP statement."**

**Explanation:**

If you name the RECORD or GROUP declaration on the END RECORD or END GROUP statement, then the name must be the same with which the RECORD or GROUP was declared.



**E\_E30006**

**"RECORD or GROUP subscripts are required in '%0c'."**

**Explanation:**

In the specified variable reference, the record component lacks subscripts at the group or record level.

**E\_E30007**

**"RECORD or GROUP subscripts should not be used in '%0c'."**

**Explanation:**

In the specified variable reference, the record component has extra subscripts at the group or record level.

**E\_E3000A**

**"Incorrect type used on EXTERNAL variable or constant."**

**Explanation:**

EXTERNAL variables can be declared with a limited subset of data types. The declaration refers to an unknown or non-EXTERNAL data type.

**E\_E3000B**

**"EXTERNAL identifiers may not have subscripts or an assignment clause."**

**Explanation:**

The preprocessor does not support EXTERNAL arrays, or size-initialized variables.

**Action:**

Use DIMENSION or COMMON for global non-scalar declarations.

**E\_E3000C**

**"CONSTANT declaration may not refer to program-defined RECORD type."**

**Explanation:**

CONSTANT declarations may not refer to RECORD data types, even if they have been previously defined.

**E\_E3000D**

**"CONSTANT declaration may not be subscripted."**

**Explanation:**

CONSTANT declarations may not refer to arrays.

**E\_E3000E**

**"Assignment clause missing from BASIC CONSTANT declaration."**

**Explanation:**

A CONSTANT declaration must include an assignment to a numeric or string literal.

**E\_E3000F**

**"Array subscripts missing from BASIC DIMENSION declaration."**

**Explanation:**

DIMENSION declarations must include array subscripts.

**E\_E30010**

**"String length is not allowed on BASIC DIMENSION declaration."**

**Explanation:**

DIMENSION declarations may not include string lengths nor an assignment clause.

**E\_E30011**

**"String length may only qualify a variable of STRING type."**

**Explanation:**

An assignment clause (string length) is only allowed with STRING declarations.

**E\_E30012**

**"String length is not allowed on dynamic string variable."**

**Explanation:**

A dynamic STRING type may not specify a length. A length may only be specified with static STRING declarations.

**E\_E30013**

**"BASIC variables must have an explicit type."**

**Explanation:**

All variable declarations must have an explicit type. Default types are not accepted by the preprocessor.

**E\_E30014**

**"Found identifier '%0c' where literal expected."**

**Explanation:**

You must use numeric or string literals to initialize constants. You must use a numeric literal when declaring the length of a static string variable.

**E\_E30017**

**"Quotes may not be embedded in string literals."**

**Explanation:**

In order to embed a quote in a string literal, you must use the BASIC rules to assign the string literal to a string variable, and use the variable in the embedded statement.

**E\_E3001A**

**"Field '%0c' in record '%1c' is not elementary."**

**Explanation:**

The specified field was used as a variable. However, the field is not a scalar-valued variable (numeric or string). You cannot use arrays or records to set or retrieve data in this context.

## Sample Applications

This section contains sample applications.

## The Department-Employee Master/Detail Application

This application uses two database tables joined on a specific column. This typical example of a department and its employees demonstrates how to process two tables as a master and a detail.

The program scans through all the departments in a database table, in order to reduce expenses. Based on certain criteria, the program updates department and employee records. The conditions for updating the data are the following:

### Departments:

- If a department has made less than \$50,000 in sales, the department is dissolved.

### Employees:

- If an employee was hired since the start of 1985, the employee is terminated.
- If the employee's yearly salary is more than the minimum company wage of \$14,000 and the employee is not nearing retirement (over 58 years of age), the employee takes a 5% pay cut.
- If the employee's department is dissolved and the employee is not terminated, the employee is moved into a state of limbo to be resolved by a supervisor.

This program uses two cursors in a master/detail fashion. The first cursor is for the Department table, and the second cursor is for the Employee table. Both tables are described in **declare table** statements at the start of the program. The cursors retrieve all the information in the tables, some of which are updated. The cursor for the Employee table also retrieves an integer date interval whose value is positive if the employee was hired after January 1, 1985.

Each row that is scanned from both the Department table and the Employee table is recorded in an output file. This file serves both as a log of the session and as a simplified report of the updates that were made.

Each section of code is commented for the purpose of the application and also to clarify some of the uses of the Embedded SQL statements. The program illustrates table creation, multi-statement transactions, all cursor statements, direct updates, and error handling.

For readability, the BASIC exclamation point (!) is used as an end-of-line comment indicator.

**Sample Application**

```

10 !
! Program: Process_Expenses
! Purpose: Main entry point to process department and employee expenses.
!

 exec sql include sqlca
 ! The department table
 exec sql declare dept table &
 (name char(12) not null, &
 totsales money not null, &
 employees smallint not null)

 ! The employee table
 exec sql declare employee table &
 (name char(20) not null, &
 age integer1 not null, &
 idno integer not null, &
 hired date not null, &
 dept char(12) not null, &
 salary money not null)

 ! "State-of-Limbo" for employees who lose their department
 exec sql declare toberesolved table &
 (name char(20) not null, &
 age integer1 not null, &
 idno integer not null, &
 hired date not null, &
 dept char(12) not null, &
 salary money not null)

 print 'Entering application to process expenses.'
 open "expenses.log" for output as file #1
 call Init_Db
 call Process_Depts
 call End_Db
 close #1
 print 'Successful completion of application.'

end ! of Process_Expenses

!
! Subroutine: Init_Db
! Purpose: Initialize the database. Connect to the database,
! and abort if an error. Before processing employees create the table for
! employees who lose their department,"toberesolved".
! Parameters: None.
!

```

```
100 sub Init_Db
 exec sql include sqlca
 exec sql whenever sqlerror stop
 exec sql connect personnel
 print #1, 'Creating "To_Be_Resolved" table.'
 exec sql create table toberesolved &
 (name char(20) not null, &
 age integer1 not null, &
 idno integer not null, &
 hired date not null, &
 dept char(12) not null, &
 salary money not null)
 end sub ! of Init_Db

!
! Subroutine: End_Db
! Purpose: Commit the multi-statement transaction and disconnect
! from the database.
! Parameters: None.
!
200 sub End_Db
 exec sql include sqlca
 exec sql commit
 exec sql disconnect
end sub ! of End_Db

!
! Subroutine: Process_Depts
! Purpose: Scan through all the departments, processing each one.
! If the department has made less than $50,000 in sales
! then the department is dissolved. For each department,
! process all the employees (they may even be moved to another table).
! If an employee was terminated, then update the department's employee
! counter.
! Parameters: None
!
300 sub Process_Depts
 exec sql include sqlca
 exec sql begin declare section
 record department
 string dname = 12
 real totalsales
 word employees
 end record
 declare department dept
 declare word emps_term ! Employees terminated
 declare string loc_dname ! For parameter passing
exec sql end declare section

! Minimum sales of department
declare real constant MIN_DEPT_SALES = 50000.00
! Was the dept deleted?
declare byte deleted_dept ! Was the dept declared?
declare string dept_format ! Formatting value
```

```

exec sql declare deptcsr cursor for
 select name, totsales, employees
 from dept
 for direct update of name, employees
! All errors from this point on close down the application
exec sql whenever sqlerror call Close_Down
exec sql whenever not found goto CloseDCsr
deptcsr
exec sql open deptcsr
while (sqlcode = 0)

 exec sql fetch deptcsr into :dept
 ! Did the department reach minimum sales?
 if (dept::totsales \ MIN_DEPT_SALES) then
 exec sql delete from dept
 where current of deptcsr
 deleted_dept = 1
 dept_format = ' -- DISSOLVED -- '
 else
 deleted_dept = 0
 dept_format = ' '
 end if
! Log what we have just done
print #1, 'Department: ' + (dept::dname)
 + ', Total Sales: ';
print #1 using '$####.##', dept::totsales;
print #1, dept_format
! Now process each employee in the department
loc_dname = dept::dname
call Process_Employees(loc_dname, deleted_dept, emps_term)

```

```
! If some employees were terminated, record this fact
if (emps_term > 0 and deleted_dept = 0) then
 exec sql update dept &
 set employees = :dept::employees - :emps_term &
 where current of deptcsr
 end if
next
exec sql whenever not found continue
CloseDCsr: EXEC SQL CLOSE deptcsr
end sub ! of Process_Depts
!
! Subroutine: Process_Employees
! Purpose: Scan through all the employees for a particular
! department. Based on given conditions the employee
! may be terminated, or given a salary reduction.
! 1. If an employee was hired since 1985 then the
! employee is terminated.
! 2. If the employee's yearly salary is more than the
! minimum company wage of $14,000 and the employee
! is not close to retirement (over 58 years of
! age), then the employee takes a 5% salary reduction.
! 3. If the employee's department is dissolved and the
! employee is not terminated, then the employee is
! moved into the "toberesolved" table.
!
! Parameters: loc_dname - Name of current department
! deleted_dept - Is current department being dissolved?
! emps_term - Set locally to record how many employees
! were terminated for the current department.
!
400 sub Process_Employees(string loc_dname, byte deleted_dept, &
 integer emps_term)

 exec sql include sqlca
 exec sql begin declare section
 record employee ! Corresponds to "employee" table
 string ename = 20
 word age
 long idno
 string hired = 25
 real salary
 long hired_since_85
 end record
 declare employee emp
 declare real constant SALARY_REduc = 0.95
 exec sql end declare section
 ! Minimum employee salary
 declare real constant MIN_EMP_SALARY = 14000.00
 declare integer constant NEARLY_RETIRED = 58
 declare string title ! Formatting values
 declare string description
 ! Note the use of the Ingres function to find out who was hired
 ! since 1985.

 exec sql declare empcsr cursor for
 select name, age, idno, hired, salary,
 int4(interval('days', hired-date('01-jan-1985')))) &
```



```

 from employee &
 where dept = :loc_dname &
 for direct update of name, salary
! All errors from this point on close down the application
exec sql whenever sqlerror call Close_Down
exec sql whenever not found goto CloseECsr ! Close empcsr
exec sql open empcsr
emps_term = 0
while (sqlcode = 0)

 exec sql fetch empcsr into :emp
 if (emp::hired_since_85 > 0) then
 exec sql delete from employee &
 where current of empcsr
 title = 'Terminated: '
 description = 'Reason: Hired since 85.'
 emps_term = emps_term +1
 else
 if (emp::salary > MIN_EMP_SALARY) then
 ! Reduce salary if not nearly retired
 if (emp::age < NEARLY_RETIRED) then
 exec sql update employee &
 set salary = salary * :SALARY_REDUCE &
 where current of empcsr
 title = 'Reduction: '
 description = 'Reason: Salary.'
 else
 ! Do not reduce salary
 title = 'No Changes: '
 description = 'Reason: Retiring.'
 end if
 else
 ! Leave employee alone
 title = 'No Changes: '
 description = 'Reason: Salary.'
 end if
 end if
! Was employee's department dissolved?
if (deleted_dept = 1) then
 exec sql insert into toberesolved &
 select * &
 from employee &
 where idno = :emp::idno
 exec sql delete from employee &
 where current of empcsr
end if
! Log the employee's information
print #1, ' ' + title;
print #1, str$(emp::idno);
print #1, ', ' + (emp::ename) + ', ';
print #1, str$(emp::age) + ', ';
print #1 using '$####.##', emp::salary;
print #1, '; ' + description
next
exec sql whenever not found continue
CloseECsr: exec sql close empcsr
end sub ! of Process_Employees

```

```
!
! Subroutine: Close_Down
! Purpose: Error handler called any time after Init_Db was successfully
! completed. In all cases print the cause of the error, and abort the
! transaction, backing out changes. Note that disconnecting from the database
! will implicitly close any open cursors too.
! Parameters: None
!
500 sub Close_Down
 exec sql include sqlca
 exec sql begin declare section
 declare string errbuf
 exec sql end declare section
 exec sql whenever sqlerror continue ! Turn off error handling
 exec sql inquire_sql(:errbuf = errortext)
 print 'Closed down because of database error:'
 print errbuf
 close #1
 exec sql rollback
 exec sql disconnect
 stop
end sub ! of Close_Down
```

## The Table Editor Table Field Application

This application edits the Person table in the Personnel database. It is a forms application that allows the user to update a person's values, remove the person, or add new persons. Various table field utilities are provided with the application to demonstrate how they work.

The objects used in this application are:

| Object    | Description                                                                                                                                                                                        |
|-----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| personnel | The program's database environment.                                                                                                                                                                |
| person    | A table in the database, with three columns:<br>name ( <b>char(20)</b> )<br>age ( <b>smallint</b> )<br>number ( <b>integer</b> )<br><br>Number is unique.                                          |
| personfrm | The VIFRED form with a single table field.                                                                                                                                                         |
| persontbl | A table field in the form, with two columns:<br>name ( <b>char(20)</b> )<br>age ( <b>integer</b> )<br><br>When initialized, the table field includes the hidden column, number ( <b>integer</b> ). |

At the start of the application, a database cursor is opened to load the table field with data from the Person table. After loading the table field, you can browse and edit the displayed values. You can add, update, or delete entries. When finished, the values are unloaded from the table field and, in a multi-statement transaction, your updates are transferred back into the Person table.

Also for readability, the BASIC exclamation point (!) is used as an end-of-line comment indicator.

### Sample Application

```
10 !

 ! Program: Table_Edit

 ! Purpose: Main entry point to edit the "person" table in the

 ! database, using a table field.

 !

exec sql include sqlca
exec sql declare person table &
 (name char(20), &
 age smallint, &
 number integer)

exec sql begin declare section
! Person information
declare string p_name ! Full name
declare integer p_age ! Age of person
declare integer p_number ! Unique person number
declare integer maxid ! Max person id number
! Table field entry information
declare integer state ! State of data set entry
declare integer recnum ! Record number
declare integer lastrow ! Last row in table field
! Utility buffers
declare string msgbuf ! Message buffer
declare string respbuf ! Response buffer for prompts
exec sql end declare section
declare byte update_error ! Update error from database
declare byte xact_aborted ! Transaction aborted
external integer function Load_Table ! Function to fill table field
```

```
! Table field row states
declare byte constant ROWUNDEF = 0 ! Empty or undefined row
declare byte constant ROWNEW = 1 ! Appended by user
declare byte constant ROWUNCHANGD = 2 ! Loaded by program, same
declare byte constant ROWCHANGD = 3 ! Loaded by program, changed
declare byte constant ROWDELETE = 4 ! Deleted by program
declare byte constant NOTFOUND = 100 ! SQL value for no rows
! Set up error handling for main program
exec sql whenever sqlwarning continue
exec sql whenever not found continue
exec sql whenever sqlerror stop
! Start up Ingres and the Ingres/Forms system
exec sql connect 'personnel'

exec frs forms
! Verify that the user can edit the "person" table
exec frs prompt noecho ('Password for table editor: ', :respbuf)

if (respbuf <> 'MASTER_OF_ALL') then
 exec frs endforms
 exec sql disconnect
 print 'No permission for task. Exiting . . .'
 stop
end if

! We assume no SQL errors can happen during screen updating
exec sql whenever sqlerror continue
exec frs message 'Initializing Person Form . . .'
exec frs forminit personfrm
!
! Initialize "persontbl" table field with a data set in FILL mode
! so that the runtime user can append rows. To keep track of
! events occurring to original rows that will be loaded into
! the table field, hide the unique person number.
!
exec frs inittable personfrm persontbl fill (number = integer)

maxid = Load_Table
exec frs display personfrm update
 exec frs initialize
exec frs activate menuitem 'Top'
 exec frs begin
 !
 ! Provide menu, as well as system FRS keys to scroll
 ! to both extremes of the table field.
 !
 exec frs scroll personfrm persontbl to 1
 exec frs end ! 'Top'

exec frs activate menuitem 'Bottom'
exec frs begin
 exec frs scroll personfrm persontbl to end ! Forward
exec frs end ! 'Bottom'
```

```

exec frs activate menuitem 'Remove'
exec frs begin
!
! Remove the person in the row the user's cursor is on.
! If there are no persons, exit operation with message.
! Note that this check cannot really happen as there is
! always an undefined row in fill mode.
!
exec frs inquire_frs table personfrm &
(:lastrow = lastrow(persontbl))
if (lastrow = 0) then
 exec frs message 'Nobody to Remove'
 exec frs sleep 2
 exec frs resume field persontbl
end if
exec frs deleterow personfrm persontbl ! Record it later
exec frs end ! 'Remove'

exec frs activate menuitem 'Find'
exec frs begin
!
! Scroll user to the requested table field entry.
! Prompt the user for a name, and if one is typed in
! loop through the data set searching for it.
!
exec frs prompt ('Name of person: ', :respbuf)
if (respbuf = '') then
 exec frs resume field persontbl
end if
exec frs unloadtable personfrm persontbl &
(:p_name = name, &
 :recnum = _record, &
 :state = _state)
exec frs begin
! Do not compare with deleted rows
if ((p_name = respbuf) and (state <> ROWDELETE)) then
 exec frs scroll personfrm persontbl to :recnum
 exec frs resume field persontbl
end if
exec frs end
! Fell out of loop without finding name
msgbuf =
'Person "'+respbuf+'" not found in table [HIT RETURN] '
exec frs prompt noecho (:msgbuf, :respbuf)

exec frs end ! 'Find'

exec frs activate menuitem 'Exit'
exec frs begin
 exec frs validate field persontbl
 exec frs breakdisplay
exec frs end ! 'Exit'

exec frs finalize

```

```
!
! Exit person table editor and unload the table field. If any
! updates, deletions or additions were made, duplicate these
! changes in the source table. If the user added new people we
! must assign a unique person id before returning it to the table.
! To do this, increment the previously saved maximum id number
! with each insert.
!

! Do all the updates in a transaction
exec sql savepoint savept

!
! Hard code the error handling in the UNLOADTABLE loop, as
! we want to cleanly exit the loop.
!
exec sql whenever sqlerror continue

update_error = 0
xact_aborted = 0

exec frs message 'Exiting Person Application . . .'
exec frs unloadtable personfrm persontbl &
 (:p_name = name, :p_age = age, &
 :p_number = number, :state = _state)
exec frs begin
 ! Appended by user. Insert with new unique id
 if (state = ROWNEW) then
 maxid = maxid + 1
 exec sql insert into person (name, age, number) &
 values (:p_name, :p_age, :maxid)
 ! Updated by user. Reflect in table
 else
 if (state = ROWCHANGED) then
 exec sql update person set &
 name = :p_name, age = :p_age &
 where number = :p_number
 !
 ! Deleted by user, so delete from table. Note that only
 ! original rows are saved by the program, and not rows
 ! appended at runtime by the user.
 !
 else
 if (state = rowdelete) then
 exec sql delete from person &
 where number = :p_number
 end if
 end if
 end if
 ! ignore undefined or unchanged - No updates
 !
 ! Handle error conditions -
 ! If an error occurred, then abort the transaction.
 ! If a no rows were updated then inform user, and
 ! prompt for continuation.
 !
 if (sqlcode < 0) then
! SQL error
```

```

 exec sql inquire_sql (:msgbuf = errortext)
 exec sql rollback to savept
 update_error = 1
 xact_aborted = 1
 exec frs endloop
 else
 if (sqlcode = NOTFOUND) then
 msgbuf = 'Person "' + p_name + &
 '" not updated. Abort all updates?'
 exec frs prompt (:msgbuf, :respbuf)
 if (respbuf = 'Y' or respbuf = 'y') then
 exec sql rollback to savept
 xact_aborted = 1
 exec frs endloop
 end if
 end if
 end if
end if
exec frs end ! 'Unloadtable'
if (xact_aborted = 0) then
 exec sql commit ! Commit the updates
end if
exec frs endforms ! Terminate the Forms and Ingres
exec sql disconnect
if (update_error = 1) then
 print 'Your updates were aborted because of error: ';
 print msgbuf
end if

end ! of Table_Edit - Main Program
!
! Function: Load_Table
! Purpose: Load the table field from the 'person' table.
! The columns 'name' and 'age' will be displayed, and 'number'
! will be hidden.
! Parameters: None
! Returns: Maximum employee number
!
20 function integer Load_Table
 exec sql include sqlca
 !
 ! Declare person information:
 ! The preprocessor already knows that these variables have been
 ! declared from their declarations in the main program.
 !
 declare string p_name ! Full name
 declare integer p_age ! Age of person
 declare integer p_number ! Unique person number
 declare integer maxid ! Max person id number to return
 exec sql declare loadtab cursor for
 select name, age, number
 from person
 ! Set up error handling for loading procedure
 exec sql whenever sqlerror goto Closeld ! Close loadtab
 exec sql whenever not found goto Closeld ! Close loadtab
 exec frs message 'Loading Person Information . . .'

 maxid = 0
 ! Fetch the maximum person id number for later use

```

```

 exec sql select max(number) &
 into :maxid &
 from person
 exec sql open loadtab
 while (sqlcode = 0)
 ! Fetch data into record, and load table field
 exec sql fetch loadtab into :p_name, :p_age, :p_number
 exec frs loadtable personfrm persontbl &
 (name = :p_name, age = :p_age, number = :p_number)
 next
 exec sql whenever sqlerror continue
 CloseId: exec sql close loadtab
 Load_Table = maxid

end function ! of Load_Table

```

## The Professor-Student Mixed Form Application

This application lets the user browse and update information about graduate students who report to a specific professor. The program is structured in a master/detail fashion, with the professor being the master entry, and the students the detail entries. The application uses two forms—one to contain general professor information and another for detailed student information.

The objects used in this application are:

| Object    | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|-----------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| personnel | The program's database environment.                                                                                                                                                                                                                                                                                                                                                                                                                              |
| professor | <p>A database table with two columns:</p> <p>    pname (<b>char(25)</b>)</p> <p>    pdept (<b>char(10)</b>)</p> <p>See its <b>declare table</b> statement for a full description.</p>                                                                                                                                                                                                                                                                            |
| student   | <p>A database table with seven columns:</p> <p>    sname (<b>char(25)</b>)</p> <p>    sage (<b>integer1</b>)</p> <p>    sbdate (<b>char(25)</b>)</p> <p>    sgpa (<b>float4</b>)</p> <p>    sidno (<b>integer</b>)</p> <p>    scomment (<b>varchar(200)</b>)</p> <p>    sadvisor (<b>char(25)</b>)</p> <p>See its <b>declare table</b> statement for a full description. The sadvisor column is the join field with the pname column in the Professor table.</p> |
| masterfrm | The main form has the pname and pdept fields, which correspond to the information in the Professor table, and the                                                                                                                                                                                                                                                                                                                                                |



| Object     | Description                                                                                                                                                                              |
|------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|            | studenttbl table field. The pdept field is display only.                                                                                                                                 |
| studenttbl | A table field in "masterfrm" with two columns, "sname" and "sage". When initialized, it also has five hidden columns corresponding to information in the student table.                  |
| studentfrm | The detail form, with seven fields, which correspond to information in the Student table. Only the sgpa, scomment, and sadvisor fields are updatable. All other fields are display-only. |
| grad       | A global BASIC record, whose fields correspond in name and type to the columns of the student database table, the studentfrm form, and the studenttbl table field.                       |

The program uses "masterfrm" as the general-level master entry, in which data can only be retrieved and browsed. It uses "studentfrm" as the detailed screen, in which specific student information can be updated.

The user can enter a name in the pname field and then select the **Students** menu operation. The operation fills the studenttbl table field with detailed information of the students reporting to the named professor. This is done by the studentcsr database cursor in the Load\_Students procedure. The program assumes that each professor is associated with exactly one department.

The user can then browse the table field (in **read** mode), which displays only the names and ages of the students. More information about a specific student can be requested by selecting the **Zoom** menu operation. This operation displays the form "studentfrm" (in **update** mode). The fields of studentfrm are filled with values stored in the hidden columns of studenttbl. The user can make changes to three fields (sgpa, scomment, and sadvisor). If validated, these changes will be written back to the database table (based on the unique student id), and to the table field's data set. This process can be repeated for different professor names.

Also for readability, the BASIC exclamation point (!) is used as an end-of-line comment indicator.

### Sample Application

```

10 !
 ! Program: Professor_Student
 ! Purpose: Main entry point into "Professor-Student"
 ! mixed-form master detail application.
 !

```

```
exec sql include sqlca
exec sql declare student table &
 (sname char(25), &
 sage integer1, &
 sbdate char(25), &
 sgpa float4, &
 sidno integer, &
 scomment varchar(200), &
 sadvisor char(25))

exec sql declare professor table &
 (pname char(25), &
 pdept char(10))
exec sql begin declare section
 ! Externally compiled master and student form
 external integer masterfrm, studentfrm
exec sql end declare section
! Start up Ingres and the Forms system
exec frs forms
exec sql whenever sqlerror stop
exec frs message 'Initializing Student Administrator . . .'
exec sql connect personnel
exec frs addform :masterfrm
exec frs addform :studentfrm
call Master
exec frs clear screen
exec frs endforms
exec sql disconnect
end ! of Professor_Student

!
! Subroutine: Master
! Purpose: Drive the application, by running 'masterfrm', and
! allowing the user to 'zoom' into a selected student.
! Parameters: None - Uses the global student 'grad' record.
!
100 sub Master
 exec sql include sqlca
 exec sql begin declare section
 ! Global grad student record maps to database table
 record grad_student
 string sname = 25
 word sage
 string sbdate = 25
 real sgpa
 integer sidno
 string scomment = 200
 string sadvisor = 25
 end record
```

```
common (grad_area) grad_student grad
! Professor info maps to database table
record professor
 string pname = 25
 string pdept = 10
end record
declare professor prof
! Useful forms system information
declare integer lastrow ! Lastrow in table field
declare integer istable ! Is a table field?

! Local utility buffers
declare string msgbuf ! Message buffer
declare string respbuf ! Response buffer
declare string old_advisor ! Old advisor before Zoom
exec sql end declare section
external byte function Student_Info_changed
 ! Function defined below
declare string tmp_pname ! Temporary string param
```

```
!
! Initialize "studenttbl" with a data set in READ mode.
! Declare hidden columns for all the extra fields that
! the program will display when more information is
! requested about a student. Columns "sname" and "sage"
! are displayed, all other columns are hidden, to be
! used in the student information form.
!
exec frs inittable masterfrm studenttbl read &
 (sbdate = char(25), &
 sgpa = float4, &
 sidno = integer, &
 scomment = char(200), &
 sadvisor = char(20))
```

```

exec frs display masterfrm update
exec frs initialize
exec frs begin
 exec frs message 'Enter an Advisor name . . .'
 exec frs sleep 2
exec frs end
exec frs activate menuitem 'Students', FIELD 'pname'
exec frs begin
 ! Load the students of the specified professor
 exec frs getform (:prof::pname = pname)

 ! If no professor name is given then resume
 if (prof::pname = '') then
 exec frs resume field pname
 end if
 !
 ! Verify that the professor exists. Local error
 ! handling just prints the message, and continues.
 ! We assume that each professor has exactly one
 ! department.
 !
 exec sql whenever sqlerror call sqlprint
 exec sql whenever not found continue
 prof::pdept = ' '
 exec sql select pdept &
 into :prof::pdept &
 from professor &
 where pname = :prof::pname
 if (prof::pdept = '') then
 msgbuf = 'No professor with name "' + &
 prof::pname + '" [RETURN]'
 exec frs prompt noecho (:msgbuf, :respbuf)
 exec frs clear field all
 exec frs resume field pname
 end if
 ! Fill the department field and load students
 exec frs putform (pdept = :prof::pdept)
 exec frs redisplay ! Refresh for query
 tmp_pname = prof::pname
 call Load_Students(tmp_pname)

 exec frs resume field studenttbl
exec frs end ! 'Students'

exec frs activate menuitem 'Zoom'
exec frs begin
 !
 ! Confirm that user is on "studenttbl", and that
 ! the table field is not empty. Collect data from
 ! the row and zoom for browsing and updating.
 !
 exec frs inquire_frs field masterfrm &
 (:istable = table)
 if (istable = 0) then
 exec frs prompt noecho &
 ('Select from the student table [RETURN]', &
 :respbuf)
 exec frs resume field studenttbl
 end if
end if

```

```
end if
exec frs inquire_frs table masterfrm &
 (:lastrow = lastrow)

if (lastrow = 0) then
 exec frs prompt noecho &
 ('There are no students [RETURN]', :respbuf)
 exec frs resume field pname
end if
! Collect all data on student into global record
exec frs getrow masterfrm studenttbl &
 (:grad::sname = sname, &
 :grad::sage = sage, &
 :grad::sbdate = sbdate, &
 :grad::sgpa = sgpa, &
 :grad::sidno = sidno, &
 :grad::scomment = scomment, &
 :grad::sadvisor = sadvisor)

!
! Display "studentfrm", and if any changes were made
! make the updates to the local table field row.
! Only make updates to the columns corresponding to
! writable fields in "studentfrm". If the student
! changed advisors, then delete this row from the
! display.
!
old_advisor = grad::sadvisor
if (Student_Info_Changed = 1) then
if (old_advisor <> grad::sadvisor) then
 exec frs deleterow masterfrm studenttbl
else
 exec frs putrow masterfrm studenttbl &
 (sgpa = :grad::sgpa, &
 scomment = :grad::scomment, &
 sadvisor = :grad::sadvisor)
 end if
end if
exec frs end ! 'Zoom'

exec frs activate menuitem 'Exit'
exec frs begin
 exec frs breakdisplay
exec frs end ! 'Exit'

exec frs finalize
end sub ! Master
!
! Subroutine: Load_Students
! Purpose: Given an advisor name, load into the 'studenttbl'
! table field all the students who report to the
! professor with that name.
! Parameters:
! advisor - User specified professor name.
! Uses the global student record.
!
200 sub Load_Students(string tmp_advisor)
```

```

 exec sql include sqlca
 exec sql begin declare section
 declare string advisor
 exec sql end declare section
 !
 ! Global grad student - do not redeclare the structure as it
 ! was declared in subroutine "Master"
 !
 record grad_student
 string sname = 25
 word sage
 string sbdate = 25
 real sgpa
 integer sidno
 string scomment = 200
 string sadvisor = 25
 end record
 common (grad_area) grad_student grad
 exec sql declare studentcsr cursor for
 select sname, sage, sbdate, sgpa,
 sidno, scomment, sadvisor
 from student
 where sadvisor = :advisor
 ! Move string parameter into variable known by preprocessor
 advisor = tmp_advisor
 !
 ! Clear previous contents of table field. Load the table
 ! field from the database table based on the advisor name.
 ! Columns "sname" and "sage" will be displayed, and all
 ! others will be hidden.
 !
 exec frs message 'Retrieving Student Information . . .'

 exec frs clear field studenttbl
 exec sql whenever sqlerror goto EndLoad ! End loading
 exec sql whenever not found goto EndLoad
 exec sql open studentcsr
 !
 ! Before we start the loop we know that the OPEN was
 ! successful and that NOT FOUND was not set.
 !
 while (sqlcode = 0)

 exec sql fetch studentcsr into :grad
 exec frs loadtable masterfrm studenttbl
 (sname = :grad::sname,
 sage = :grad::sage,
 sbdate = :grad::sbdate,
 sgpa = :grad::sgpa,
 sidno = :grad::sidno,
 scomment = :grad::scomment,
 sadvisor = :grad::sadvisor)

 next
 ! Clean up on an error, and close cursors
 exec sql whenever not found continue
 exec sql whenever sqlerror continue
 EndLoad: exec sql close studentcsr

```

```
end sub ! Load_Students
!
! Function: Student_Info_Changed
! Purpose: Allow the user to zoom into the details of
! a selected student. Some of the data can be
! updated by the user. If any updates were made,
! then reflect these back into the database table.
! The procedure returns TRUE if any changes were made.
! Parameters: None - Uses with data in the global "grad" record.
! Returns: TRUE/FALSE - Changes were made to the database.
! Sets the global "grad" record with the new data.
!

300 function byte Student_Info_Changed
 exec sql include sqlca
 exec sql begin declare section
 declare integer changed ! Changes made to data in form
 declare integer valid_advisor ! Valid advisor name ?
 exec sql end declare section
 !
 ! Global grad student - do not redeclare the structure as it
 ! was declared in subroutine "Master"
 !
 record grad_student
 string sname = 25
 word sage
 string sbdate = 25
 real sgpa
 integer sidno
 string scomment = 200
 string sadvisor = 25
 end record
 common (grad_area) grad_student grad
 ! Local error handle just prints error, and continues
 exec sql whenever sqlerror call sqlprint
 exec sql whenever not found continue
 exec frs display studentfrm fill
 exec frs initialize &
 (sname = :grad::sname, &
 sage = :grad::sage, &
 sbdate = :grad::sbdate, &
 sgpa = :grad::sgpa, &
 sidno = :grad::sidno, &
 scomment = :grad::scomment, &
 sadvisor = :grad::sadvisor)
 exec frs activate menuitem 'Write'
 exec frs begin
 !
 ! If changes were made then update the database table.
 ! Only bother with the fields that are not read-only.
 !
 exec frs inquire_frs form (:changed = change)
 if (changed = 1) then
 exec frs validate
 exec frs getform &
 (:grad::sgpa = sgpa, &
 :grad::scomment = scomment, &
 :grad::sadvisor = sadvisor)
```



```

! Enforce integrity of professor name
valid_advisor = 0
exec sql select 1 into :valid_advisor &
 from professor &
 where pname = :grad::sadvisor
if (valid_advisor = 0) then
 exec frs message 'Not a valid advisor name'
 exec frs sleep 2
 exec frs resume field sadvisor
end if
exec frs message 'Writing changes to database. . .'
exec sql update student set &
 sgpa = :grad::sgpa, &
 scomment = :grad::scomment, &
 sadvisor = :grad::sadvisor &
 where sidno = :grad::sidno
end if
exec frs breakdisplay
exec frs end ! 'Write'

exec frs activate menuitem 'Quit'
exec frs begin
 ! Quit without submitting changes
 changed = 0
 exec frs breakdisplay
exec frs end ! 'Quit'

exec frs finalize
Student_Info_Changed = changed

end function ! Student_Info_Changed

```

## The SQL Terminal Monitor Application

This application executes SQL statements that are read in from the terminal. The application reads statements from input and writes results to output. Dynamic SQL is used to process and execute the statements.

When the program starts, it prompts the user for the database name. The program then prompts for an SQL statement. SQL comments and statement delimiters are not accepted. The SQL statement is processed using dynamic SQL, and results and SQL errors are written to output. At the end of the results, the program displays an indicator of the number of rows affected. The loop is then continued and the program prompts you for another SQL statement. When end-of-file is typed in, the application rolls back any pending updates and disconnects from the database.

The user's SQL statement is prepared using **prepare** and **describe**. If the SQL statement is not a **select** statement, then it is run using **execute** and the number of rows affected is printed. If the SQL statement is a **select** statement, a dynamic SQL cursor is opened, and all the rows are fetched and printed. The routines that print the results do not try to tabulate the results. A row of column names is printed, followed by each row of the results.

Keyboard interrupts are not handled. Fatal errors, such as allocation errors, and boundary condition violations are handled by rolling back pending updates and disconnecting from the database session.

### Sample Application

```
100 !
 ! Program: SQL_Monitor
 ! Purpose: Main entry of SQL Monitor application. Prompt
 ! for database name and connect to the database.
 ! Run the monitor and disconnect from the database.
 ! Before disconnecting roll back any pending updates.
 !
 program SQL_Monitor
 exec sql include sqlca
 exec sql begin declare section
 declare string dbname ! Database name
 exec sql end declare section
 linput 'SQL Database'; dbname ! Prompt for database name
 if (dbname = '') then
 exit program
 end if
 print '-- SQL Terminal Monitor --'

 exec sql whenever sqlerror stop ! Connection errors are fatal
 exec sql connect :dbname
 call Run_Monitor
 exec sql whenever sqlerror continue
 print 'SQL: Exiting monitor program.'

 exec sql rollback
 exec sql disconnect
 end program ! SQL_Monitor
 !
 ! Subroutine: Run_Monitor
 ! Purpose: Run the SQL monitor. Initialize the global
 ! SQLDA with the number of SQLVAR elements. Loop
 ! while prompting the user for input and processing
 ! the SQL statement; if end-of-file is typed then
 ! return to the main program.
 !
 ! If the statement is not a SELECT statement
 ! then EXECUTE it, otherwise open a cursor a process
 ! a dynamic SELECT statement (using Execute_Select).
 !
```

```

200 sub Run_Monitor
 ! Declare the global SQLCA and the SQLDA records
 exec sql include sqlca
 exec sql include sqlda
 common (sqlda_area) IISQLDA sqlda
 exec sql begin declare section
 declare string stmt_buf ! SQL statement input buffer
 exec sql end declare section
 declare integer stmt_num ! SQL statement number
 declare integer rows ! Rows affected
 external byte function Read_Stmt ! Function to read input
 external integer function Execute_Select ! and to execute SELECTs
 exec sql declare stmt statement ! Dynamic SQL statement
 sqlda::sqln = IISQ_MAX_COLS ! Initialize the SQLDA
 stmt_num = 1
 !
 ! Now we are set for input. Call Read_Stmt each time through
 ! the loop. Read_Stmt prompts the user for input (into
 ! stmt_buf) and returns 0 if end-of-file was typed.
 !
 while (Read_Stmt(stmt_num, stmt_buf))

 stmt_num = stmt_num + 1
 ! SQL errors cause current statement to be aborted.
 exec sql whenever sqlerror goto Stmt_Err
 !
 ! PREPARE and DESCRIBE the statement. If the statement
 ! is not a SELECT then EXECUTE it, otherwise inspect the
 ! contents of the SQLDA and call Execute_Select.
 !
 exec sql prepare stmt from :stmt_buf
 exec sql describe stmt into :sqlda
 !
 ! If SQLD = 0 then this is not a SELECT statement. Otherwise
 ! call Execute_Select to process a dynamic cursor.
 !
 if (sqlda::sqld = 0) then
 exec sql execute stmt
 rows = sqlerrd(2)

 else
 rows = Execute_Select
 end if
 ! If SELECT or not
 exec sql whenever sqlerror continue
 Stmt_Err:
 !
 ! Only display error message if we arrived here because
 ! of the SQLERROR condition. Otherwise print the rows
 ! processed and continue with the loop.
 !
 if (sqlcode < 0) then
 call Print_Error
 else
 print '[' + str$(rows) + ' row(s)']'
 end if
 next
 ! While reading statements
 end sub ! Run_Monitor

```

```
!
! Function: Execute_Select
! Purpose: Run a dynamic SELECT statement. The SQLDA has
! already been described. This routine calls Print_Header
! to print column headers and set up result storage
! information. A Dynamic SQL cursor is then opened, and
! each row is fetched and printed by Print_Row.
! Any error causes the cursor to be closed.
! Returns: Number of rows fetched from cursor.
!
```

```
300 function integer execute_select
 ! Declare the global SQLCA and the SQLDA records
 exec sql include sqlca
 exec sql include sqlda
 common (sqlda_area) IISQLDA sqlda
 declare integer rows ! Counter for rows fetched
 external byte function Print_Header ! Function to set up header
 exec sql declare csr cursor for stmt ! Cursor for dynamic statement
 !
 ! Print the result column names and set up the result data
 ! types and variables. Print_Header returns 0 if it fails.
 !
```

```

if (not Print_Header) then
 Execute_Select = 0
 exit function
end if
exec sql whenever sqlerror goto Close_Csr
rows = 0
! Open the dynamic cursor.
exec sql open csr
! Fetch and print each row.
while (sqlcode = 0)

 exec sql fetch csr using descriptor :sqlda
 if (sqlcode = 0) then
 rows = rows + 1 ! Count the rows
 call Print_Row
 end if
next ! While there are more rows
Close_Csr:
! Display error message if the SQLERROR condition was set.
if (sqlcode < 0) then
 call Print_Error
end if
exec sql whenever sqlerror continue
exec sql close csr for readonly
Execute_Select = rows
end function ! Execute_Select
!
! Function: Print_Header
! Purpose: A statement has just been described so set up
! the SQLDA for result processing. Print all the
! column names and allocate result variables for
! retrieving data. The result variables are chosen out
! of a global pool of numeric variables (integers,
! floats and 2-byte indicators) and a large character
! buffer. The SQLDATA and SQLIND fields are pointed
! at the addresses of the result variables.
! Returns: TRUE (-1) if successfully set up the SQLDA for
! result variables,
! FALSE (0) if an error occurred.
!
!
400 function byte Print_Header
 ! Declare global SQLDA record
 exec sql include sqlda
 common (sqlda_area) IISQLDA sqlda
 !
 ! Global result data storage. This area includes an array
 ! of numerics (integers, floats and indicator variables), as
 ! well as a large character buffer from which sub-strings are
 ! chosen for string retrieval.
 !
 declare word constant CHAR_MAX = 2500
 record num_store ! Pool of numeric variables
 long int4
 double flt8
 word indicator
 end record num_store
 record char_store ! Pool of string data
 word buf_used

```

```
 string charbuf(CHAR_MAX) = 1
 end record char_store
common (result_area) num_store nums(IISQ_MAX_COLS), &
 char_store chars
declare integer i ! Index into SQLVAR
declare integer base_type ! Base type w/o nullability
declare byte nullable ! Is column nullable
declare integer ch_len ! Required character length
!
! Verify that there are enough result variables.
! If not print error and return.
!
if (sqlda::sqld > sqlda::sqln) then
 print 'SQL Error: SQLDA requires ' + &
 str$(sqlda::sqld) + &
 ' variables, but has only ' + &
 str$(sqlda::sqln) + '.'
 Print_Header = 0 ! FALSE
 exit function
end if
!
! For each column print the number and title. For example:
! [1] name [2] age [3] salary
! While processing each column determine the type of the
! column and to where SQLDATA and SQLIND must point in
! order to retrieve type-compatible results. Note that the
! index into SQLVAR begins at 0 and not 1 because the
! array is zero-based.
!
chars::buf_used = 1 ! Nothing used yet
for i = 0 to sqlda::sqld - 1 ! For each column
 ! Print column name and number
 print '[' + str$(i+1) + ']' + &
 left$(sqlda::sqlvar(i)::sqlnamec, &
 sqlda::sqlvar(i)::sqlnamel) + ' ';

 !
 ! Process the column for type and length information. Use
 ! global result area from which variables can be allocated.
 !

 ! Find the base-type of the result (non-nullable).
 if (sqlda::sqlvar(i)::sqltype > 0) then
 base_type = sqlda::sqlvar(i)::sqltype
 nullable = 0 ! FALSE
 else
 base_type = -sqlda::sqlvar(i)::sqltype
 nullable = -1 ! TRUE
 end if
 !
 ! Collapse all different types into one of 4-byte integer,
 ! 8-byte floating-point, or fixed length character. Figure
 ! out where to point SQLDATA and SQLIND - which member of
 ! the global result storage area will retrieve the data.
 !
 select base_type
 case IISQ_INT_TYPE ! Use 4-byte integer
 sqlda::sqlvar(i)::sqltype = IISQ_INT_TYPE
 sqlda::sqlvar(i)::sqlllen = 4
```

```

 sqlda::sqlvar(i)::sqldata = loc(nums(i)::int4)

case IISQ_FLT_TYPE, IISQ_MNY_TYPE ! Use 8-byte float
 sqlda::sqlvar(i)::sqltype = IISQ_FLT_TYPE
 sqlda::sqlvar(i)::sqllen = 8
 sqlda::sqlvar(i)::sqldata = loc(nums(i)::flt8)

case IISQ_CHA_TYPE, IISQ_VCH_TYPE, IISQ_DTE_TYPE
!
! Determine the length of the sub-string required
! from the large character buffer. If we have enough
! space left then point at the start of the
! corresponding sub-string, otherwise print an
! error and return.
!
! Note that for DATE types we must set the length.
!
if (base_type = IISQ_DTE_TYPE) then
 ch_len = IISQ_DTE_LEN
else
 ch_len = sqlda::sqlvar(i)::sqllen
end if
if ((chars::buf_used + ch_len) > CHAR_MAX) then
 print 'SQL Error: Character data overflow.' + &
 ' Need more than ' + &
 str$(CHAR_MAX) + ' bytes.'
 Print_Header = 0 ! FALSE
 exit function
end if ! If too many characters
!
! Grab space out of the large character buffer and
! keep track of the amount of space used so far.
!
sqlda::sqlvar(i)::sqltype = IISQ_CHA_TYPE
sqlda::sqlvar(i)::sqllen = ch_len
sqlda::sqlvar(i)::sqldata = &
 loc(chars::charbuf(chars::buf_used))
chars::buf_used = chars::buf_used + ch_len
case else ! Bad data type
 print 'SQL Error: Unknown data type returned: ' + &
 str$(sqlda::sqlvar(i)::sqltype)
 Print_Header = 0 ! FALSE
 exit function
end select ! Of checking types
! If nullable then point at a null indicator and negate type id
if (nullable) then
 sqlda::sqlvar(i)::sqltype = -sqlda::sqlvar(i)::sqltype
 sqlda::sqlvar(i)::sqlind = loc(nums(i)::indicator)
else
 sqlda::sqlvar(i)::sqlind = 0
end if
next i ! End of processing each column
print '' ! Add separator line
print '-----'

Print_header = -1 ! TRUE
end function ! Print_Header
!
! Subroutine: Print_Row

```

```
! Purpose: For each element inside the SQLDA, print the value.
! Print its column number too in order to identify it with
! the column name printed earlier. If the value is NULL
! print 'N/A'. This routine prints the values using very
! basic formats and does not try to tabulate the results.
!
```

```
500 sub Print_Row
 ! Declare global SQLDA record
 exec sql include sqlda
 common (sqlda_area) IISQLDA sqlda
 !
 ! Global result data storage. Variables from these
 ! pools were pointed at by the Print_Header routine.
 !
 declare word constant char_max = 2500
 record num_store ! Pool of numeric variables
 long int4
 double flt8
 word indicator
 end record num_store
 record char_store ! Pool of string data
 word buf_used
 string charbuf(char_max) = 1
 end record char_store
 common (result_area) num_store nums(IISQ_MAX_COLS), &
 char_store chars
 declare integer i ! Index into SQLVAR
 declare integer ch ! Index for print characters
 declare integer ch_len ! Required character length
 !
 ! For each column, print the column number and the data. The
 ! number identifies the column with the column name
 ! printed in Print_Header. NULL columns are
 ! printed as 'N/A'.
 !
 chars::buf_used = 1 ! No characters printed yet
 for i = 0 to sqlda::sqld - 1 ! For each column
 print '[' + str$(i+1) + '] '; ! Print column number
 ! If nullable and is NULL then print 'N/A'
 if (sqlda::sqlvar(i)::sqltype > 0) and &
 (nums(i)::indicator = -1) then
 print 'N/A';
 else
 !
 ! The type is either not nullable, or nullable
 ! but not NULL. Print the result using very basic
 ! output formats.
 !
 select abs(sqlda::sqlvar(i)::sqltype)

 case IISQ_INT_TYPE
 print str$(nums(i)::int4);

 case IISQ_FLT_TYPE
 ! This format may lose precision
 print str$(nums(i)::flt8);
 end if
 end for
```



```

 case IISQ_CHA_TYPE
 !
 ! Use a current-length sub-string from the large
 ! character buffer, as allocated in Print_Header.
 !
 ch_len = sqlda::sqlvar(i)::sqlen
 for ch = 0 to ch_len - 1
 print chars::charbuf(chars::buf_used + ch);
 next ch
 chars::buf_used = chars::buf_used + ch_len
 end select
 ! Of different types
end if
 ! If null or not
 if (i < sqlda::sqld - 1) then
 ! Add trailing space
 print ' ';
 end if
 next i
 ! End of each column
 print ''
 ! Print new line
end sub
 ! Print_Row
!
! Subroutine: Print_Error
! Purpose: SQLCA error detected. Retrieve the error message
! and print it.
!
!
600 sub Print_Error
 exec sql include sqlca
 exec sql begin declare section
 declare string error_buf
 ! For error text retrieval
 exec sql end declare section
 exec sql inquire_sql (:error_buf = errortext)
 print 'SQL Error:'
 print error_buf
end sub
 ! Print_Error
!
! Function: Read_Stmt
! Purpose: Read a statement from standard input. This
! routine issues a prompt with the current statement
! number, and reads the statement from the screen into
! the parameter 'stmt_buf'. No special scanning is done
! to look for terminators, string delimiters or line
! continuations.
!
! This routine can be extended to allow line
! continuation, SQL-style comments, and a semicolon
! terminator.
! Parameters:
! stmt_num - Statement number for prompt.
! stmt_buf - Input statement buffer.
! Returns:
! TRUE (-1) - If a statement is typed in.
! FALSE (0) - If end-of-file is typed in,
! or an error occurred.
!
!
700 function byte Read_Stmt(integer stmt_num, string stmt_buf)

 declare byte was_input
 stmt_buf = ''
 was_input = -1
 ! Return value
 ! TRUE

```

```
! Ignore empty lines and stop on error
while (stmt_buf = '') and (was_input = -1)
 when error in
 print ' ' + str$(stmt_num);
 linput ' '; stmt_buf
 use
 was_input = 0 ! FALSE
 end when
next
Read Stmt = was_input

end function ! Read Stmt
```

## A Dynamic SQL/Forms Database Browser

This program lets the user browse data from and insert data into any table in any database, using a dynamically defined form. The program uses Dynamic SQL and Dynamic FRS statements to process the interactive data. You should already have used VIFRED to create a Default Form based on the database table that you want to browse. VIFRED will build a form with fields that have the same names and data types as the columns of the specified database table.

When run, the program prompts the user for the name of the database, the table and the form. The form is profiled using the **describe form** statement, and the field name, data type and length information is processed. From this information the program fills in the SQLDA data and null indicator areas, and builds two Dynamic SQL statement strings to **select** data from and **insert** data into the database.

The **Browse** menu item retrieves the data from the database using an SQL cursor associated with the dynamic **select** statement, and displays that data using the dynamic **putform** statement. A **submenu** allows you to continue with the next row or return to the main menu. The **Insert** menu item retrieves the data from the form using the dynamic **getform** statement, and adds the data to the database table using a prepared **insert** statement. The **Save** menu item commits your changes and, because prepared statements are discarded, re-prepares the **select** and **insert** statements. When the **Quit** menu item is selected, all pending changes are rolled back and the program is terminated.

### Sample Application

```
100 !
 ! Program: Dynamic_FRS
 ! Purpose: Main body of Dynamic SQL forms application. Prompt for
 ! database, form and table name. Call Describe_Form
 ! to obtain a profile of the form and set up the SQL
 ! statements. Then allow the user to interactively browse
 ! the database table and append new data.
 !
```

```

program Dynamic_FRS
! Declare the global SQLCA and SQLDA records
exec sql include sqlca
exec sql include sqlda
common (sqlda_area) IISQLDA sqlda
exec sql declare sel_stmt statement ! Dynamic SQL SELECT and
exec sql declare ins_stmt statement ! INSERT statements
exec sql declare csr cursor
 for sel_stmt ! Cursor for dynamic SELECT
external byte function
 Describe_Form ! DESCRIBE form/SQL statements
exec sql begin declare section
 declare string dbname ! Database name
 declare string formname ! Form name
 declare string tablename ! Database table name
 declare string sel_buf ! Prepared SELECT statement
 declare string ins_buf ! Prepared INSERT statement
 declare integer er ! Error status
 declare string ret ! Prompt error buffer
exec sql end declare section
exec frs forms
! Prompt for database name - will abort on errors
exec sql whenever sqlerror stop
exec frs prompt ('Database name: ', :dbname)
exec sql connect :dbname
exec sql whenever sqlerror call sqlprint
!
! Prompt for table name - later a Dynamic SQL SELECT statement
! will be built from it.
!
exec frs prompt ('Table name: ', :tablename)

!
! Prompt for form name. Check forms errors reported
! through INQUIRE_FRS.
!
exec frs prompt ('Form name: ', :formname)
exec frs message 'Loading form ...'
exec frs forminit :formname
exec frs inquire_frs frs (:er = ERRORNO)
if (er > 0) then
 exec frs message 'Could not load form. Exiting.'
 exec frs endforms
 exec sql disconnect
 exit program
end if
! Commit any work done so far - access of forms catalogs
exec sql commit
! Describe the form and build the SQL statement strings
if (not Describe_Form
 (formname, tablename, sel_buf, ins_buf)) then
 exec frs message 'Could not describe form. Exiting.'
 exec frs endforms
 exec sql disconnect
 exit program
end if

```

```
!
! PREPARE the SELECT and INSERT statements that correspond
! to the menu items Browse and Insert. If the Save menu item
! is chose the statements are repared.
!
exec sql prepare sel_stmt from :sel_buf
er = sqlcode
exec sql prepare ins_stmt from :ins_buf
if ((er < 0) or (sqlcode < 0)) then
 exec frs message
 'Could not prepare SQL statements. Exiting.'
 exec frs endforms
 exec sql disconnect
 exit program
end if
!
! Display the form and interact with user, allowing browsing
! and the inserting of new data.
!

exec frs display :formname fill
exec frs initialize
exec frs activate menuitem 'Browse'
exec frs begin
 !
 ! Retrieve data and display the first row on the form,
 ! allowing the user to browse through successive rows. If
 ! data types from the database table are not consistent
 ! with data descriptions obtained from the form, a
 ! retrieval error will occur. Inform the user of this or
 ! other errors.
 !
 ! Note that the data will return sorted by the first
 ! field that was described, as the SELECT statement,
 ! sel_stmt, included an
 ! order by clause.
 !
 exec sql open csr
 ! Fetch and display each row
 while (sqlcode = 0)

 exec sql fetch csr using descriptor :sqlda
 if (sqlcode <> 0) then
 exec sql close csr
 exec frs prompt noecho ('No more rows :', :ret)
 exec frs clear field all
 exec frs resume
 end if
 exec frs putform :formname using descriptor :sqlda
 exec frs inquire_frs frs (:er = ERRORNO)
 if (er > 0) then
 exec sql close csr
 exec frs resume
 end if
 end while
end exec
```

```
! Display data before prompting user with submenu
exec frs redisplay
exec frs submenu
exec frs activate menuitem 'Next', FRSKEY4
exec frs begin
 ! Continue with cursor loop
 exec frs message 'Next row ...'
 exec frs clear field all
```

```
 exec frs end
 exec frs activate menuitem 'End', FRSKEY3
 exec frs begin
 exec sql close csr
 exec frs clear field all
 exec frs resume
 exec frs end
 next ! While there are more rows
exec frs end
exec frs activate menuitem 'Insert'
exec frs begin
 exec frs getform :formname using descriptor :sqlda
 exec frs inquire_frs frs (:er = errorno)
 if (er > 0) then
 exec frs clear field all
 exec frs resume
 end if
 exec sql execute ins_stmt using descriptor :sqlda
 if ((sqlcode < 0) or (sqlerrd(2) = 0)) then
 exec frs prompt noecho ('No rows inserted :', :ret)
 else
 exec frs prompt noecho ('One row inserted :', :ret)
 end if
exec frs end
exec frs activate menuitem 'Save'
exec frs begin
 !
 ! COMMIT any changes and then re-PREPARE the SELECT
 ! and INSERT statements as the COMMIT statements
 ! discards them.
 !
 exec sql commit
 exec sql prepare sel_stmt from :sel_buf
 er = sqlcode
 exec sql prepare ins_stmt from :ins_buf
 if ((er < 0) or (sqlcode < 0)) then
 exec frs prompt noecho &
 ('Could not reprepare SQL statements :', :ret)
 exec frs breakdisplay
 end if
exec frs end
exec frs activate menuitem 'Clear'
exec frs begin
 exec frs clear field all
exec frs end
exec frs activate menuitem 'Quit', FRSKEY2
exec frs begin
 exec sql rollback
 exec frs breakdisplay
 exec frs end
exec frs finalize
exec frs endforms
exec sql disconnect
end program ! Dynamic_FRS
!
! Function: Describe_Form
! Purpose: Profile the specified form for name and data
! type information.
! Using the DESCRIBE FORM statement, the SQLDA is
```

```

! loaded with field information from the form. This
! procedure processes this information to allocate
! result storage, point at storage for dynamic FRS
! data retrieval and assignment, and build SQL
! statements strings for subsequent dynamic SELECT and
! INSERT statements. For example, assume the form
! (and table) 'emp' has the following fields:
!
! Field Name Type Nullable?
! -----
! name char(10) No
! age integer4 Yes
! salary money Yes
!
! Based on 'emp', this procedure will construct the
! SQLDA. The procedure allocates variables from a
! result variable pool (integers, floats and a large
! character string buffer).
! The SQLDATA and SQLIND fields are pointed at
! the addresses of the result variables in the pool.
! The following SQLDA is built:
!
! sqlvar(0)
! sqltype = IISQ_CHA_TYPE
! sqlen = 10
! sqldata = pointer into characters array
! sqlind = null
! sqlname = 'name'
! sqlvar(1)
! sqltype = -IISQ_INT_TYPE
! sqlen = 4
! sqldata = address of integers(1)
! sqlind = address of indicators(1)
! sqlname = 'age'
! sqlvar(2)
! sqltype = -IISQ_FLT_TYPE
! sqlen = 8
! sqldata = address of floats(2)
! sqlind = address of indicators(2)
! sqlname = 'salary'
!
! This procedure also builds two dynamic SQL statements
! strings. Note that the procedure should be extended
! to verify that the statement strings do fit into the
! statement buffers (this was not done in this
! example). The above example would construct the
! following statement strings:
!
! 'SELECT name, age, salary FROM emp ORDER BY name'
! 'INSERT INTO emp (name, age, salary) VALUES (?, ?, ?)'
!
! Parameters:
! formname - Name of form to profile.
! tabname - Name of database table.
! sel_buf - Buffer to hold SELECT statement string.
! ins_buf - Buffer to hold INSERT statement string.
!
! Returns:
! TRUE (-1) - Success/failure - will fail on error
! FALSE (0) or upon finding a table field.

```

```
!
200 function byte Describe_Form
 (string formname, tabname, sel_buf, ins_buf)

! Declare the global SQLCA and SQLDA records
exec sql include sqlca
exec sql include sqlda
common (sqlda_area) IISQLDA sqlda
!
! Global result data storage pool for integer data, floating-point
! data, indicator variables, and character data. The character
! data is a large buffer from which sub-strings are chosen.
!
declare word constant CHAR_MAX = 2500
common (result_area) integer integers(IISQ_MAX_COLS), &
 double floats(IISQ_MAX_COLS), &
 word indicators(IISQ_MAX_COLS), &
 string characters(CHAR_MAX) = 1
declare integer char_cnt ! Character counter
declare integer char_cur ! Current character length
declare integer i ! Index into SQLVAR
declare integer base_type ! Base type w/o nullability
declare byte nullable ! Is nullable (SQLTYPE < 0)

declare string names ! Names for SQL statements
declare string name_cur ! Current column name
declare string marks ! Place holders for INSERT
declare integer er ! Error status
declare string ret ! Prompt error buffer
!
! Initialize the SQLDA and DESCRIBE the form. If we cannot fully
! describe the form (our SQLDA is too small) then report an error
! and return.
!
sqlda::sqln = IISQ_MAX_COLS
exec frs describe form :formname all into :sqlda
exec frs inquire_frs frs (:er = errorno)
if (er > 0) then
 Describe_Form = 0 ! Error already displayed
 exit function
end if
if (sqlda::sqld > sqlda::sqln) then
 exec frs prompt noecho ('SQLDA is too small for form:', :ret)
 Describe_Form = 0
 exit function
end if
if (sqlda::sqld = 0) then ! No fields
 exec frs prompt noecho
 ('There are no fields in the form:', :ret)
 Describe_Form = 0
 exit function
end if
!
! For each field determine the size and type of the result data
! area. This data area will be allocated out of the result
! variable pool (integers, floats and characters) and will be
! pointed at by SQLDATA and SQLIND. Note that the index into
! SQLVAR begins at 0 and not 1 because the array is zero-based.
```



```

!
! If a table field type is returned then issue an error.
!
! Also, for each field add the field name to the 'names' buffer
! and the SQL place holders '?' to the 'marks' buffer, which
! will be used to build the final SELECT and INSERT statements.
!

char_cnt = 1
for i = 0 to sqlda::sqld - 1 ! For each column
 ! Find the base-type of the result (non-nullable).
 if (sqlda::sqlvar(i)::sqltype > 0) then
 base_type = sqlda::sqlvar(i)::sqltype
 nullable = 0 ! False
 else
 base_type = -sqlda::sqlvar(i)::sqltype
 nullable = -1 ! True
 end if
 !
 ! Collapse all different types into one of 4-byte integer,
 ! 8-byte floating-point, or fixed length character. Figure
 ! out where to point SQLDATA and SQLIND - which member
 ! of the result variable pool is compatible with the data.
 !
 select base_type
 case IISQ_INT_TYPE ! Use 4-byte integer
 sqlda::sqlvar(i)::sqltype = IISQ_INT_TYPE
 sqlda::sqlvar(i)::sqllen = 4
 sqlda::sqlvar(i)::sqldata = loc(integers(i))

 case IISQ_FLT_TYPE, IISQ_MNY_TYPE ! Use 8-byte float
 sqlda::sqlvar(i)::sqltype = IISQ_FLT_TYPE
 sqlda::sqlvar(i)::sqllen = 8
 sqlda::sqlvar(i)::sqldata = loc(floats(i))

 case IISQ_CHA_TYPE, IISQ_VCH_TYPE, IISQ_DTE_TYPE
 !
 ! Determine the length of the sub-string required
 ! from the large character buffer. If we have enough
 ! space left then point at the start of the corresponding
 ! sub-string, otherwise print an error and return.
 !
 ! Note that for DATE types we must set the length.
 !
 if (base_type = IISQ_DTE_TYPE) then
 char_cur = IISQ_DTE_LEN
 else
 char_cur = sqlda::sqlvar(i)::sqllen
 end if
 if ((char_cnt + char_cur) > CHAR_MAX) then
 exec frs prompt noecho &
 ('Character pool buffer overflow :', :ret)
 Describe_Form = 0
 exit function
 end if
 ! If too many characters
 !
 ! Grab space out of the large character buffer and
 ! keep track of the amount of space used so far.
 !

```

```
 sqlda::sqlvar(i)::sqltype = IISQ_CHA_TYPE
 sqlda::sqlvar(i)::sqlllen = char_cur
 sqlda::sqlvar(i)::sqldata = loc(characters(char_cnt))
 char_cnt = char_cnt + char_cur
 case IISQ_TBL_TYPE ! Table field
 exec frs prompt noecho &
 ('Table field found in form :', :ret)
 Describe_Form = 0
 exit function
 case else ! Bad data type
 exec frs prompt noecho ('Invalid field type :', :ret)
 Describe_Form = 0
 exit function
end select ! Of checking types
! If nullable then point at a null indicator and negate type id
if (nullable) then
 sqlda::sqlvar(i)::sqlind = loc(indicators(i))
 sqlda::sqlvar(i)::sqltype = -sqlda::sqlvar(i)::sqltype
else
 sqlda::sqlvar(i)::sqlind = 0
end if
!
! Store field names and place holders (separated by commas)
! for the SQL statements.
!
name_cur = &
 left$(sqlda::sqlvar(i)::sqlnamec, sqlda::sqlvar(i)::sqlnamel)
if (i = 0) then
 names = name_cur
 marks = '?'
else
 names = names + ',' + name_cur
 marks = marks + ','
end if
next i ! End of column processing
!
! Create final SELECT and INSERT statements. For the SELECT
! statement ORDER BY the first field.
!
name_cur = &
 left$(sqlda::sqlvar(0)::sqlnamec, sqlda::sqlvar(0)::sqlnamel)
sel_buf = 'select ' + names + ' from ' + tablename &
 + ' order by ' + name_cur
ins_buf = 'insert into ' + tablename + ' (' + names &
 + ') values (' + marks + ')'

Describe_Form = -1 ! True

end function ! Describe_Form
```

# Chapter 7: Embedded SQL for Pascal

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This section contains the following topics:

[Embedded SQL Statement Syntax for Pascal](#) (see page 739)

[Pascal Variables and Data Types](#) (see page 744)

[The SQL Communications Area](#) (see page 787)

[Dynamic Programming for Pascal](#) (see page 795)

[Advanced Processing](#) (see page 802)

[Preprocessor Operation](#) (see page 809)

[Preprocessor Error Messages](#) (see page 818)

[Sample Applications](#) (see page 825)

## Embedded SQL Statement Syntax for Pascal

This section describes the language-specific issues inherent in embedding SQL database and forms statements in a Pascal program. An Embedded SQL database statement has the following general syntax:

*[margin] **exec sql** SQL\_statement terminator*

The syntax of an Embedded SQL/FORMS statement is almost identical:

*[margin] **exec frs** SQL/FORMS\_statement terminator*

For information on SQL statements, see the *SQL Reference Guide*. For information on SQL/FORMS statements, see the *Forms-based Application Development Tools User Guide*.

The sections below describe the various syntactical elements of these statements as implemented in Pascal.

### Margin

There are no specified margins for Embedded SQL statements in Pascal. The **exec** keyword can begin anywhere on the source line. It can be preceded only by white space (blanks and tabs) and/or a label.

## Terminator

The terminator for Pascal is the semicolon (;). For example, a **select** statement embedded in a Pascal program would look like:

```
exec sql select ename
 into :namevar
 from employee
 where eno = :numvar;
```

An embedded statement cannot be followed on the same line by another embedded statement or a Pascal statement. Doing so will cause preprocessor syntax errors on the second statement. Following the Pascal terminator, only comments and white space are allowed to the end of the line.

Even though some Pascal statements, such as the last statement before a Pascal **else** clause, do not allow a semicolon, Embedded SQL requires the semicolon. For more details on this and other coding requirements, see Advanced Processing (see page 802) in this chapter.

## Labels

Like Pascal statements, Embedded SQL statements can have a label prefix. The label must begin with a digit, an alphabetic character, or an underscore, must be the first word on the line (optionally preceded by white space), and must be terminated with a colon. For example:

```
close_cursor: exec sql close cursor1;
```

The label can appear anywhere a Pascal label can appear. As in standard Pascal, the label must be declared before it is used. This declaration must occur outside any Embedded SQL declaration section. Even though the preprocessor will accept a label in front of any **exec sql** or **exec frs** prefix, it may not be appropriate to code a label on some lines. For example, the following, although acceptable to the preprocessor, causes a compiler error because labels are not allowed before declarations:

```
include_sqlca: exec sql include sqlca;
```

As a general rule, use labels only with executable statements.

## Line Continuation

There are no line continuation rules for Embedded SQL statements in Pascal. Statements can continue across multiple lines, extending to the Pascal terminator. Blank lines can be included in a statement.

## Comments

Embedded SQL/Pascal comments can be either of the two standard Pascal comments, delimited by "(" and ")" or by "{" and "}". For example:

```
exec frs message 'No permission ...';(*No user access *)
exec frs sleep 2; { Let the user read it }
```

Note that you cannot mix delimiters: a comment starting with "{" must end with "}" and not with "\*". You cannot nest comments, but you can extend them over multiple lines. As a convention, comments in this document will normally be delimited by "{" and "}".

You can include an Embedded SQL/Pascal comment anywhere in an Embedded SQL statement that a blank is allowed, with the following exceptions:

- Between the margin and the word **exec** (whether or not you have a Pascal label prefix).
- Between the word **exec** and the word **sql** or **frs**. In the following example, comments cause both statements to be interpreted as Pascal host code:

```
{ Initial comment } exec sql include sqlca;
exec { Between } sql help employee;
```

- Between words that are reserved when they appear together. For a list of these double reserved words, see the list of Embedded SQL keywords in the *SQL Reference Guide*.
- In string constants.
- In parts of statements that are dynamically defined. For example, a comment in a string variable specifying a form name is interpreted as part of the form name.
- Between component lines of Embedded SQL/FORMS block-type statements. All block-type statements (such as **activate** and **unloadtable**) are compound statements that include a statement section delimited by **begin** and **end**. Comment lines must not appear between the statement and its section. The preprocessor would interpret such comments as Pascal host code and generate preprocessor syntax errors. (Note, however, that comments can appear *on the same line* as the statement.) For example, the following statement would cause a syntax error on the Pascal comment:

```
exec frs unloadtable empform
 employee (:namevar = ename);
{Illegal comment before statement body}
exec frs begin; {Comment legal here}
 msgbug := namevar;
exec frs end;
```

- Statements made up of more than one compound statement, such as the **display** statement, which typically consists of the **display** clause, an **initialize** section, **activate** sections and a **finalize** section, cannot have Pascal comments between any of the components. These comments would be translated as host code and would cause syntax errors on subsequent statement components.

You can also use the SQL comment delimiter "--". Everything between this delimiter and the end of the line is considered a comment. For example:

```
exec sql delete -- Delete all employees
 from employee;
```

**Note:** Because Pascal assumes that "(" is the beginning of a comment, when you want to use the aggregate function, count, to count the number of rows in a table, that is count (\*), you must put a space between the left parenthesis and the asterisk, count ( \*).

## String Literals

Embedded SQL string literals are delimited by single quotes. To embed a single quote in a string literal you should double it, as in:

```
exec sql insert
 into people (age, surname)
 values (15, 'O''Hara');
```

String literals cannot be continued over multiple lines.

## String Literals and Statement Strings

The Dynamic SQL statements **prepare** and **execute immediate** both use statement strings, which specify an SQL statement. The statement string can be specified by a string literal or character string variable, as in:

```
exec sql execute immediate 'drop employee';
str = 'drop employee';
exec sql execute immediate :str;
```

As with regular Embedded SQL string literals, the statement string delimiter is the single quote. However, quotes embedded in statement strings must conform to the runtime rules of SQL when the statement is executed. Notice the doubling of the single quote in the following Dynamic **insert** statement.

```
exec sql prepare s1 from
 'Insert into t1 values ('single''''double" ')';
```

The runtime evaluation of the above statement string is:

```
Insert into t1 values ('single' 'double" ')
```

## The Create Procedure Statement

As mentioned in the *SQL Reference Guide*, the **create procedure** statement has language-specific syntax rules for line continuation, string literal continuation, comments, and the final terminator. These syntax rules follow the rules discussed in this section. For example, the final terminator is a semicolon. Although the preprocessor treats the **create procedure** statement as a single statement, all statements *in* the body of the procedure are terminated with a semicolon as is an Embedded SQL/Pascal statement.

The following example shows a **create procedure** statement that follows the Embedded SQL/Pascal syntax rules:

```
exec sql
 create procedure proc (parm integer) as
 declare
 var integer;
 begin
 if parm > 10
 then { use pascal comment delimiters }
 message 'pascal strings cannot
 continue over lines';
 insert into tab values (:parm);
 endif;
 end;
```

## Decimal Literals

The preprocessor distinguishes between decimal and floating-point literals in SQL and Forms Runtime System (FRS) statements according to the following rules:

- A literal containing a decimal point with no E notation is a decimal literal.
- A literal with E notation is a floating-point literal.

For example:

```
exec sql insert
 into mytable (salary) values (23000.12)
exec sql insert
 into mytable (number) values (1.4E4)
```

A numeric literal with or without the E notation is treated as a float if it is in the host declaration section.

In addition, the preprocessor treats integer literals greater than MAXINT as decimals. This allows host programs to input large integer values.

Ingres will treat '23000.00' as a decimal literal and '1.4E2' as a float literal.

However, applications will continue to use host language rules for interpreting literals appearing in host declarations. For example:

```
exec sql begin declare section
 integer 2 i (1.234)
exec sql end declare section
```

The literal '1.234' is interpreted according to the Pascal compiler rules.

This is consistent with the Ingres convention of interpreting SQL statements according to SQL rules and host statements according to host language compiler rules.

## Pascal Variables and Data Types

This section describes how to declare and use Pascal program variables in Embedded SQL.

### Embedded SQL/Pascal Declarations

The following sections describe SQL/Pascal declarations.

#### Embedded SQL Variable Declaration Sections

Embedded SQL statements use Pascal variables to transfer data from the database or a form into the program and *vice versa*. You must declare Pascal variables and constants to Embedded SQL before using them in any Embedded SQL statements. Pascal variables, types, and constants are declared to Embedded SQL in a *declaration section*. This section has the following syntax:

```
exec sql begin declare section;
 Pascal constant, type and variable declarations
exec sql end declare section;
```

Note that placing a label in front of the **exec sql end declare section** statement causes a preprocessor syntax error.



Embedded SQL variable declarations are global to the program file from the point of declaration onwards. Multiple declaration sections can be incorporated into a single program, as would be the case when a few different Pascal procedures issue embedded statements using local variables. Each procedure can have its own declaration section. For more information on the declaration of variables that are local to Pascal procedures, see The Scope of Variables (see page 770) in this chapter.

### Reserved Words in Declarations

All Embedded SQL keywords are reserved. Therefore, you cannot declare variables with the same names as ESQL keywords. You can only use them in quoted string literals. These words are:

|              |                  |                  |               |                |
|--------------|------------------|------------------|---------------|----------------|
| <b>array</b> | <b>file</b>      | <b>packed</b>    | <b>ref</b>    | <b>varying</b> |
| <b>case</b>  | <b>function</b>  | <b>procedure</b> | <b>static</b> |                |
| <b>const</b> | <b>label</b>     | <b>range</b>     | <b>type</b>   |                |
| <b>def</b>   | <b>otherwise</b> | <b>record</b>    | <b>var</b>    |                |

Note that not all Pascal compilers reserve every keyword listed. However, the Embedded SQL/Pascal preprocessor does reserve all these words.

### Data Types

The Embedded SQL/Pascal preprocessor accepts the data types shown in the following table. The table maps these types to their corresponding Ingres type categories. For a description of the exact type mapping, see Data Type Conversion (see page 782) in this chapter.

| Pascal Type | Ingres Type |
|-------------|-------------|
| boolean     | integer     |
| integer     | integer     |
| unsigned    | integer     |
| real        | float       |
| single      | float       |
| double      | float       |
| char        | character   |
| indicator   | indicator   |
| real        | decimal     |

Your program should not redefine any of the above types.

## Constants

The following table maps the Pascal constants to their corresponding Ingres type categories.

| Pascal Constant | Ingres Type |
|-----------------|-------------|
| maxint          | integer     |
| true            | integer     |
| false           | integer     |

## Integer Data Types

Several Pascal types are considered as integer type by the preprocessor as shown in the following table.

| Description                | Example            |
|----------------------------|--------------------|
| integer                    | Integer            |
| 4-byte subrange of integer | 1..127             |
| 2-byte subrange of integer | [word] 0..32767    |
| 1-byte subrange of integer | [byte] 0..63       |
| enumeration                | (red, blue, green) |
| boolean                    | Boolean            |

The preprocessor can accept all **integer** types. Even though some integer types have Pascal constraints, such as the subranges and enumerations, Embedded SQL does not check these constraints, either during preprocessing or at runtime.

The type **boolean** is handled as a special type of **integer**. Embedded SQL treats the **boolean** type as an enumerated type and generates the correct code in order to use this type to interact with an Ingres integer. Enumerated types are described in more detail later.

## Indicator Data Types

An *indicator type* is a 2-byte integer type. There are three ways to use indicator types in an application:

- In a statement that retrieves data from Ingres, you can use an indicator type to determine if its associated host variable was assigned a null.
- In a statement that sets data to Ingres, you can use an indicator type to assign a null to the database column, form field, or table field column.
- In a statement that retrieves character data from Ingres, you can use the indicator type as a check that the associated host variable was large enough to hold the full length of the returned character string.

Embedded SQL/Pascal predefines the 2-byte integer type **indicator**. As with other types, you should not redefine the **indicator** type. This type definition is in the file that is included when preprocessing the Embedded SQL statement **include sqlca**. The type declaration syntax is:

```
type
 Indicator = [word] -32768..32767;
```

Because the type definition is in the referenced **include** file, you can only declare variables of type **indicator** after you have issued **include sqlca**. This declaration does not preclude you from declaring indicator variables of other 2-byte integer types.

## Floating-Point Data Types

The preprocessor accepts three floating-point types. These are **single** and **real**, which are 4-byte floating-point types, and **double**, which is the 8-byte floating-point type. Note that, although the preprocessor accepts **quadruple** data type declarations, it does not accept references to variables of type **quadruple**. For more information, see Record Type Definitions (see page 757) in this chapter.

## Double Storage Format

Embedded SQL requires that the storage representation for double variables be `d_floating`, because the Embedded SQL runtime system uses that format for floating-point conversions. If your Embedded SQL program has double variables that interact with the Embedded SQL runtime system, you must make sure they are stored in the `d_floating` format.

Because the default Pascal format is `d_floating`, your program will automatically use the correct storage representation unless you use the `g_floating` compiler option. Any module compiled with this option must not use double variables or **float** literals to interact with Ingres. Ingres treats **float** literals as double precision numbers. Note that Embedded SQL recognizes only single, and not double or quadruple, exponential notation for real constants. Thus, any real constants passed to Ingres are always single precision and are unaffected by the `g_floating` compiler option.

## Character Data Types

Three Pascal data types are compatible with Ingres string objects: **char**, **packed array of char**, and **varying of char**. Note that literal string constants are of type **packed array of char**. Embedded SQL allows only regular Pascal string literals: sequences of printing characters enclosed in single quotes. The VMS Pascal extensions of parenthesized string constructors and of non-printing characters represented by their ASCII values in parentheses are not allowed.

The **char** data type does have some restrictions. Because of the mechanism used to pass string-valued arguments to the Embedded SQL runtime library, you cannot use a member of a **packed array of char** or **varying of char** to interact with Ingres. Also, a plain **array of char** (that is, not **packed** or **varying**) is not compatible with Ingres string objects; an element of such an array, however, is a **char** and as such *is* compatible.

For example, given the following legal declarations:

```
exec sql begin declare section;
 type
 Alpha = 'a'..'z'; {1 character}
 Packed_6 = packed array[1..6]
 of Char; {6-char string}
 Vary_6 = varying[6] of Alpha; {6-char string}
 Array_6 = array[1..6]
 of Char; {1-dimensional array}

 var
 letter: Alpha; {1 character}
 p_str_arr: array[1..5]
 of Packed_6; {Array of strings}
 chr_arr: array[1..6]
 of Char; {1-dimensional array}
 two_arr: array[1..5]
 of Array_6; {2-dimensional array of char}
 v_string : Vary_6; {String}
exec sql end declare section;
```

these usages are legal:

```
exec frs message letter; {A char is a string}
exec frs message chr_arr[3]; {A char is a string}
exec frs message two_arr[2][5]; {A char is a string}
exec frs message v_string; {A varying array is a string}
exec frs message p_str_arr[2]; {A packed array is a string}
```

but these usages are illegal:

```
exec frs message
 chr_arr; {An array of chars is not a string}
exec frs message
 v_string[2]; {Cannot index a varying array}
exec frs message
 p_str_arr[2][3]; {Cannot index a packed array}
```

## Declaration Syntax

This section describes the syntax for variable, type, and constant declarations. It also describes how to declare labels.

## Attributes

In type definitions, Embedded SQL allows VMS Pascal attributes both at the beginning of the definition and just before the type name. The only attributes the preprocessor recognizes in type definitions are **byte**, **word**, and **long**. The preprocessor ignores any optional storage unit constant "*(n)*" appearing with the attribute. The preprocessor also ignores all other attributes, although it allows them.

The following example shows how to use the **byte** attribute in order to convert a 4-byte integer subrange into a 1-byte variable.

```
exec sql begin declare section;
var
 v_i1 : [byte] -128..127;
exec sql end declare section;
```

Note that Pascal requires that a size attribute be at least as large as the size of its type. Therefore, the following declaration would be illegal, because 400 will not fit into one byte:

```
exec sql begin declare section;
var
 v_i1 : [byte] 0..400;
exec sql end declare section;
```

Embedded SQL/Pascal does not allow explicit attribute size conflicts, as, for example:

```
exec sql begin declare section;
type
 i1 = [byte] -128..127; {i1 is a 1-byte integer type}
var
 v_i2 : [word] i1; {i1 cannot be extended to 2 bytes}
exec sql end declare section;
```

## Label Declarations

An Embedded SQL block-structured statement is a statement delimited by the **begin** and **end** clauses. The **select** loop and the forms statements **display**, **unloadtable**, **submenu**, **formdata**, and **tabledata** are examples of these block-structured statements. All these statements generate Pascal labels in order to handle the complex control flow implicit in the statement.

Because Pascal requires that all labels be declared before their use, Embedded SQL/Pascal requires that you issue an **exec sql label** statement in the Pascal declaration section of every routine (program, procedure, or function) that issues one of these statements. You must also end the routine with the Embedded SQL **exec sql end** statement, rather than the Pascal **end** statement, so that the preprocessor will know the scope of the label declaration.

The syntax for a label declaration is:

```
exec sql label [label_name {, label_name}];
...

exec sql end ; | .
```

### Syntax Notes:

1. You can use **exec frs** and **exec sql** interchangeably with the Embedded SQL **label** and **end** statements.
2. The preprocessor ignores *label\_names*, except that they will appear in the generated Pascal **label** statement.
3. The terminating semicolon of the Embedded SQL **label** statement is required, even if there are no *label\_names*.
4. Only one Embedded SQL **label** statement can occur in each routine.
5. Each Embedded SQL **label** statement must have a matching Embedded SQL **end** statement. This **exec sql end** statement replaces the Pascal **end** statement and can be terminated with a semicolon or a period.
6. The **label** statement must appear in a Pascal declaration section, and *not* in an Embedded SQL **declare** section.

The following example illustrates the use of label declarations:

```
procedure Unload_Table;
exec frs label; {Must include this statement or exec sql
 label,because unloadtable uses labels}
exec sql begin declare section;
 var
 age : integer;
exec sql end declare section;
begin {unload_table}
 exec frs unloadtable 'form' 'table' (:age = emp_age);
 exec frs begin;
 ...
 exec frs end;
exec frs end; {Unload_Table}
```

## Constant Declarations

The syntax for a constant declaration is:

```
const constant_name = constant_expr;
 {constant_name = constant_expr;}

```

where a *constant\_expr* is one of the following:

```
[+|-] constant_number
[+|-] constant_name
string_constant
```

Constants can be used to set Ingres values but cannot be assigned values from Ingres.

### Syntax Notes:

1. A *constant\_name* must be a legal Pascal identifier beginning with an underscore or alphabetic character.
2. A *constant\_number* can be either an integer or real number.
3. A variable or type name must begin with an alphabetic character, which can be followed by alphanumeric characters or underscores.
4. Embedded SQL/Pascal recognizes only **single**, and not **double** or **quadruple**, exponential notation for constants of type **real**.
5. The type of a *constant\_name* is determined from the type of its *constant\_expr*.
6. If a "+" or a "-" precedes a *constant\_name* that is used as a *constant\_expr*, the *constant\_name* must be numeric.
7. Embedded SQL/Pascal does not support the declaration of arbitrary constant expressions.

The following example illustrates the use of constants declarations:

```
exec sql begin declare section;
const
 min_sal = 15000.00; {Real}
 pi = 3.14159; {Real}
 max_emps = +99; {Integer}
 max_credit = 100000.00; {Real}
 max_debt = -max_credit; {Real}
 yes = 'y'; {Char}
exec sql end declare section;
```

## Type Declarations

An Embedded SQL/Pascal type declaration has the following syntax:

```
type type_name = type_definition;
 { type_name = type_definition; }
```

where *type\_definition* is any of the following:

| Syntax                                                    | Category                      |
|-----------------------------------------------------------|-------------------------------|
| <i>type_name</i>                                          | renaming                      |
| <b>(enum_identifier<br/>{,enum_identifier})</b>           | enumeration                   |
| <b>[+ -] constant .. [+ -] constant</b>                   | numeric or character subrange |
| <b>^type_name</b>                                         | pointer                       |
| <i>varying [upper_bound]<br/>of char_type_name</i>        | varying length string         |
| <b>[packed] array [dimensions] of<br/>type_definition</b> | array                         |
| <b>record field_list end</b>                              | record                        |
| <b>file of type_definition</b>                            | file                          |
| <b>set of type_definition</b>                             | set                           |

Each of these type definitions is discussed in its own section below. All type names must be legal Pascal identifiers beginning with an alphabetic or underscore character.

## Rename Type Definitions

The declaration for the renaming of a type uses the following syntax:

```
type new_type_name = type_name;
```



**Syntax Notes:**

1. The *type\_name* must be either an Embedded SQL/Pascal type or a type name already declared to Embedded SQL (such as **Integer** or **Real**).
2. The *new\_type\_name* cannot be **Integer**, **Real** or **Char** or any other type listed at the beginning of this section.

The following example illustrates how to use this declaration:

```
exec sql begin declare section;
type
 NaturalInt = Integer; {A "natural" sized integer}
exec sql end declare section;
```

**Enumeration Type Definitions**

The declaration for an enumeration type definition has the following syntax:

```
type type_name = (enum_identifier {, enum_identifier});
```

**Syntax Notes:**

1. An *enum\_identifier* must be a legal Pascal identifier beginning with an alphabetic or underscore character.
2. The *enum\_identifiers* are treated as 4-byte integer constant identifiers.
3. The *type\_name* maps to a 1-byte integer if there are fewer than 257 enumerated identifiers. Otherwise, it maps to a 2-byte integer.
4. When using an enumerated identifier as a value in an Embedded SQL statement, only the ordinal position of the identifier in the original enumerated list is important. In assigning a value to a variable of enumeration type, Embedded SQL passes the variable by address and assumes that the value is a legal one for the variable.

The following example illustrates the use of this declaration:

```
exec sql begin declare section;
type
 Table_Field_States =
 (undefined, newrow, unchanged, changed, deleted);
exec sql end declare section;
```

**Subrange Type Definitions**

The syntax for declaring a subrange type definition is either:

```
type type_name = [+|-] integer_const .. [+|-] integer_const;
```

or

```
type type_name = string_const .. string_const;
```

**Syntax Notes:**

1. An *integer\_const* can be either an integer literal or a named integer constant.
2. A *string\_const* must be either a string literal or the name of a string constant. Although the preprocessor accepts any length string constant, the compiler requires the constant to be a single character.

The following example illustrates the use of this declaration:

```
exec sql begin declare section;
type
 alpha = 'a' .. 'z';
 months = 1 .. 12;
 minmax = -value .. value; {"value" is an integer constant}
 updated_states = changed .. deleted; {from previous example}
exec sql end declare section;
```

**Pointer Type Definitions**

The declaration for a pointer type definition has the following syntax:

```
type pointer_name = ^type_name;
```

**Syntax Notes:**

The *type\_name* can be either a previously defined type, or a type not yet defined. If the type has not yet been defined, the pointer type definition is a *forward pointer* definition. In that case, Embedded SQL requires that you define the *type\_name* before using a variable of type *pointer\_name* in an Embedded SQL statement.

The following example illustrates the use of this declaration:

```
exec sql begin declare section;
type
 empptr = ^emprecord; {forward pointer declaration}
 emprecord = record
 e_name : varying[40] of char;
 e_salary : real;
 e_id : integer;
 e_next : empptr;
 end;
var
 empnode = empptr;
exec sql end declare section;
...

exec sql select name, salary, id
into :empnode^.e_name,
 :empnode^.e_salary,
 :empnode^.e_id
from emp;
```

## Varying Length String Type Definition

The declaration for a varying length string type definition has the following syntax:

```
type varying_type_name = varying [upper_bound] of
 char_type_name;
```

### Syntax Notes:

1. The *upper\_bound* of a varying array specification is not parsed by the Embedded SQL preprocessor. Consequently, an illegal upper bound (such as a non-numeric expression) will be accepted by the preprocessor but will later cause Pascal compiler errors. For example, both of the following type declarations are accepted, even though only the first is legal in Pascal:

```
exec sql begin declare section;
type
 string20 = varying[20] of char;
 what = varying['upperbound'] of char;
exec sql end declare section;
```

2. Embedded SQL/Pascal treats a variable of type **varying of char** as a string, not an array.

The following example illustrates the use of this declaration:

```
exec sql begin declare section;
type
 pname = varying[100] of char;
var
 user_name : pname;
exec sql end declare section;
...
exec sql insert into person (name)
values (:user_name);
```

## Array Type Definition

The declaration for an array type definition has the following syntax:

```
type type_name = [packed] array [dimensions] of type_definition;
```

### Syntax Notes:

1. The *dimensions* of an array specification are not parsed by the Embedded SQL preprocessor. Consequently, an illegal dimension (such as a non-numeric expression) will be accepted by the preprocessor but will later cause Pascal compiler errors. For example, both of the type declarations shown below are accepted, even though only the first is legal in Pascal.

```
exec sql begin declare section;
type
 square = array[1..10, 1..10] of integer;
 what = array['dimensions'] of real;
exec sql end declare section;
```

The preprocessor only verifies that an array variable is followed by brackets when used (except **packed array of char**—see below).

2. ESQL/Pascal treats a variable of type **packed array of char** as a string, not an array. Thus, it is not followed by brackets when used.
3. Components of a **packed array** cannot be passed to the Embedded SQL runtime routines. Therefore, you should not declare **packed arrays** to Embedded SQL, except for **packed arrays of char**, which are passed as a whole (for example, as character strings).

The following example illustrates the use of the array type definition:

```
exec sql begin declare section;
type
 ssid = packed array [1..9] of char;
var
 user_ssid : ssid;
exec sql end declare section;
...

exec sql insert into person (ssno)
values (:user_ssid);
```

## Record Type Definitions

The declaration for a record type definition has the following syntax:

```
type record_type_name =
 record
 field_list [;]
 end;
```

where *field\_list* is:

```
field_element {; field_element}
[case [tag_name :] type_name of
 [case_element {; case_element}]
 [otherwise (field_list)]]
```

where *field\_element* is:

```
field_name {, field_name} : type_definition
```

and *case\_element* is:

```
case_label {, case_label} : (field_list)
```

### Syntax Notes:

1. All clauses of a record component have the same rules and restrictions as they do in a regular type declaration. For example, as with regular declarations, the preprocessor does not check dimensions for correctness.
2. In the **case** list, the *case\_labels* can be numbers or names. Embedded SQL need not know the names.
3. ESQL/Pascal **record** declarations must be entirely contained in a **declaration** section; consequently all of the record components will be declared to the preprocessor. To minimize the effect of this restriction, the types **quadruple** and **set of** are allowed as legal types in an Embedded SQL record declaration. It is, however, an error to use variables of those types in Embedded SQL statements.
4. Components of a **packed** record cannot be passed to the runtime ESQL routines. Thus, do not declare **packed** records to ESQL.

The following example illustrates the use of the record type definition:

```
exec sql begin declare section;
type
 addressrec = record
 street: packed array[1..30] of char;
 town: packed array[1..10] of char;
 zip: 1 .. 9999;
 end;

 employeerec = record
 name: packed array[1..20] of char;
 age: [byte] 0 .. 128;
 salary: real;
 address: addressrec;
 checked: boolean;
 scale: Quadruple; {Cannot be used
 by Embedded SQL}
 end;
exec sql end declare section;
```

## File Type Definitions

The declaration for a file type definition, has the following syntax:

```
type type_name = file of type_definition;
```

### Syntax Notes:

1. A variable of type **file** can only be used with Embedded SQL through the file buffer. A file buffer for a given *type\_definition* is referenced in the same manner as a pointer to the same type.
2. Components of a **packed** file cannot be passed to the Embedded SQL runtime routines. Do not declare **packed** files to ESQL.

The following example illustrates the use of the file type definition:

```
exec sql begin declare section;
var
 myfile : file of integer;
exec sql end declare section;
...

get (myfile);
exec sql insert into emp (floor)
values (:myfile^);
...

exec sql select floor
into :myfile^;
from emp;
put (myfile);
```

## Set Type Definitions

The declaration for a set type definition has the following syntax:

```
type type_name = set of type_definition;
```

### Syntax Note:

Although the preprocessor accepts set definitions, no set variables can be used in Embedded SQL statements. As stated in the section on **record** declarations, **set** declarations are accepted only because all record components must be declared to Embedded SQL.

## Variable Declarations

An Embedded SQL/Pascal variable declaration has the following syntax:

```
var var_name {, var_name} : type_definition [:= initial_value];
 {var_name {, var_name} : type_definition [:= initial_value];}
```

### Syntax Notes:

1. See the previous sections for information on the *type\_definition*.
2. The *initial\_value* is not parsed by the preprocessor. Consequently, any initial value is accepted, even if it may later cause a Pascal compiler error. Furthermore, the preprocessor accepts an initial value with any variable declaration, even where not allowed by the compiler. For example, both of the following initializations are accepted, even though only the first is legal in Pascal:

```
exec sql begin declare section;
var
 rowcount: integer := 1;
 msgbuf: packed array[1..100] of char := 2;
exec sql end declare section;
```

The following example illustrates the use of variable declarations:

```
exec sql begin declare section;
var
 rows, records: 0..500 := 0;
 was_error: boolean;
 msgbuf: varying[100] of char := ' ';
 operators: array[1..6] of packed array[1..2] :=
 ('= ', '!= ', '< ', '> ', '<=', '>=');
 employees: array[1..100] of employeerec;

 emp_ptr: ^employeerec;
 work_days: (mon, tue, wed, thu, fri);
 day_name: varying[8] of char;
 random_ints: file of integer;
 ind_set: array[1..10] of indicator;
exec sql end declare section;
```

## Formal Parameter Declarations

Most VAX/VMS Pascal formal parameter declarations are acceptable to Embedded SQL.

An Embedded SQL/Pascal formal parameter declaration has the following syntax:

```
formal_param_section {; formal_param_section}
```

where *formal\_param\_section* is:

```
formal_var | formal_routine [:= [%mechanism] default_value]
```

A *formal\_var* has the syntax:

```
[var | %mechanism] identifier {, identifier} : typename_or_schema
```

where *typename\_or\_schema* is one of the following:

```
type_name
varying [upper_bound_identifier] of type_name
packed array [schema_dimensions] of typename_or_schema
array [schema_dimensions {; schema_dimensions}] of

typename_or_schema
```

where *schema\_dimensions* is:

```
lower_bound_identifier .. upper_bound_identifier : scalar_type_name
```

A *formal\_routine* has the syntax:

```
[%mechanism] routine_header
```

where *routine\_header* is one of the following:

```
procedure proc_name ([formal_parameter_declaration])
function func_name ([formal_parameter_declaration])
 :return_type_name
```



In a subprogram declaration, the syntax of a formal parameter declaration is:

```
procedure proc_name
exec sql begin declare section;
 (formal_parameter_declaration)
exec sql end declare section;
 ;
 ...
```

or:

```
function func_name
exec sql begin declare section;
 (formal_parameter_declaration)
exec sql end declare section;
 : return_type_name;
 ...
```

### Syntax Notes:

1. The Embedded SQL preprocessor ignores the names of procedures and functions used as formal parameters, but checks *their* formal parameters for legality.
2. The *default\_value* is not parsed by the preprocessor. Consequently, any default value is accepted, even if it may later cause a Pascal compiler error. For example, both of the parameter default values shown below are accepted, even though only the first is legal in Pascal:

```
procedure Load_table
exec sql begin declare section;
 (clear_it: boolean := true;
 var is_error: boolean := 'false')
exec sql end declare section;
 ;
 ...
```

3. Any *mechanism* specification is ignored.

The following example illustrates the use of these declarations:

```
function Getesqlerror
exec sql begin declare section;
 (buf : varying[ub] of char)
exec sql end declare section;
 : boolean;

procedure Handleerror
exec sql begin declare section;
 (procedure errorhandle(err : integer); var
 errnum : integer)
exec sql end declare section;
 ;
```

```
function Doappend
exec sql begin declare section;
 (emp_id, floor : integer;
 name : varying[ub] of char;
 salary : real)
exec sql end declare section;
 : integer;
```

## The DCLGEN Utility

DCLGEN (Declaration Generator) is a record-generating utility that maps the columns of a database table into a record that can be included in a variable declaration. You invoke DCLGEN from the operating system level with the following command:

```
dclgen language dbname tablename filename recordname
```

where

***language***

Defines the Embedded SQL host language, in this case, "pascal."

***dbname***

Defines the name of the database containing the table.

***tablename***

Defines the name of the database table.

***filename***

Defines the output file into which the record declaration is placed.

***recordname***

Defines the name of the Pascal record variable that the command creates. The command generates a record type definition named *recordname*, followed by "\_rec." The command also generates a variable declaration for *recordname*.

This command creates the declaration file *filename*. The file contains a record type definition corresponding to the database table and a variable declaration of that record type. The file also includes a **declare table** statement that serves as a comment and identifies the database table and columns from which the record was generated.

After generating the file, you can use an Embedded SQL **include** statement to incorporate it into the variable declaration section. The following example demonstrates how to use DCLGEN in a Pascal program.

Assume the Employee table was created in the Personnel database as:

```
exec sql create table employee
 (eno smallint not null,
 ename char(20) not null,
 age integer1,
 job smallint,
 sal decimal not null,
 dept smallint);
```

and the DCLGEN system-level command is:

```
dclgen pascal personnel employee employee.dcl emprec
```

The employee.dcl file created by this command contains a comment and three statements. The first statement is the **declare table** description of "employee," which serves as a comment. The second statement is a declaration of the Pascal record type definition "emprec\_rec." The last statement is a declaration, using the "emprec\_rec" type, for the record variable "emprec." The contents of the employee.dcl file are shown below.

```
{Description of table employee from database personnel}
exec sql declare employee TABLE
 (eno smallint not null,
 ename char(20) not null,
 age integer1,
 job smallint,
 sal decimal not null,
 dept smallint);

type emprec_rec = record
 eno: [word] -32768 .. 32767;
 ename: packed array[1..20] of Char;
 age: [byte] -128 .. 127;
 job: [word] -32768 .. 32767;
 sal: Double;
 dept: [word] -32768 .. 32767;
end;
var emprec: emprec_rec;
```

This file should be included, by means of the Embedded SQL **include** statement, in an Embedded SQL declaration section:

```
exec sql begin declare section;
 exec sql include 'employee.dcl';
exec sql end declare section;
```

The emprec record can then be used in a **select**, **fetch**, or **insert** statement.

## DCLGEN and Large Objects

You can use DCLGEN to generate an appropriate **declare table** statement with Pascal variables for tables that contain **long varchar** columns. For columns that have a limited length, the variables generated will be identical to the variables generated for the Ingres **varchar** datatype. For columns with unlimited length, such as:

```
create table long_obj_table(blob_col long varchar);
```

DCLGEN will issue an error message and generate a character string variable with zero length. You can modify the length of the generated variable before attempting to use the variable in an application.

For example the following table definition:

```
create table long_obj_table
 (long_column long varchar);
```

results in the following DCLGEN generated output for Pascal compilers that support structures:

```
exec sql declare long_obj_table table
 (long_column long varchar)

type blobs_rec_rec = record
 long_column : varying[0] of char;
end;
var blobs_rec : blobs_rec_rec;
```

## Pre-declared Identifiers

Embedded SQL pre-declares all the standard Pascal types and constants in a scope enclosing the entire program (see Data Types (see page 745) and Constants (see page 746) in this chapter). You should not redefine any of these identifiers, because the runtime library expects the standard definitions.

## Program Syntax

The syntax for an Embedded SQL/Pascal program definition is:

```
program program_name [(identifier {, identifier})];
[exec sql begin declare section;
 declarations
exec sql end declare section;]
[procedures, functions, etc.]
begin
 [statements]
end.
```

or:

```
program program_name [(identifier {, identifier})];
exec sql label [label_declarations];
[exec sql begin declare section;
 declarations
exec sql end declare section;]
[procedures, functions, etc.]
begin
 [statements]
exec sql end.
```

where *declarations* can include any of the following:

```
const constant_declarations
type type_declarations
var variable_declarations
```

See the previous sections for descriptions of the various types of declarations.

### Syntax Notes:

1. The *program\_name* and the *identifiers* are not processed by ESQL.
2. The declaration sections can be in any order and can be repeated.

The following example illustrates the above points:

```
program Test;
exec sql label;
exec sql begin declare section;
var
 curformname, curfieldname, curcolname :
 varying[12] of char;
 curtablerow : integer;
exec sql end declare section;
begin
 {Embedded SQL and Pascal statements}
exec sql end.
```

## Procedures

The syntax for an Embedded SQL/Pascal procedure is:

```
procedure procedure_name
[exec sql begin declare section;
 (formal_parameters)
exec sql end declare section;]
;
[exec sql begin declare section;
 declarations
exec sql end declare section;]
begin
 [statements]
end;
```

or:

```
procedure procedure_name
[exec sql begin declare section;
 (formal_parameters)
exec sql end declare section;]
;
exec sql label;
[exec sql begin declare section;
 declarations
exec sql end declare section;]
begin
 [statements]
exec sql end;
```

### Syntax Notes:

1. The *procedure\_name* is not processed by Embedded SQL.
2. Formal parameters and variables declared in a procedure are visible globally to the end of the source file.
3. For a description of formal parameters and their syntax, see Formal Parameter Declarations (see page 760) in this chapter.

The following is an example of an Embedded SQL/Pascal procedure:

```
procedure AppendRow
exec sql begin declare section;
 (name : varying[20] of Char;
 age : Integer;
 salary : Real)
exec sql end declare section;
;
begin
 exec sql insert into emp (name, age, salary)
 values (:name, :age, :salary);
end;
```

## Functions

The syntax for an Embedded SQL/Pascal function is:

```
function function_name
[exec sql begin declare section;
 (formal_parameters)
exec sql end declare section;]
 : return_type_name;
[exec sql begin declare section;
 declarations
exec sql end declare section;]
begin
 [statements]
end;
```

or:

```
function function_name
[exec sql begin declare section;
 (formal_parameters)
exec sql end declare section;]
 : return_type_name;
exec sql label;
[exec sql begin declare section;
 declarations
exec sql end declare section;]
begin
 [statements]
exec sql end;
```

### Syntax Notes:

1. The *function\_name* is not processed by Embedded SQL.
2. Formal parameters and variables declared in a function are globally visible to the end of the source file.
3. For a description of formal parameters and their syntax, see Formal Parameter Declarations (see page 760) in this chapter.

The following is an example of an Embedded SQL/Pascal function:

```
exec sql begin declare section;
var
 errorbuf : varying[100] of char;
exec sql end declare section;
...

function wasdeadlock : boolean;
exec sql begin declare section;
const
 Esqldeadlock = -4700;
```

```
var
 errnum : Integer;
exec sql end declare section;
begin
 errnum := sqlca.sqlcode;
 if errnum = EsqDeadLock then
 begin
 SetErrorBuf(errnum, errorbuf);
 WasDeadlock := TRUE;
 end else
 begin
 errorbuf := ' ';
 WasDeadlock := FALSE;
 end;
end;
```

## How to Declare External Compiled Forms

You can pre-compile your forms in the Visual Forms Editor (VIFRED). Doing this saves the time otherwise required at runtime to extract the form's definition from the database forms catalogs. When you compile a form in VIFRED, VIFRED creates a file in your directory describing the form in the VAX-11 MACRO language. VIFRED prompts you for the name of the file with the MACRO description. After the file is created, you can use the following VMS command to assemble it into a linkable object module:

```
macro filename
```

This command produces an object file containing a global symbol with the same name as your form. Before the Embedded SQL/FORMS statement **addform** can refer to this global object, you must declare it in an Embedded SQL declaration section. The Pascal compiler requires that this be an *external* declaration. The syntax for a compiled form declaration is:

```
exec sql begin declare section;
var
 formname: [external] Integer;
exec sql end declare section;
```

### Syntax Notes:

1. The *formname* is the actual name of the form. VIFRED gives this name to the address of the external object. The *formname* is also used as the title of the form in other Embedded SQL/FORMS statements.
2. The **external** attribute associates the object with the external form definition.



The example below shows a typical form declaration and illustrates the difference between using the form's object definition and the form's name.

```
exec sql begin declare section;
var
 empform: [external] integer;
exec sql end declare section;
...
exec frs addform :empform; {The global object}
exec frs display empform; {The name of the form}
...
```

### Embedded SQL/Pascal Declarations Example

The following example demonstrates some simple Embedded SQL/Pascal declarations:

```
program Concluding_Example(input, output);
exec sql include sqlca; {Include error handling}
exec sql begin declare section;
const
 max_persons = 1000;
type
 shortshortinteger = [byte] -128 .. 127;
 shortinteger = [word] -32768 .. 32767; {same as indicator type}
 string9 = packed array[1..9] of char;
 string12 = packed array[1..12] of char;
 string20 = packed array[1..20] of char;
 string30 = packed array[1..30] of char;
 varstring = varying[40] of char;

record datatypes_rec = {Structure of all types}
 d_byte : shortshortinteger;
 d_word : shortinteger;
 d_long : integer;
 d_single : real;
 d_double : double;
 d_string : string20;
end;

record Persontype_rec = {variant record}
 age : shortshortinteger;
 flags : integer;
 case married : boolean of
 true : (spouse_name : string30);
 false : (dog_name : string12);
 end;
var
 empform, deptform : [external] integer;
 {compiled forms}
 dbname : String9;
 formname, tablename, columnname : String12;
 salary : Real;
```

```
d_rec : Datatypes_Rec;
person : Persontype_Rec;
person_store : array[1..MAX_PERSONS] of Persontype_Rec;
person_null: array[1..10] of Indicator;

exec sql include 'employee.dcl'; {From DCLGEN}
exec sql end declare section;

begin
 dbname := 'personnel';
 ...

end. {Concluding_Example}
```

## The Scope of Variables

All constants, types, and variables declared in an Embedded SQL declaration section can be referenced, and are accepted by the preprocessor, from the point of declaration to the end of the file, regardless of the Pascal scope of the declaration. This holds true for local variables and formal parameters. Once an object has been declared to Embedded SQL, it should not be re-declared to Embedded SQL for use in a different Pascal scope; the preprocessor will use the type information supplied by the original declaration. The object must, however, be re-declared to Pascal in the second scope to avoid errors from the Pascal compiler.

In the following program fragment, the variable "dbname" is passed as a parameter to the second procedure. In the first procedure, "dbname" is a local variable. In the second procedure, it is a formal parameter passed as a string to be used with the **connect** statement. The declaration of "dbname" as a formal parameter to the second procedure should not occur in an Embedded SQL declaration section. In both procedures, the preprocessor uses the type information from the variable's declaration in the first procedure.

### Example: Variable declaration

```
program Decl_Test(input, output);
exec sql include sqlca;
exec sql begin declare section;
type
 String15 = packed array[1..15] of Char;
exec sql end declare section;
```

```

 procedure Open_Db(dbname: String15); forward;

 procedure Access_Db;
 exec sql begin declare section;
 var
 dbname: String15;
 exec sql end declare section;
 begin
 {"Dbname" is local to this procedure.}
 exec frs prompt ('Database: ', :dbname);
 Open_Db(dbname);
 Process_Db;
 end;

 { procedure Open_Db(dbname: String15); }
 procedure Open_Db;
 begin
 exec sql whenever sqlerror stop;
 {"Dbname" is known from the local declaration
 in " Access_Db".}
 exec sql connect :dbname;
 ...
 end;

 begin {Decl_Test}
 ...

 Access_Db;
 ...
 end. {Decl_Test}

```

Note that you can declare record components with the same name if they are in different record types. The following example declares two records, each of which has the components "firstname" and "lastname":

```

exec sql begin declare section;
type
 Child = record
 firstname: varying[20] of Char;
 lastname: varying[20] of Char;
 age: Integer;
 end;
 Mother = record
 firstname: varying[20] of Char;
 lastname: varying[20] of Char;
 num_child: 1..10;
 children: array[1..10] of Child;
 end;
exec sql end declare section;

```

Special care should be taken when using variables with a **declare cursor** statement. The scope of the variables used in such a statement must also be valid in the scope of the **open** statement for that same cursor. The preprocessor actually generates the code for the **declare** at the point that the **open** is issued, and, at that time evaluates any associated variables. For example, in the following program fragment, even though the variable "number" is valid to the preprocessor at the point of both the **declare cursor** and **open** statements, it is not a valid variable name for the Pascal compiler at the point that the **open** is issued.

```
program Bad_Cursors(input, output);
{This example contains an error}
 procedure Init_Csr1 (num: Integer);
 exec sql begin declare section;
 var
 number: Integer;
 exec sql end declare section;
 begin
 number := num;
 exec sql declare cursor1 CURSOR FOR
 select ename, age
 from employee
 where eno = :number;

 {Initialize "number" to a particular value}
 ...

 end; {Init_Csr1}
 procedure Process_Csr1;
 exec sql begin declare section;
 var
 ename: varying[15] of Char;
 age: Integer;
 exec sql end declare section;
 begin
 {Illegal evaluation of "number"}
 exec sql open cursor1;

 exec sql fetch cursor1 INTO :ename, :age;
 ...

 end; {Process_Csr1}
begin
 ...

end. {Bad_Cursors}
```

## Variable Usage

Pascal variables declared to Embedded SQL can substitute for most non key-word elements of Embedded SQL statements. Of course, the variable and its data type must make sense in the context of the element. To use a Pascal variable (or named constant) in an Embedded SQL statement, you must precede it with a colon. You must further verify that the statement using the variable is in the scope of the variable's declaration. As an example, the following **select** statement uses the variables "namevar" and "numvar" to receive data, and the variable "idnovar" as an expression in the **where** clause:

```
exec sql select name, num
 into :namevar, :numvar
 from employee
 where idno = :idnovar;
```

You should not use the Pascal type-cast operator (::) in Embedded SQL statements. The preprocessor ignores it and does not change the type of the variable.

Various rules and restrictions apply to the use of Pascal variables in Embedded SQL statements. The sections below describe the usage syntax of different categories of variables and provide examples of such use.

## Simple Variables

A simple scalar-valued variable (integer, floating-point, or character string) is referred to by the syntax:

**:simplename**

### Syntax Notes:

1. If you use the variable to send data to Ingres, it can be any scalar-valued variable, constant, or enumerated literal.
2. If you use the variable to receive data from Ingres, it can only be a scalar-valued variable.
3. Packed or varying arrays of characters (for example, character strings) are referenced as simple variables.

The following program fragment demonstrates a typical message-handling routine that uses two scalar-valued variables, "buffer" and "seconds":

```
exec sql begin declare section;
var
 buffer : packed array[1..80] of char;
 seconds : integer;
exec sql end declare section;
begin
 ...

 exec frs message :buffer;
 exec frs sleep :seconds;
end;
```

A special case of a scalar type is the enumerated type. As mentioned in the section describing declarations, Embedded SQL treats all enumerated literals and any variables declared with an enumerated type as integers. When used in an Embedded SQL statement, only the ordinal position of the value in relation to the original enumerated list is relevant. When assigning into an enumerated variable, Embedded SQL will pass the object by address and assume that the value being assigned into the variable will not raise a runtime error. For example, the following enumerated type declares the states of a table field row, and the variable of that type will always receive one of those values:

```
exec sql begin declare section;
type
 Table_field_states =
 (undefined, newrow, unchanged, changed, deleted);
var
 tbstate: table_field_states;
 ename: varying[20] of char;
exec sql end declare section;
 ...

tbstate := undefined;
exec frs getrow empform employee
 (:ename = name, :tbstate = _state);

case tbstate of
 undefined:
 ...

 deleted:
 ...
end;
```

Another example retrieves the value TRUE (a predefined constant of type **boolean**) into a variable when a database qualification is successful:

```
exec sql begin declare section;
var
 found: boolean;
exec sql end declare section;
...
found := false;
exec sql select :true
 into :found
 from emp
 where age > 62;
if not found then
begin
 ...
end;
```

Note that a colon precedes the Pascal constant "TRUE." The colon is required before all Pascal named objects—constants and enumerated literals, as well as variables—used in Embedded SQL statements.

## Array Variables

An array variable is referred to by the syntax:

*:arrayname*[*subscript*{, *subscript*}] {[*subscript*{, *subscript*}]}

### Syntax Notes:

1. The variable must be subscripted because only scalar-valued elements (integers, floating-point and character strings) are legal Embedded SQL values.
2. When the array is declared, the array bounds specification is not parsed by the Embedded SQL preprocessor. Consequently, illegal bounds values will be accepted. Also, when an array is referenced, the subscript is not parsed, allowing the use of illegal subscripts. The preprocessor only confirms the use of an array subscript for an array variable. You must make sure that the subscript is legal and that the correct number of indices are used.
3. An array of characters is not a string unless it is **packed** or **varying**.

4. A **packed** or **varying** array of characters is considered a simple variable, not an array variable, in its usage. It therefore cannot be subscripted in order to reference a single character. For example, assuming the following variable declaration and subsequent assignment:

```
exec sql begin declare section;
var
 abc : packed array[1..3] of char;
exec sql end declare section;
...
abc := 'abc';
```

you could not reference

:abc[1]

to access the character "a." To perform such a task, you should declare the variable as a plain (not **packed** or **varying**) array, as, for example:

```
exec sql begin declare section;
var
 abc : array[1..3] of char;
exec sql end declare section;
...
abc := ('a', 'b', 'c');
```

5. Arrays of indicator variables used with structure assignments should not include subscripts when referenced.

## Record Variables

You can use a record variable in two different ways. First, you can use the record as a simple variable, implying the use of all its components. This would be appropriate in the Embedded SQL **select**, **fetch** and **insert** statements. Second, you can use a component of a record to refer to a single element. Of course, this component must be a scalar value (integer, floating-point or character string).

## How to Use a Record as a Collection of Variables

The syntax for referring to a complete record is the same as referring to a simple variable:

*:recordname*

### Syntax Notes:

1. The *recordname* can refer to a main or nested record. It can be an element of an array of records. Any variable reference that denotes a record is acceptable. For example:

|                       |                                     |
|-----------------------|-------------------------------------|
| :emprec               | {A simple record}                   |
| :record_array[i]      | {An element of an array of records} |
| :record.minor2.minor3 | {A nested record at level 3}        |



2. In order to be used as a collection of variables, the final record in the reference must have no nested records or arrays. All the components of the record will be enumerated by the preprocessor and must have scalar values. The preprocessor generates code as though the program had listed each record component in the order in which it was declared.
3. You must not use a record with a variant part as a complete record. The preprocessor generates explicit references to each of its components, including the components of the variant. Because the preprocessor generates references to all variant components, the use of a record with a variant part results in either a "wrong number of values" preprocessor error or a runtime error.

The example below uses the employee.dcl file generated by DCLGEN to retrieve values into a record.

```
exec sql begin declare section;
 exec sql include 'employee.dcl';
 {see above for description}
exec sql end declare section;
...
exec sql select *
 into :emprec
 from employee
 where eno = 123;
```

The example above generates code as though the following statement had been issued instead:

```
exec sql select *
 into :emprec.eno, :emprec.ename, :emprec.age,
 :emprec.job, :emprec.sal, :emprec.dept
 from employee
 where eno = 123;
```

The example below fetches the values associated with all the columns of a cursor into a record.

```
exec sql begin declare section;
 exec sql include 'employee.dcl';
 {see above for description}
exec sql begin declare section;

exec sql declare empcsr cursor for
 select *
 from employee
 order by ename;
...

exec sql fetch empcsr into :emprec;
```

The example below inserts values by looping through a locally declared array of records whose elements have been initialized:

```
exec sql begin declare section;
exec sql declare person table
 (pname char(30),
 page integer1,
 paddr varchar(50));

type
 person_rec = record
 name: packed array[1..30] of char;
 age: [byte] -128 .. 127;
 addr: varying[50] of char;
 end;
var
 person: array[1..10] of person_rec;
exec sql end declare section;
...

for i := 1 to 10 do
begin
 exec sql insert into person
 values (:person[i]);
end;
```

The **insert** statement in the example above generates code as though the following statement had been issued instead:

```
exec sql insert into person
 values (:person[i].name, :person[i].age,
 :person[i].addr);
```

## Record Components Usage

The syntax Embedded SQL uses to refer to a record component is the same as in Pascal:

*:record\_name*{<sup>^</sup> | [*subscript*]}.*component*{<sup>^</sup> | [*subscript*]}  
                                  {.*component*{<sup>^</sup> | [*subscript*]}}

that is, the name of the record, followed by any number of pointer dereference operators or array subscripts, followed by one or more field names (with any number of pointer dereference operators or array subscripts attached).

**Syntax Notes:**

1. The last record *component* denoted by the above reference must be a scalar value (integer, floating-point or character string). There can be any combination of arrays and records, but the last object referenced must be a scalar value. Thus, the following references are all legal:

```
{Assume correct declarations for "employee", "person" and other records.}
:employee.sal {Component of a record}
:person[3].name {Component of an element of an array}
:rec1.mem1.mem2.age {Deeply nested component}
```

2. Any array subscripts or pointer references referred to in the record reference, and not at the very end of the reference, are not checked by the preprocessor. Consequently, both of the following references are accepted, even though one must be wrong, depending on whether "person" is an array:

```
:person[1].age
:person.age
```

The following example uses the array of records "emprec" to load values into the table field "emptable" in form "empform."

```
exec sql begin declare section;
type
 EmployeeRec = record
 ename: packed array[1..20] of Char;
 eage: [word] -32768 .. 32767;
 eidno: Integer;
 ehired: packed array[1..25] of Char;
 edept: packed array[1..10] of Char;
 esalary: Real;
 end;
var
 emprec: array[1..100] of EmployeeRec;
 i: Integer;
exec sql end declare section;
...

for i := 1 to 100 do
begin
 exec frs loadtable empform emptable
 (name = :emprec[i].ename, age = :emprec[i].eage,
 idno = :emprec[i].eidno, hired = :emprec[i].ehired,
 dept = :emprec[i].edept, salary = :emprec[i].esalary);
end;
```

## Pointer Variables

A pointer variable references an object in the same way as in Pascal—the name of the pointer is followed by a caret (^):

`:pointer_name^`

Any further referencing required to fully qualify an object, such as a member of a pointed-to record, follows the usual Pascal syntax.

### Syntax Notes:

1. The final object denoted by the pointer reference must be a scalar value (integer, floating-point or character string) or a record (if this is a legal simple record reference). There can be any combination of arrays, records or pointer variables, as long as the last object referenced has a scalar value or is a legal simple record.
2. The pointer reference is also used with **file** type variables (see the under in this chapter).

In the following example, a pointer to an employee record is used to load a linked list of values into the database table "employee":

```
exec sql begin declare section;
type
 EmpLink = ^EmployeeRec;
 EmployeeRec = record
 ename: packed array [1..20] of Char;
 eage: Integer;
 eidno: Integer;
 enext: EmpLink;
 end;
var
 elist: EmpLink;
exec sql end declare section;
...

while (elist <> nil) do
begin
 exec sql insert into employee (name, age, idno)
 values (:elist^.ename, :elist^.eage,
 :elist^.eidno);
 elist := elist^.enext;
end;
```

## Indicator Variables

The syntax for referring to an *indicator* variable is the same as for a simple variable, except that an indicator variable is always associated with a host variable:

```
:host_variable:indicator_variable
```

or

```
:host_variable indicator :indicator_variable
```

### Syntax Notes:

1. The indicator variable can be a simple variable, an array element or a record component that yields a 2-byte integer. The type **indicator** has already been declared by the preprocessor. For example:

```
ind_var, ind_arr[5] : Indicator;
var_1:ind_var
var_2:ind_arr[2]
```
2. If the host variable associated with the indicator variable is a record, the indicator variable should be an array of 2-byte integers. In this case the array should *not* be dereferenced with a subscript.
3. When using an indicator array, the first element of the array corresponds to the first member of the record, the second element with the second member, and so on. Indicator array elements begin at subscript 1, regardless of the lower bound with which the array was declared.

The following example uses the employee.dcl file generated by DCLGEN to retrieve values into a structure and null values into the array "empind".

```
exec sql include sqlca;
exec sql begin declare section
 exec sql include 'employee.dcl';
var
 empind : array[1..10] of Indicator;

exec sql end declare section;

exec sql select *
 into :emprec:empind
 from employee;
```

The above example generates code as though the following statement had been issued:

```
exec sql select *
 into :emprec.eno:empind[1], :emprec.ename:empind[2],
 :emprec.age:empind[3], :emprec.job:empind[4],
 :emprec.sal:empind[5], :emprec.dept:empind[6],
 from employee;
```

## Data Type Conversion

A Pascal variable declaration must be compatible with the Ingres value it represents. Numeric Ingres values can be set by and retrieved into numeric variables, and Ingres character values can be set by and retrieved into character string variables.

Data type conversion occurs automatically for different numeric types, as follows:

- From floating-point Ingres database column values into integer Pascal variables
- From decimal to floating-point
- From floating-point to decimal
- For different length character strings, such as from varying-length Ingres character fields into fixed-length Pascal character string variables

Ingres does *not* automatically convert between numeric and character types. You must use the Ingres type conversion functions, the Ingres **ascii** function, or a Pascal conversion procedure for this purpose.

## Ingres and Pascal Data Type Compatibility

The following table shows the default type compatibility for each Ingres data type. Note that some Pascal types do not match exactly and, consequently, can go through some runtime conversion.

| Ingres Type         | Pascal Type                         |
|---------------------|-------------------------------------|
| char( <i>N</i> )    | packed array[1.. <i>N</i> ] of char |
| char( <i>N</i> )    | varying[ <i>N</i> ] of char         |
| varchar( <i>N</i> ) | packed array[1.. <i>N</i> ] of char |
| varchar( <i>N</i> ) | varying[ <i>N</i> ] of char         |
| integer1            | [byte] -128..127                    |
| smallint            | [word] -32768..32767                |
| integer             | integer                             |
| float4              | real                                |
| float4              | single                              |
| float               | double                              |
| date                | packed array[1..25] of char         |
| money               | double                              |

| Ingres Type  | Pascal Type                 |
|--------------|-----------------------------|
| table_key    | packed array[1..8] of char  |
| object_key   | packed array[1..16] of char |
| decimal      | real                        |
| long varchar | packed array                |

### Runtime Numeric Type Conversion

The Ingres runtime system provides automatic data type conversion between numeric-type values in the database and forms system and numeric Pascal variables. The standard type conversion rules (according to standard VAX rules) are followed. For example, if you assign a **real** variable to an integer-valued field, the digits after the decimal point of the variable's value are truncated. Runtime errors are generated for overflow on conversion when assigning Ingres numeric values into Pascal variables. Overflow caused by assigning Pascal numeric variables into Ingres numeric objects is likely to result in inconsistent data, but does not by default generate a runtime error. Using the **-x** flag on the Ingres statement changes this default behavior by generating errors at runtime.

The Ingres **money** type is represented as **double**, an 8-byte floating-point value.

### Runtime Character and Varchar Type Conversion

Automatic conversion occurs between Ingres character string values and Pascal character string variables. There are string-valued Ingres objects that can interact with character string variables. These are:

- Ingres names, such as form and column names
- database columns of type **character**
- database columns of type **varchar**
- form fields of type **character**
- database columns of type **long varchar**

Several considerations apply when dealing with character string conversions, both to and from Ingres.

The conversion of Pascal character string variables used to represent Ingres names is simple: trailing blanks are truncated from the variables, because the blanks make no sense in that context. For example, the string literals "empform " and "empform" refer to the same form.

The conversion of other Ingres objects is a bit more complicated. First, the storage of character data in Ingres differs according to whether the medium of storage is a database column of type **character**, a database column of type **varchar** or a **character** form field. Ingres pads columns of type **character** with blanks to their declared length. Conversely, it does not add blanks to the data in columns of type **varchar** or **long varchar** in form fields.

Second, the storage of character data in Pascal differs according to whether the character variable is of fixed or of varying length. The Pascal convention is to blank-pad fixed-length character strings, but not to pad varying-length character strings. For example, the character string "abc" coming from an Ingres object will be stored in a Pascal **packed array[1..5] of char** variable as the string "abc " followed by two blanks. However, the same string would be stored in a **varying[5] of char** variable as "abc" without any trailing blanks.

When retrieving character data from an Ingres database column or form field into a Pascal variable, you should always ensure that the variable is at least as long as the column or field, in order to avoid truncation of data. Furthermore, take note of the following conventions:

- Data stored in a database column of type **character** is padded with blanks to the length of the column. The variable receiving such data, be it of fixed or varying length, will contain those blanks. Following Pascal rules, if a fixed-length variable is longer than the database column, the data retrieved into it is further padded with blanks to the length of the variable. In the case of a varying-length variable, no further padding takes place. If the variable is shorter than the database column, truncation of data occurs.
- Data stored in a database column of type **varchar** is not padded with blanks. If a fixed-length variable is longer than the data in the **varchar** column, when retrieved the data is padded with blanks to the length of the variable. In the case of a varying-length variable, no padding takes place. If the variable is shorter than the database column, truncation of data occurs.
- Data stored in a **character** form field contains no trailing blanks. If a fixed-length variable is longer than the data in the field, when retrieved the data is padded with blanks to the length of the variable. In the case of a varying-length variable, no padding takes place. If the variable is shorter than the field, truncation of data occurs.

When inserting character data into an Ingres database column or form field from a Pascal variable, note the following conventions:

- When data is inserted from a Pascal variable into a database column of type **character** and the column is longer than the variable, the column is padded with blanks. If the column is shorter than the variable, the data is truncated to the length of the column.



- When data is inserted from a Pascal variable into a database column of type **varchar** or **long varchar** and the column is longer than the variable, no padding of the column takes place. Furthermore, by default, all trailing blanks in the data are truncated before the data is inserted into the **varchar** column. For example, when a string "abc" stored in a Pascal **packed array[1..5] of char** variable as "abc " (see above) is inserted into the **varchar** column, the two trailing blanks are removed and only the string "abc" is stored in the database column. To retain such trailing blanks, you can use the Embedded SQL **notrim** function.

It has the following syntax:

**notrim**(:stringvar)

where stringvar is a character string variable. An example demonstrating this feature follows later. If the **varchar** column is shorter than the variable, the data is truncated to the length of the column.

- When data is inserted from a Pascal variable into a **character** form field and the field is longer than the variable, no padding of the field takes place. In addition, all trailing blanks in the data are truncated before the data is inserted into the field. If the field is shorter than the data (even after all trailing blanks have been truncated), the data is truncated to the length of the field.

When comparing character data in an Ingres database column with character data in a Pascal variable, note the following convention:

- When comparing data in **character** or **varchar** database columns with data in a character variable, all trailing blanks are ignored. Initial and embedded blanks are significant.

**Note:** As described above, the conversion of character string data between Ingres objects and Pascal variables often involves the trimming or padding of trailing blanks, with resultant change to the data. If trailing blanks have significance in your application, give careful consideration to the effect of any data conversion. For a complete description of the significance of blanks in string comparisons, see the *SQL Reference Guide*.

The Ingres **date** data type is represented as a 25-byte character string.

The program fragment in the example below demonstrates the **notrim** function and the truncation rules explained above.

```
exec sql include sqlca;
...
exec sql begin declare section;

exec sql declare textchar table
(row integer,
 data varchar(10)); {Note the varchar data type}
```

```
var
 row: Integer;
 p_data: packed array[1..7] of Char;
 v_data: varying[7] of Char;
 ...

exec sql end declare section;

begin
 p_data := 'abc '; {Holds "abc "}
 v_data := 'abc'; {Holds "abc"}
 {The following insert adds the string "abc" (blanks truncated)}
 exec sql insert into textchar (row, data)
 values (1, :p_data);

 {The following insert adds the string "abc" (never had blanks)}
 exec sql insert into textchar (row, data)
 values (2, :v_data);

 {
 | This statement adds the string "abc ", with 4 trailing
 | blanks left intact by using the NOTRIM function.
 }
 exec sql insert into textchar (row, data)
 values (3, notrim(:p_data));

 {
 | The following FETCH retrieves rows #1 and #2, because trailing
 | blanks were suppressed when those rows were inserted.
 }
 exec sql declare csr cursor for
 select row
 from textchar
 where length(data) = 3;

 exec sql open csr;

 while (sqlca.sqlcode = 0) do
 begin
 exec sql fetch csr into :row;
 if (sqlca.sqlcode = 0) then
 writeln('Row found = ', row);
 end;

 exec sql close csr;

 {
 | The following FETCH retrieves row #3, because the NOTRIM
 | function left trailing blanks in the "p_data" variable
 | in the last INSERT statement.
 }
 exec sql declare csr2 cursor for
 select row
 from textchar
 where length(data) = 7;
```

```
 exec sql open csr2;

while (sqlca.sqlcode = 0) do
begin
 exec sql fetch csr2 into :row;
 if (sqlca.sqlcode = 0) then
 writeln('Row found = ', row);
 end;

 exec sql close csr2;
end;
```

## The SQL Communications Area

This section describes the SQL Communications Area (SQLCA) as implemented in Pascal.

### The Include SQLCA Statement

You should issue the **include sqlca** statement in the outermost scope of your Pascal program:

```
program Emp_Update(input, output)

exec sql include sqlca;

{Declarations, procedures, etc.}
begin
 {Host language and embedded statements}

end.
```

The **include sqlca** statement generates a Pascal **include** directive to make certain calls generated by the preprocessor acceptable to the compiler. The **include sqlca** statement also generates a Pascal **include** directive to define the SQLCA (SQL Communications Area) record, used for error handling and defining the **indicator** type used for null indicators.

Whether or not you intend to use the SQLCA for error handling, you must issue an **include sqlca** statement. If you do not issue it, the Pascal compiler will generate errors about undeclared built-in function and procedure names. Note that some error handling mechanism should be included before all executable Embedded SQL database statements, as the default action is to ignore errors, which is rarely desirable.

## Contents of the SQLCA

One of the results of issuing the **include sqlca** statement is the declaration of the SQLCA record, which can be used for error handling in the context of database statements. You should only issue the statement once in a particular Pascal scope, because it generates an external record variable definition. The nested record declaration for the SQLCA is:

```
type
 IISQLCA = record
 sqlcaid: packed array[1..8] of Char;
 sqlcabc: Integer;
 sqlcode: Integer;
 sqlerrm: varying[70] of Char;
 sqlerrp: packed array[1..8] of Char;
 sqlerrd: array[1..6] of Integer;
 sqlwarn: record
 sqlwarn0: Char;
 sqlwarn1: Char;
 sqlwarn2: Char;
 sqlwarn3: Char;
 sqlwarn4: Char;
 sqlwarn5: Char;
 sqlwarn6: Char;
 sqlwarn7: Char;
 end;
 sqlxt: packed array[1..8] of Char;
 end;
var
 sqlca: [common] IISQLCA;
```

The record member **sqlerrm** is a varying length character string which Pascal stores as if it were declared as:

```
sqlerrm: record
 length : [word] 0..70;
 body : packed array[1..70] of Char;
end;
```

Here "length" corresponds to the standard SQLCA variable **sqlerrml** and "body" corresponds to the standard SQLCA variable **sqlerrmc**. For a full description of all the SQLCA record members, see the *SQL Reference Guide*.

The SQLCA is initialized at load-time. The fields **sqlcaid** and **sqlcabc** are initialized to the string "SQLCA " and the constant 136, respectively.

Note that the preprocessor is not aware of the record declaration. Therefore, you cannot use members of the record in an Embedded SQL statement. For example, the following statement, attempting to **insert** the string "SQLCA" into a table, would generate an error:

```
exec sql insert into employee (ename) {This statement is illegal}
 values (:sqlca.sqlcaid);
```

All modules written in Pascal and other embedded languages share the same SQLCA.

## Error Handling Using the SQLCA

Error handling with the SQLCA can be done implicitly by using **whenever** statements, or explicitly by checking the contents of the SQLCA fields **sqlcode**, **sqlerrd**, and **sqlwarn0**.

### Error Handling with the Whenever Statement

The syntax of the **whenever** statement is as follows:

```
exec sql whenever condition action;
```

#### **condition**

Specifies the error condition. Valid error conditions are **dbevent**, **sqlwarning**, **sqlerror**, **sqlmessage**, and **not found**.

#### **action**

Specifies the action to be taken. Valid actions are **continue**, **stop**, **goto** a label and **call** a Pascal procedure.

For a detailed description of this statement, see the *SQL Reference Guide*.

In Embedded SQL/Pascal, all labels and procedure names must be legal Pascal label identifiers, beginning with a digit, an alphabetic character, or an underscore. If the label is an Embedded SQL reserved word, it should be specified in quotes. Note that the label targeted by the **goto** action must be in the scope of all subsequent Embedded SQL statements until another **whenever** statement is encountered for the same action. This is necessary because the preprocessor can generate the Pascal statement:

```
if (condition) then goto label;
```

after an Embedded SQL statement. If the scope of the label is invalid, the Pascal compiler will generate an error.

The same scope rules apply to procedure names used with the **call** action. Note that the reserved procedure **sqlprint**, which prints errors or database procedure messages and then continues, is always in the scope of the program. When a **whenever** statement specifies a **call** as the action, the target procedure is called, and after its execution, control returns to the statement following the statement that caused the procedure to be called. Consequently, after handling the **whenever** condition in the called procedure, you may want to take some action, instead of merely returning from the Pascal procedure. Returning from the Pascal procedure will cause the program to continue execution with the statement following the Embedded SQL statement that generated the error.

The following example demonstrates use of the **whenever** statements in the context of printing some values from the Employee table. The comments do not relate to the program but to the use of error handling.

```
program Db_Test(input, output);
label
 Close_Csr,
 Exit_Label;

exec sql begin declare section;
var
 eno: [word] -32768 .. 32767;
 ename: varying[20] of Char;
 age: [byte] -128 .. 127;
exec sql end declare section;
exec sql include sqlca;

exec sql declare empcsr cursor for
 select eno, ename, age
 from employee;

{
| Clean_Up: Error handling procedure (print error and disconnect).
}
procedure Clean_Up;
exec sql begin declare section;
var
 errmsg: varying[200] of Char;
exec sql end declare section;
begin
 {Clean_Up}
 exec sql whenever sqlerror stop;
 inquire_sql (:errmsg = errortext) ;
 writeln('Aborting because of error: ');
 writeln(errmsg);
 exec sql disconnect;
 goto Exit_Label;
end; {Clean_Up}
```

```
begin {Db_Test}
{
| An error when opening the personnel database
| will cause the error to be printed and the
| program to abort.
}
exec sql whenever sqlerror stop;
exec sql connect personnel;

{
| Errors from here on will cause the program to clean up.
}
exec sql whenever sqlerror call Clean_Up;

exec sql open empcsr;

writeln('Some values from the "employee" table.');

{When no more rows are fetched, close the cursor.}
exec sql whenever not found goto Close_Csr;

{
| The last executable Embedded SQL statement
| was an OPEN,so we know that the value of
| "sqlcode" cannot be SQLERROR or NOT FOUND.
}
while (sqlca.sqlcode = 0) do
{Loop is broken by NOT FOUND}
begin
 exec sql fetch empcsr
 into :eno, :ename, :age;

 {
 | This writeln statement does not execute
 | after the previous FETCH returns the
 | NOT FOUND condition.
 }
 writeln(eno, ' ', ename, ' ', age);
end; {while}
{
| From this point in the file onwards, ignore
| all errors. Also turn off the NOT FOUND
| condition, for consistency.
}
exec sql whenever sqlerror continue;
exec sql whenever not found continue;
Close_Csr:
 exec sql close empcsr;
 exec sql disconnect;

Exit_Label;;
end; {Db_Test}
```

## Whenever Goto Action in Embedded SQL Blocks

An Embedded SQL block-structured statement is a statement delimited by the **begin** and **end** clauses. For example, the **select** loop and the **unloadtable** loops are both block-structured statements. These statements can be terminated only by the methods specified for the particular statement in the *SQL Reference Guide*. For example, the **select** loop is terminated either when all the rows in the database result table have been processed or by an **endselect** statement, and the **unloadtable** loop is terminated either when all the rows in the forms table field have been processed or by an **endloop** statement.

Therefore, if you use a **whenever** statement with the **goto** action in an SQL block, you must avoid going to a label outside the block. Such a **goto** would cause the block to be terminated without issuing the runtime calls necessary to clean up the information that controls the loop. (For the same reason, you must not issue a Pascal **goto** statement that causes control to leave or enter the middle of an SQL block.) The target label of the **whenever goto** statement should be a label in the block. If, however, it is a label for a block of code that cleanly exits the program, the above precaution need not be taken.

The above information does not apply to error handling for database statements issued outside an SQL block, nor to explicit hard-coded error handling. For an example of hard-coded error handling, see The Table Editor Table Field Application (see page 833) in this chapter.

## Explicit Error Handling

The program can also handle errors by inspecting values in the SQLCA record at various points. For further details, see the *SQL Reference Guide*.

The following example is functionally the same as the previous example, except that the error handling is hard-coded in Pascal statements.

```
program Db_Test(input, output);
label
 Exit_Label;
exec sql begin declare section;
const
 not_found = 100;
var
 eno: [word] -32768 .. 32767;
 ename: varying[20] of Char;
 age: [byte] -128 .. 127;
exec sql end declare section;
exec sql include sqlca;

 exec sql declare empcsr cursor for
 select eno, ename, age
 from employee;
```



```

{
| Clean_Up: Error handling procedure (print error and disconnect).
}
procedure Clean_Up(str : varying[ub] of Char);
exec sql begin declare section;
var
 errmsg: varying[200] of Char;
 err_stmt: varying[40] of Char;
exec sql end declare section;
begin {Clean_Up}
 err_stmt := str;
 exec sql inquire_sql (:errmsg = ERRORTEXT);
 writeln('Aborting because of error in ', err_stmt, ': ');
 writeln(errmsg);
 exec sql disconnect;

 goto Exit_Label;
end; {Clean_Up}

begin
 {Db_Test}
 {Exit if the database cannot be opened.}
 exec sql connect personnel;
 if (sqlca.sqlcode < 0) then
 begin
 writeln('Cannot access database.');
 goto Exit_Label;
 end;

 {Errors if cannot open cursor.}
 exec sql open empcsr;
 if (sqlca.sqlcode < 0) then
 Clean_Up('OPEN "empcsr"'); {No return}
 writeln('Some values from the "employee" table.');

 {
 | The last executable Embedded SQL statement was an OPEN,
 | so we know that the value of "sqlcode" cannot be SQLERROR
 | or NOT FOUND.
 }
 while (sqlca.sqlcode = 0) do
 {
 | Loop is broken by NOT FOUND
 }
 begin
 exec sql fetch empcsr
 into :eno, :ename, :age;

 {Do not print the last values twice.}
 if (sqlca.sqlcode < 0) then
 Clean_Up('FETCH "empcsr"');
 else if (sqlca.sqlcode <> NOT_FOUND) then
 writeln(eno, ', ', ename, ', ', age);
 end; {while}

```

```
{
| From this point in the file onwards, ignore all errors.
}

 exec sql close empcsr;
 exec sql disconnect;

Exit_Label;;
end; {Db_Test}
```

## How to Determine the Number of Affected Rows

The third element of the SQLCA array **sqlerrd** indicates how many rows were affected by the last row-affecting statement. The following program fragment, which deletes all employees whose employee numbers are greater than a given number, demonstrates how to use **sqlerrd**:

```
procedure Delete_Rows(lower_bound: Integer);
exec sql begin declare section;
var
 lower_bound_num: Integer;
exec sql end declare section;
begin
 lower_bound_num := lower_bound;
 exec sql delete from employee
 where eno > :lower_bound_num;

 {Print the number of employees deleted.}
 writeln(sqlca.sqlerrd[3], ' (rows) were deleted.');
end; {Delete_Rows}
```

## SQLSTATE Variable Usage

You can use the **SQLSTATE** variable in an ESQL/Pascal program to return status information about the last SQL statement that was executed. **SQLSTATE** must be declared in a declaration section. Also, it is valid across all sessions, so you only need to declare one **SQLSTATE** per application.

To declare this variable, use:

```
character 5 SQLSTATE
```

or :

```
character 5 SQLSTA
```

## Dynamic Programming for Pascal

Ingres provides Dynamic SQL and Dynamic FRS to allow you to write generic programs. Dynamic SQL allows a program to build and execute SQL statements at runtime. For example, an application can include an expert mode in which the runtime user can type in select queries and browse the results at the terminal. Dynamic FRS allows a program to interact with any form at runtime. For example, an application can load in any form, allowing the runtime user to retrieve new data from the form and insert it into the database.

The Dynamic SQL and Dynamic FRS statements are described in the *SQL Reference Guide* and the *Forms-based Application Development Tools User Guide*, respectively. This section discusses the Pascal-dependent issues of dynamic programming. For a complete example of using Dynamic SQL to write an SQL Terminal Monitor application, see The SQL Terminal Monitor Application (see page 849) in this chapter. For an example of using both Dynamic SQL and Dynamic FRS to browse and update a database using any form, see A Dynamic SQL/Forms Database Browser (see page 858) in this chapter.

This section is written exclusively for VAX/VMS Pascal and makes use of the VMS extensions to the Pascal language, in particular the ability to point at any object using the built-in **address** functions.

### SQLDA Record Usage

The SQLDA (SQL Descriptor Area) is used to pass type and size information about an SQL statement, an Ingres form, or Ingres table field, between Ingres and your program.

In order to use the SQLDA, you should issue the **include sqlda** statement at the proper scope of the source file, from where the SQLDA will be referenced. The **include sqlda** statement generates a Pascal **include** directive to a file that defines the SQLDA record type. The file does *not* declare an SQLDA variable; your program must declare a variable of the specified type.

You can also code this record variable directly instead of using the **include sqllda** statement. You can choose any name for the record. The definition of the SQLDA (as specified in the **include** file) is:

```
const
 { Sizes }
 IISQ_MAX_COLS = 1024; { Maximum number of columns }
 IISQ_DTE_LEN = 25; { Date length }
 { Data type codes }
 IISQ_DTE_TYPE = 3; { Date - Output }
 IISQ_MNY_TYPE = 5; { Money - Output }
 IISQ_DEC_TYPE = 10; { Decimal - Output }
 IISQ_CHA_TYPE = 20; { Char - Input, Output }
 IISQ_VCH_TYPE = 21; { Varchar - Input, Output }
 IISQ_INT_TYPE = 30; { Integer - Input, Output }
 IISQ_FLT_TYPE = 31; { Float - Input, Output }
 IISQ_TBL_TYPE = 52; { Table field - Output }

type
 II_int2 = [word] -32768..32767; { 2-byte integer }
 IISqlvar = record
 sqltype: II_int2;
 sqllen: II_int2;
 sqldata: Integer; { Address of any type }
 sqlind: Integer; { Address of 2-byte integer }
 sqlname: Varying[34] of Char;
 end;

 IISqllda = record { Full SQLDA definition }
 sqldaaid: packed array[1..8] of Char;
 sqldabc: Integer;
 sqln: II_int2;
 sqld: II_int2;
 sqlvar: array[1..IISQ_MAX_COLS] of IISqlvar;
 end;
```

#### Record Definition and Usage Notes:

- The record type definition of the SQLDA is called IISQLDA. This is done so that an SQLDA variable can be called "SQLDA" without causing a Pascal compile-time conflict.
- The **sqlvar** array is an array of IISQ\_MAX\_COLS (1024) elements. If an SQLDA record variable of type IISQLDA is declared, then the program will have a record with IISQ\_MAX\_COLS elements.
- Note that the **sqlvar** array begins at subscript 1.
- The **sqldata** and **sqlind** record components are declared as 4-byte integers. These integers actually contain addresses and must be set to point at other global or dynamically allocated variables using the **address** or **iaddress** built-in Pascal functions.
- If your program defines its own SQLDA type, you must verify that the internal record layout is identical to that of the IISQLDA record type, although you can declare a different number of **sqlvar** elements.

- The **sqlname** component is a varying length character string consisting of a length and data area. This varying length name contains the name of a result field or column after a **describe** (or **prepare into**) statement. The length of the name is implicit with varying length data type. The varying length name can also be set by the program using Dynamic FRS.
- The list of type codes represents the types that will be returned by the **describe** statement, and the types used by the program when retrieving or setting data using an SQLDA. The type code IISQ\_TBL\_TYPE indicates a table field and is set by the FRS when describing a form that contains a table field.

## How to Declare an SQLDA Record Variable

Once the SQLDA type definition has been included (or hard-coded), the program can declare an SQLDA record variable. This variable must be declared outside of a **declare section**, as the preprocessor does not understand the special meaning of the components of the SQLDA. When the variable is used, the preprocessor will accept any object name, and assume that the variable refers to a legally declared SQLDA record.

If a program requires a statically declared SQLDA with the same number of **sqlvar** variables as the IISQLDA type, then it can accomplish this as in the following example:

```
exec sql include sqlda;
var
 sqlda: IISqllda; { Outside of a DECLARE SECTION }
...

sqlda.sqln := IISQ_MAX_COLS; { Set the size }
...

exec sql describe s1 into :sqlda;
```

Recall that you must confirm that the SQLDA object being used is a valid SQLDA record variable.

If a program requires a statically declared SQLDA with a *different* number of variables (not IISQ\_MAX\_COLS), it can declare its own type. For example:

```
const
 NUM_COLS = 20;

type
 My_Sqllda = record
 my_sqid: packed array[1..8] of Char;
 my_sqbc: Integer;
 my_vars: [word] 0..500;
 res_vars: [word] 0..500;
 col_vars: array[1..NUM_COLS] of IISqlvar;
 end;
```

```
var
 my_sq: My_Sqllda;

...

my_sq.my_vars := NUM_COLS; { Set the size }
...

exec sql describe s1 into :my_sq;
```

In the above declaration the names of the record components are not the same as those of the IISQLDA record, but their layout is identical.

If the variable in the above example was declared as a pointer to an SQLDA record type, then it can be dynamically allocated and used as in the following example:

```
{ Assume My_Sqllda is declared as above }

var
 ptr_sq: ^My_Sqllda;

...

new(ptr_sq);

ptr_sq^.my_vars := NUM_COLS; { Set the size }
...

exec sql describe s1 into :ptr_sq^;
```

## SQLVAR Array Usage

The *SQL Reference Guide* discusses the legal values of the **sqlvar** array. The **describe** and **prepare into** statement assigns type, length, and name information to the SQLDA. This information refers to the result columns of a prepared **select** statement, the fields of a form, or the columns of a table field. When the program uses the SQLDA to retrieve or set Ingres data, it must assign the type and length information that now refers to the variables being pointed at by the SQLDA.

## Pascal Variable Type Codes

The type codes shown in SQLDA Record Usage (see page 795) in this chapter are the types that describe Ingres result fields or columns. For example, the SQL types **date** and **money** do not describe a program variable, but rather data types that are compatible with the Pascal character and numeric types. IISQ\_LVCH\_TYPE is SQL only character compatible too. When these types are returned by the **describe** statement, the type code must be a change to a compatible Pascal or ESQL/Pascal type.

The following table describes the type codes to use with Pascal variables that will be pointed at by the **sqldata** pointers.

| Pascal Type                  | SQL Type Codes<br>( <b>sqltype</b> ) | SQL Length<br>( <b>sqllen</b> ) |
|------------------------------|--------------------------------------|---------------------------------|
| [byte] -128..127             | 30 (integer)                         | 1                               |
| [word] -32768..32767         | 30 (integer)                         | 2                               |
| Integer                      | 30 (integer)                         | 4                               |
| Real                         | 31 (float)                           | 4                               |
| Double                       | 31 (float)                           | 8                               |
| Packed array[1..LEN] of Char | 20 (char)                            | LEN                             |
| Varying[LEN] of Char         | 21 (varchar)                         | LEN                             |
| Real                         | 31 (float)                           | 10                              |

Nullable data types (those variables that are associated with a null indicator) are specified by assigning the negative of the type code to the **sqltype** component. If the type is negative, a null indicator must be pointed at by the **sqlind** component. The type of the null indicator must be a 2-byte integer (or the SQL-defined **indicator** type). For information on how to declare and use a null indicator variable in Pascal, see Pascal Variables and Data Types (see page 744) in this chapter.

Character data and the SQLDA have the exact same rules as character data in regular Embedded SQL statements. For details of character string processing in SQL, see Pascal Variables and Data Types (see page 744) in this chapter.

### Pointer Usage with Pascal Variables

In order to fill an element of the **sqlvar** array, you must set the type information and assign a valid address to **sqldata**. The address must be that of a legal variable address. If the element is nullable, the corresponding **sqlind** component must point at a legally declared null indicator.

Because both the **sqldata** and **sqlind** components of the IISQLDA record are declared as integers, you must assign integer values to them. This requires the use of the built-in **iaddress** function (as shown in Appendices E and F), or other pointer and address operations. The Pascal compiler requires you to declare the target variables with the **volatile** attribute in order to use the **iaddress** and **address** functions.

For example, the following fragment sets the type information of and points at a 4-byte integer variable, an 8-byte nullable floating-point variable, and an **sqlen**-specified character substring. This example demonstrates how a program can maintain a pool of available variables, such as large arrays of the few different typed variables, and a large string space. The next available spot is chosen from the pool, as in the following example:

```
{
| Assume sqlda has been declared, as well as
| the following VOLATILE numeric arrays and
| large array of characters: int4_store,
| float8_store, indicator_store, char_store
}

sqlda.sqlvar[1].sqltype := IISQ_INT_TYPE; { 4-byte integer }
sqlda.sqlvar[1].sqlllen := 4;
sqlda.sqlvar[1].sqldata := iaddress(int4_store[current_int]);
sqlda.sqlvar[1].sqlind := 0;
current_int := current_int + 1; { Update integer pool }

sqlda.sqlvar[2].sqltype := -IISQ_FLT_TYPE; { 8-byte nullable float }
sqlda.sqlvar[2].sqlllen := 8;
sqlda.sqlvar[2].sqldata := iaddress
(float8_store[current_float]);
sqlda.sqlvar[2].sqlind := iaddress(indicator_store[current_ind]);
current_float := current_float + 1; { Update float and }
current_ind := current_ind + 1; { indicator pool }

{
| SQLLEN has been assigned by DESCRIBE to be the length of a specific result
| column. This length is used to pick off a substring from a large string space.
}
needlen := sqlda.sqlvar[3].sqlllen;
sqlda.sqlvar[3].sqltype := IISQ_CHA_TYPE;
sqlda.sqlvar[3].sqldata := iaddress(char_store[current_char]);
sqlda.sqlvar[3].sqlind := 0;
current_char := current_char + needlen; { Update char pool }
```

Of course, in the above example, verification of enough pool storage must be made before referencing each cell of the different arrays in order to prevent **sqldata** and **sqlind** from pointing at undefined storage. Appendices E and F demonstrate this method.

The **IISQ\_HDLR\_TYPE** is a host language type that is used for transmitting data to and from Ingres. Because it is not an Ingres data type, it will never be returned as a data type from the **describe** statement.



If you code your own SQLDA, and, in place of **sqldata**, you declare a variant record of pointers to a subset of different data types, you may find that you can use dynamic allocation routines and simple pointer assignments. For example, you can declare a type:

```
type
 Data_Pointer = record
 case Integer of
 IISQ_INT_TYPE: (int_ptr: ^Integer);
 IISQ_FLT_TYPE: (flt_ptr: ^Double);
 IISQ_CHA_TYPE: (str_ptr: ^Char);
 end;
```

and use this type instead of the **sqldata** component. If you confirm that the layout of the variant record of different pointers is the same as that of a 4-byte integer (**sqldata**), then you may use this method. This approach is not discussed further in this manual.

## How to Set SQLNAME for Dynamic FRS

When using the **sqlvar** with Dynamic FRS statements there are a few extra steps that are required. These extra steps relate to the differences between Dynamic FRS and Dynamic SQL and are described in the *SQL Reference Guide*.

When using the SQLDA in a forms input or output **using** clause, the value of **sqlname** must be set to a valid field or column name. If this name was set by a previous **describe** statement, it must be retained or reset by the program. If the name refers to a hidden table field column, it must be directly set by the program. The varying-length name need not be padded with blanks.

For example, a dynamically named table field has been described, and the application always initializes any table field with a hidden 6-byte character column called "rowid." The code used to retrieve a row from the table field including the hidden column and **\_state** variable would have to construct the two named columns:

```
...
rowid: [volatile] packed array[1..6] of Char;
rowstate: [volatile] Integer;
...
exec frs describe table :formname :tablename into :sqlda;
```

```
...

sqllda.sqld := sqllda.sqld + 1;
col_num := sqllda.sqld;

{ Set up to retrieve rowid }
sqllda.sqlvar[col_num].sqltype := IISQ_CHA_TYPE;
sqllda.sqlvar[col_num].sqllen := 6;
sqllda.sqlvar[col_num].sqldata := iaddress(rowid);
sqllda.sqlvar[col_num].sqlind := 0;
sqllda.sqlvar[col_num].sqlname := 'rowid';

sqllda.sqld := sqllda.sqld + 1;
col_num := sqllda.sqld;

{ Set up to retrieve _STATE }
sqllda.sqlvar[col_num].sqltype := IISQ_INT_TYPE;
sqllda.sqlvar[col_num].sqllen := 4;
sqllda.sqlvar[col_num].sqldata := iaddress(rowstate);
sqllda.sqlvar[col_num].sqlind := 0;
sqllda.sqlvar[col_num].sqlname := '_state';

...

exec frs getrow :formname :tablename using descriptor :sqllda;
```

## Advanced Processing

This section describes user-defined handlers. It includes information about user-defined error, dbevent, and message handlers as well as data handlers for large objects.

### User-Defined Error, DBEvent, and Message Handlers

You can use user-defined handlers to capture errors, messages, or events during the processing of a database statement. Use these handlers instead of the **sql whenever** statements with the SQLCA when you want to do the following:

- Capture more than one error message on a single database statement.
- Capture more than one message from database procedures fired by rules.

Trap errors, events, and messages as the DBMS raises them. If an event is raised when an error occurs during query execution, the WHENEVER mechanism detects only the error and defers acting on the event until the next database statement is executed.

User-defined handlers offer you flexibility. If, for example, you want to trap an error, you can code a user-defined handler to issue an **inquire\_sql** to get the error number and error text of the current error. You can then switch sessions and log the error to a table in another session; however, you must switch back to the session from which the handler was called before returning from the handler. When the user handler returns, the original statement continues executing. User code in the handler cannot issue database statements for the session from which the handler was called.

The handler must be declared to return an integer. However, the preprocessor ignores the return value.

### **Syntax Notes:**

The following syntax describes the three types of handlers:

```
exec sql set_sql (errorhandler = error_routine|0);
exec sql set_sql (dbeventhandler = event_routine|0);
exec sql set_sql (messagehandler = message_routine|0);
```

1. Errorhandler, dbeventhandler, and messagehandler denote a user-defined handler to capture errors, events, and database messages respectively, as follows:

- error\_routine is the name of the function the Ingres runtime system calls when an error occurs.

- event\_routine is the name of the function the Ingres runtime system calls when an event is raised.

message\_routine is the name of the function the Ingres runtime system calls whenever a database procedure generates a message.

Errors that occur in the error handler itself do not cause the error handler to be re-invoked. You must use **inquire\_sql** to handle or trap any errors that may occur in the handler.

2. Unlike regular variables, the handler must not be declared in an ESQL declare section; therefore, do not use a colon before the handler argument. (However, you must declare the handler to the compiler.)
3. If you specify a zero (0) instead of a name, the zero will unset the handler.

User-defined handlers are also described in the *SQL Reference Guide*.

## How to Declare User-Defined Handlers

The following example shows how to declare a handler for use in the **set\_sql errorhandler** statement for ESQL/Pascal:

```
program TestProg(input, output);
exec sql include SQLCA;

function Error_Func: Integer;
exec sql begin declare section;
var
 errnum : Integer;
exec sql end declare section;

begin
 exec sql inquire_sql (:errnum = ERRORNO);
 write ('Error number is ');
 writeln (errnum);
 Error_Func :=1; {return value ignored}
end;

begin
 exec sql connect dbname;
 exec sql set_sql (ERRORHANDLER = Error_Func);
 {
 }
 { ESQL will generate }
 { IILQshSetHandler (1, %immed Error_Func); }
 {
 }
 . . .
end.
```

## User-Defined Data Handlers for Large Objects

Use the following definitions when you code user-defined data handlers for large objects in Dynamic SQL programs that use the **exec sql include sqlda** statement:

```
constant IISQ_LVCH_TYPE = 22
constant IISQ_HDLR_TYPE = 22
type IISqlhdlr = record
 sqlarg: [volatile] Integer;
 sqlhdlr: [volatile] Integer;
end;
```

## Sample Programs

The programs in this section are examples of how to declare and use user-defined data handlers in an ESQL/Pascal program. There are examples of a handler program, a put handler program, a get handler program and a dynamic SQL handler program.

## Handler

This program inserts a row into the book table using the data handler Put\_Handler to transmit the value of column chapter\_text from a text file to the database. Then it selects the column chapter\_text from the table book using the data handler Get\_Handler to process each row returned.

```

program handler(input,output);
 exec sql include sqlca

-- Do not declare the data handlers nor the data handler argument
-- to the ESQL preprocessor

type
 String100 = packed array [1..100] of char;
 hdlr_rec = record
 argstr: String100;
 argint: Integer;
 end;

var
 hdlr_rec: hdlr_arg;

 exec sql begin declare section;
 indvar; II_int2;
 seg_buf; packed array [1...1000] of char;
 seg_len; integer;
 data_end; integer;
 max_len; integer;
 exec sql end declare section;

```

## Put Handler

This user defined handler shows how an application can use the put data handler to enter a chapter of a book from a text file into a database.

```

function Put_Handler(info: hdlr_rec) : Integer;

begin
 process information passed in via the info record...
 open file ...

data_end := 0;

 while (not end-of-file) do begin
 read segment from file into seg_buf...

 if (end-of-file) then begin
 data_end := 1;
 end;

```

```
 exec sql put data (segment = :seg_buf,
 segmentlength = :seg_len,
 dataend = :data_end);

end; {while}
...
close file...
set info record to return appropriate values...
...
Put_Handler := 0 {return value ignored}

end {Put_Handler }
```

## Get Handler

This user defined datahandler shows how an application can use the get data handler to enter a chapter of a book from a text file into a database.

```
function Get_Handler(info: hdlr_rec) :Integer;
begin
 ...
 process information passed in via the info record...
 open file
 data_end := 0;
 while (data_end = 0) do
 begin
 exec sql get data (:seg_buf=segment,
 :seg_len = segmentlength,
 :data_end = dataend)
 with maxlength = :max_len;
 write segment to file...
 end;
 ...
 set info record to return appropriate values...
 ...
 Get_Handler := 0; {return value ignored }
 end;
begin
-- INSERT a long varchar value chapter_text into
-- the table book using the datahandler Put_Handler
-- The argument passed to the datahandler the record
-- hdlr_arg.
--
 ...
 ...
 exec sql insert into book (chapter_num, chapter_name, chapter_text)
 values (5, 'One Dark and Stormy Night',
 datahandler(Put_Handler(hdlr_arg)));
 ...
end;
```

```

-- Select the long varchar column chapter_text from the table book.
-- The Datahandler (Get_handler) will be invoked for each non-null value of
-- column chapter_text retrieved. For null values the indicator variable
-- will be set to "-1" and the datahandler will not be called.
...
 ...
 exec sql select chapter_text into
 datahandler(Get_Handler(hdlr)arg):indvar
 from book;
 exec sql begin;
 process row....
 exec sql end;
 ...
end.

```

## Dynamic SQL Handler

The following is an example of a dynamic SQL handler program:

```

program dynamic_hdlr(input,output):

 exec sql include sqlca;
 exec sql include sqlda;

-- Do not declare the data handlers nor the data handler argument
-- to the ESQL preprocessor

type
 String100 = packed array [1..100] of char;
 hdlr_rec = record
 argstr: String100;
 argint: Integer;
 endr;

var
 function Put_Handler(hdlr_arg: hdlr_rec):
 integer;external;
 function Get_Handler(hdlr_arg: hdlr_rec):
 integer;external;
 hdlr_rec: hdlr_arg;

-- Declare SQLDA and IISQLHDLR
 sqlda: IISqllda;
 data_handler: IISqlhdlr;
 base_type: integer;
 col_num: integer;

-- Declare null indicator to ESQL
 exec sql begin declare section;
 ind_var: integer;
 stmt_buf: String100;
 exec sql end declare section;

 . . .

begin

```

```
-- Set the IISQLHDLR structure with the appropriate datahandler and
-- datahandler argument.

 data_handler.sqlhdlr = iaddress(Get_Handler)
 data_handler.sqlarg = iaddress(hdlr)arg)

-- Describe the statment into the SQLDA.

 stmt_buf = 'select * from book'.
 exec sql prepare stmt from :stmt_buf;
 exec sql describe stmt into SQLDA;

 . . .

-- Determine the base_type of the SQLDATA variables.

 col_num := 1;
 while (col_num <= sqlda.sqlld) do begin
 with sqlda.sqlvar[col_num] do begin
 if (sqltype > 0) then
 base_type := sqltype;
 else
 base_type := -sqltype;
 end;
 col_num := col_num + 1;
 end;

-- Set the sqltype, sqldata and sqlind for each column.
-- The Long Varchar Column chapter_text will be set to use a datahandler.

 if (base_type = IISQ_LVCH_TYPE) the
 sqltype = IISQ_HDLR_TYPE;
 sqldata = iaddress(data_handler_);
 sqlind = iaddress(indvar);
 else
 . . .
 end;

end;

-- The Datahandler (Get_Handler) will be invoked for each non-null value
-- of column chapter_text retrieved.
-- For null values the indicator variable will be set to "-1" and
-- the datahandler will not be called.

 ...

 exec sql execute immediate :stmt_buf using :SQLDA
 exec sql begin
 process row...
 exec sql end;
 ...

end.
```



## Preprocessor Operation

This section describes the operation of the Embedded SQL preprocessor for Pascal and the steps required to create, compile, and link an Embedded SQL program.

### Command Line Operations

The following sections describe how to turn an embedded ESQL/Pascal source program into an executable program. These sections include commands that preprocess, compile, and link a program.

#### esqlp – Invoke Embedded SQL Preprocessor for Pascal

The Pascal preprocessor is invoked by the following command line:

```
esqlp {flags} {filename}
```

where *flags* are

| Flag         | Description                                                                                                                                                                                                                                                                                                                                                                                                                      |
|--------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| -d           | Adds debugging information to the runtime database error messages generated by Embedded SQL. The source file name, line number and statement in error will be printed with the error message.                                                                                                                                                                                                                                    |
| -f[filename] | Writes preprocessor output to the named file. If no filename is specified, the output is sent to standard output, one screen at a time.                                                                                                                                                                                                                                                                                          |
| -l           | Writes preprocessor error messages to the preprocessor's listing file, as well as to the terminal. The listing file includes preprocessor error messages and your source text in a file named filename.lis, where filename is the name of the input file.                                                                                                                                                                        |
| -lo          | Like -l, but the generated Pascal code also appears in the listing file.                                                                                                                                                                                                                                                                                                                                                         |
| -o.ext       | Specifies the extension given by the preprocessor to both the translated include statements in the main program and the generated output files.<br><br>If this flag is not provided, the default extension is ".pas."If you use this flag in combination with the -o flag, then the preprocessor generates the specified extension for the translated include statements, but does not generate new output files for the include |

| Flag                      | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|---------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                           | statements.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| -o                        | Directs the preprocessor not to generate output files for include files. This flag does not affect the translated include statements in the main program. The preprocessor will generate a default extension for the translated include file statements unless you use the -o.ext flag.                                                                                                                                                                                                                                                                                                                                          |
| -?                        | Shows what command line options are available for esqlp.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| -s                        | Reads input from standard input and generates Pascal code to standard output. This is useful for testing statements you are not familiar with. If the -l option is specified with this flag, the listing file is called "stdin.lis." To terminate the interactive session, type Ctrl Z.                                                                                                                                                                                                                                                                                                                                          |
| -sqlcode                  | Indicates the file declares ANSI SQL code.<br><br>The ANSI-92 specification describes SQLCODE as a "deprecated feature" and recommends using the SQLSTATE variable.                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| -[no]sqlcod               | Tells the preprocessor not to assume a declared SQLCODE is for ANSI status information.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| -w                        | Prints warning messages.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| -wopen                    | This flag is identical to -wsql=open. However, -wopen is supported only for backwards capability. For more information, see -wsql=open.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| -wsql=<br>entry_SQL92open | Prints warning messages that indicate all non-entry SQL92 compliant syntax.<br><br>Use open only with OpenSQL syntax. -wsql = open generates a warning if the preprocessor encounters an Embedded SQL statement that does not conform to OpenSQL syntax. (OpenSQL syntax is described in the OpenSQL Reference Guide.) This flag is useful if you intend to port an application across different Ingres Gateways. The warnings do not affect the generated code and the output file may be compiled. This flag does not validate the statement syntax for any SQL Gateway whose syntax is more restrictive than that of OpenSQL. |

The Embedded SQL/Pascal preprocessor assumes that input files are named with the extension ".sp." You can override this default by specifying the file extension of the input file(s) on the command line. The output of the preprocessor is a file of generated Pascal statements with the same name and the extension ".pas."

If you enter the command without specifying any flags or a filename, Ingres displays a list of flags available for the command.

## esqlp Command Options

The following table presents the command options available with **esqlp**.

| Command                 | Comment                                                                |
|-------------------------|------------------------------------------------------------------------|
| esqlp file1             | Preprocesses "file1.sp" to "file1.pas"                                 |
| esqlp file2.xp          | Preprocesses "file2.xp" to "file2.pas"                                 |
| esqlp -l file3          | Preprocesses "file3.sp" to "file3.pas" and creates listing "file3.lis" |
| esqlp -s                | Accepts input from standard input                                      |
| esqlp -ffile4.out file4 | Preprocesses "file4.sp" to "file4.out"                                 |
| esqlp                   | Displays a list of flags available for this command                    |

## The Pascal Compiler

As mentioned above, the preprocessor generates Pascal code. You should use the VMS **pascal** command to compile this code. You can use most of the **pascal** command line options. You must not use the **g\_floating** qualifier if real variables in the file are interacting with Ingres floating-point objects. You should also not use the **old\_version** qualifier, because the preprocessor generates code for Version 3. Note, too, that many of the statements that the Embedded SQL/Pascal preprocessor generates are non-standard extensions provided by VAX/VMS. Consequently, you should not use the **standard** qualifier.

The following example preprocesses and compiles the file "test1." Note that both the Embedded SQL preprocessor and the Pascal compiler assume the default extensions.

```
$ esqlp test1
$ pascal/list test1
```

## VMS

As of Ingres II 2.0/0011 (axm.vms/00) Ingres uses member alignment and IEEE floating-point formats. Embedded programs must be compiled with member alignment turned on. In addition, embedded programs accessing floating-point data (including the MONEY data type) must be compiled to recognize IEEE floating-point formats.

The VMS default qualifier /g\_float is not a standard and should not be used.

On Alpha systems, hardware support for D\_float is only partial, the default has changed to G\_float, and support for IEEE (IEEE 754-1985 standard for floating point arithmetic) has been added. Because of this, and because IEEE is available on other platforms and is recognized as an industry standard, Ingres for OpenVMS Alpha uses the IEEE format.

All programs and libraries should be compiled using the IEEE qualifier. Do not mix programs or libraries compiled with different qualifiers.

For example:

```
esqlp prog.sp
pascal /float=ieee prog
```

Failure to use the /float=ieee qualifier or the use of non-IEEE float numbers will result in unpredictable results when non-IEEE floats are used as keys or in restrictions. ❗

**Note:** Check the Readme file for any operating system specific information on compiling and linking ESQ/Pascal programs.

## How Embedded SQL Programs are Linked

Embedded SQL programs require procedures from several VMS shared libraries in order to run properly. Once you have preprocessed and compiled an Embedded SQL program, you can link it. Assuming the object file for your program is called "dbentry," use the following link command:

```
$ link dbentry,-
 ii_system:[ingres.files]esql.opt/opt
```

## Link Precompiled Forms

The technique of declaring a pre-compiled form to the FRS is discussed in the *SQL Reference Guide* and in The SQL Communications Area (see page 787) in this chapter. To use such a form in your program, you must also follow the steps described here.

**To link a form**

1. In VIFRED, select a menu item to compile a form. VIFRED then creates a file in your directory describing the form in the VAX-11 MACRO language. Select a name for the file.
2. Once you have created the MACRO file, assemble it into linkable object code with the VMS command:

```
macro filename
```

3. The output of this command is a file with the extension ".obj". Link this object file with your program by listing it in the link command, as in the following example:

```
$ link formentry,-
 empform.obj,-
 ii_system:[ingres.files]esql.opt/opt
```

**How to Link Embedded SQL Programs without Shared Libraries**

While the use of shared libraries in linking Embedded SQL programs is recommended for optimal performance and ease-of-maintenance, non-shared versions of the libraries have been included in case you require them. Non-shared libraries required by Embedded SQL are listed in the esql.noshare options file. The options file must be included in your link command *after* all user modules. Libraries must be specified in the order given in the options file.

The following example demonstrates the link command of an Embedded SQL program called "dbentry" that has been preprocessed and compiled:

```
$ link dbentry,-
 ii_system:[ingres.files]esql.noshare/opt
```

**User-written Embedded SQL Routines in Shareable Images**

When you plan to place your code in a shareable image, note the following about the **psect** attributes of your global or external variables.

- As a default, some compilers mark global variables as shared (SHR: every user who runs a program linked to the shareable image sees the same variable) and others mark them as not shared (NOSHR: every user who runs a program linked to the shareable image gets their own private copy of the variable).
- Some compilers support modifiers you can place in your source code variable declaration statements to explicitly state which attributes to assign a variable.
- The attributes that a compiler assigns to a variable can be overridden at link time with the **psect\_attr** link option. This option overrides attributes of all variables in the **psect**.

Consult your compiler reference manual for further details.

## Include File Processing

The Embedded SQL **include** statement provides a means to include external files in your program's source code. The syntax of the statement is:

```
exec sql include filename;
```

where *filename* is a quoted string constant specifying a file name, or a logical name that points to the file name. If no extension is given to the filename (or to the file name pointed at by the logical name), the default Pascal input file extension ".sp" is assumed.

This statement is normally used to include variable declarations, although it is not restricted to such use. For more details on the **include** statement, see the *SQL Reference Guide*.

The included file is preprocessed and an output file with the same name but with the default output extension ".pas" is generated. You can override this default output extension with the **-o.ext** flag on the command line. The preprocessed output of the include statement is the Pascal **%include** directive. If you use the **-o** flag (without an extension), then the output file is not generated for the **include** statement. This is useful for program libraries that use VMS MMS dependencies.

For example, assume that no overriding output extension was explicitly given on the command line. The Embedded SQL statement:

```
exec sql include 'employee.dcl';
```

is preprocessed to the Pascal statement:

```
%include 'employee.pas'
```

and the file "employee.dcl" is translated into the Pascal file "employee.pas".

As another example, assume that a source file called "inputfile" contains the following **include** statement:

```
exec sql include 'mydecls';
```

You can define the name "mydecls" as a system logical name pointing to the file "dra1:[headers]myvars.sp" by means of the following command at the system level:

```
$ define mydecls dra1:[headers]myvars
```

Because the extension ".sp" is the default input extension for Embedded SQL **include** files, it need not be specified when defining a logical name for the file.

Assume now that "inputfile" is preprocessed with the command:

```
$ esqlp -o.inc inputfile
```

The command line specifies ".inc" as the output file extension for include files. As the file is preprocessed, the **include** statement shown earlier is translated into the Pascal statement:

```
%include 'dra1:[headers]myvars.inc'
```

and the Pascal file "dra1:[headers]myvars.inc" is generated as output for the original include file, "dra1:[headers]myvars.sp".

You can also specify include files with a relative path. For example, if you preprocess the file "dra1:[mysource]myfile.sp," the Embedded SQL statement:

```
exec sql include '[-.headers]myvars.sp';
```

is preprocessed to the Pascal statement:

```
%include '[-.headers]myvars.pas'
```

and the Pascal file "dra1:[headers]myvars.pas" is generated as output for the original include file, "dra1:[headers]myvars.sp."

## Source Code with Labels

Some Embedded SQL statements generate labels. If you include a file containing such statements, you must be careful to include the file only once in a given Pascal scope. Otherwise, you may find that the compiler later complains that the generated labels are multiply defined in that scope.

The statements that generate labels are the Embedded SQL block-type statements, which are:

```
select-loop
display
formdata
tabledata
unloadtable
submenu
```

You must also issue the **exec sql label** statement in the same scope as the label-generating statement.

## Coding Requirements for Embedded SQL Programs

The following sections discuss coding requirements for writing Embedded SQL statements.

### Comments Embedded in Pascal Output

Each Embedded SQL statement generates one comment and a few lines of Pascal code. You may find that the preprocessor translates 50 lines of Embedded SQL into 200 lines of Pascal. This can confuse the program developer who is trying to debug the original source code. To facilitate debugging, each group of Pascal statements associated with a particular statement is preceded by a comment corresponding to the original Embedded SQL source. (Note that only *executable* Embedded SQL statements are preceded by a comment.) Each comment is one line long and informs the reader of the file name, line number, and type of statement in the original source file.

One consequence of the generated comment is that you cannot comment out embedded statements by putting the opening comment delimiter on an earlier line. You have to put the delimiter on the same line, before the **exec** keyword, to cause the preprocessor to treat the complete statement as a Pascal comment.

### Embedded Statements Inside Pascal If Blocks

As mentioned above, the preprocessor may produce several Pascal statements for a single Embedded SQL statement. However, all the statements generated by the preprocessor are enclosed in Pascal **begin** and **end** delimiters, composing a Pascal block. Thus the statement:

```
if (not dba) then
 exec sql select passwd
 into :passwd
 from security
 where username = :userid;
```

will produce legal Pascal code, even though the SQL **select** statement produces more than one Pascal statement. However, two or more Embedded SQL statements will generate multiple Pascal blocks, so you must delimit them yourself, just as you would delimit two Pascal statements in a single **if** block. For example:

```
if (not dba) then
begin
 exec frs message 'Confirming your user id';
 exec sql select passwd
 into :passwd
 from security
 where username = :userid;
end;
```



Note that, because the preprocessor generates a Pascal block for every Embedded SQL statement, the Pascal compiler may generate the error "Internal Table Overflow" when a single procedure has a very large number of Embedded SQL statements and local variables. You can correct this problem by splitting the file or procedure into smaller components.

All Embedded SQL statements must be terminated by a semicolon. Therefore, because Pascal does not permit semicolons before the **else** clause of an **if** statement, you must surround any single Embedded SQL statement that precedes an **else** clause with a Pascal **begin-end** block. For example, the following **if** statement will cause a Pascal error:

```
if error then
 exec frs message 'Error occurred';
 {Semicolon required by Embedded SQL}
else
 exec frs message 'No error occurred';
```

By delimiting the **then** clause with **begin-end**, you eliminate the error:

```
if error then
begin
 exec frs message 'Error occurred';
 {Semicolon required by Embedded SQL}
end
{
 | ... but that's okay because
 | there's no semicolon here
}
else
 exec frs message 'No error occurred';
```

## Embedded SQL Statements That Do Not Generate Code

The following Embedded SQL declarative statements do not generate any Pascal code:

**declare cursor**  
**declare statement**  
**declare table**  
**whenever**

These statements must not contain labels. Also, they must not be coded as the only statements in Pascal constructs that do not allow *null* statements. For example, coding a **declare cursor** statement as the only statement in a Pascal **if** statement not bounded by **begin** and **end** would cause compiler errors:

```
if (using_database) then
 exec sql declare empcsr cursor for
 select ename from employee;
else
 writeln('You have not accessed the database');
```

The code generated by the preprocessor would be:

```
if (using_database) then
else
 writeln('You have not accessed the database');
```

This is an illegal use of the Pascal **else** clause.

## Embedded SQL/Pascal Preprocessor Errors

To correct most errors, you may wish to run the Embedded SQL preprocessor with the listing (**-l**) option on. The listing will be sufficient for locating the source and reason for the error.

For preprocessor error messages specific to Pascal, see Preprocessor Error Messages (see page 818) in this chapter.

## Preprocessor Error Messages

The following is a list of error messages specific to Pascal.

### E\_DC000A

**"Table 'employee' contains column(s) of unlimited length."**

#### **Explanation:**

Character strings(s) of zero length have been generated. This causes a compile-time error.

#### **Action:**

Modify the output file to specify an appropriate length.

### E\_E20001

**"PASCAL attribute conflict in declaration of size for '%0c'."**

#### **Explanation:**

The program has specified conflicting size attributes for this object. For example, the following declaration is erroneous because of the attempt to extend the attribute size of the type:

```
'smaller': typesmaller = [byte] 1..100;
varbigger : [word] smaller;
```

**E\_E20002**

**"PASCAL subrange conflict. Upper and lower bounds are not the same type or they are not an ordinal type."**

**Explanation:**

Both bounds of a subrange declaration must be of the same ordinal type (single character or integer). If the subrange bounds types are different or if they are not ordinal types, the preprocessor will use the type of the second bound and accept the usage of variables declared with this subrange type. This will cause an error in later PASCAL compilation.

**E\_E20003**

**"Mismatching statement at end of PASCAL subprogram. Check balanced subprogram headers and END pairs."**

**Explanation:**

You may have an exec sql end statement that is not balanced by a exec sql label statement. These subprogram delimiters provide scoping for PASCAL labels generated by the preprocessor.

**Action:**

If you had syntax errors on the exec sql label statement, then correct those errors and preprocess the file again.

**E\_E20005**

**"PASCAL character array '%0c' must be PACKED or VARYING."**

**Explanation:**

A string referenced in an embedded statement must be a PACKED ARRAY OF CHAR, a VARYING OF CHAR or a single CHAR. You have used a non-packed ARRAY OF CHAR as an embedded string variable.

**Action:**

Convert the variable declaration to either PACKED or VARYING, or subscript the array to reference only one element.

**E\_E20006**

**"Extraneous semicolon in PASCAL declaration ignored."**

**Explanation:**

Only one semicolon is allowed between components of a record declaration. The preprocessor ignores the extra semicolons.

**Action:**

Delete the extra semicolon in your source code.

**E\_E20007**

**"PASCAL dimension of '%0c' is %1c, but subscripted %2c times."**

**Explanation:**

You have not referenced the specified variable with the same number of subscripts as the number of dimensions with which the variable was declared. This error indicates that you have failed to subscript an array, or you have subscripted a non-array. The preprocessor does not parse declaration dimensions or subscript expressions.

**E\_E20008**

**"Incorrect indirection of PASCAL variable '%0c'. Variable is declared with indirection of %1c, but dereferenced (^) %2c time(s)."**

**Explanation:**

This error occurs when the address or value of a variable is incorrectly expressed because of faulty indirection. For example, the name of an integer pointer has been given instead of the variable at which the pointer was pointing.

**Action:**

Either redeclare the variable with the intended indirection (and check any implicit indirection in the type), or change its use in the current statement.

**E\_E20009**

**"PASCAL Pass 2 failure on INCLUDE file. The maximum INCLUDE nesting exceeded %0c."**

**Explanation:**

The PASCAL preprocessor must take a second pass in order to declare implicitly generated labels. If the source file referenced embedded INCLUDE files, then the second pass needs to generate labels into those files. Consequently there is a maximum nesting limit of INCLUDE files.

**Action:**

Try reorganizing your files to create a flatter source file structure.

**E\_E2000B**

**"PASCAL Pass 2 open file failure. Cannot pass information from file '%0c' to '%1c'."**

**Explanation:**

The PASCAL preprocessor must take a second pass in order to declare implicitly generated labels. Because there is a temporary file involved, and this file has a fixed name, you should avoid running the preprocessor more than once in the same directory. This error may also occur if the intermediate file disappeared, the system protections of the current directory are too restrictive or have changed, or if the original input file was moved between the first and second pass of the preprocessor.

**E\_E2000C**

**"PASCAL Pass 2 file inconsistency. Mismatching number of label markers in '%0c'."**

**Explanation:**

**The PASCAL preprocessor must take a second pass in order to** declare implicitly generated labels. There was a difference between the number of label declaration sections the preprocessor expected to generate and the number of markers found in the intermediate file. This may be caused by an embedded INCLUDE statement that requires its own scope for label generation.

**Action:**

If there are nested INCLUDE statements whose files require labels, try to flatten them out into larger source files.

#### E\_E2000D

**"Missing PASCAL keyword '%0c' in declaration."**

**Explanation:**

You did not use the specified keyword, or you did not make the word known to the preprocessor. If there are no other errors the preprocessor will generate correct PASCAL code.

#### E\_E2000F

**"Can not use indirection (^) on an undeclared PASCAL variable '%0c'."**

**Explanation:**

You have used pointer indirection on a name that was not declared as a PASCAL variable to the preprocessor.

**Action:**

If this really is a variable, make its declaration known to the preprocessor.

#### E\_E20010

**"Can not subscript ([]) an undeclared PASCAL variable '%0c'."**

**Explanation:**

You have used array subscription on a name that was not declared as a PASCAL variable to the preprocessor.

**Action:**

If this really is a variable, make its declaration known to the preprocessor.

#### E\_E20011

**"Can not subscript VARYING PASCAL variable '%0c'."**

**Explanation:**

Elements of a varying-length character string array cannot be passed to the runtime system.

**Action:**

If you need to pass a single element, then declare the array as a plain array (not PACKED nor VARYING).

**E\_E20012**

**"Scalar PASCAL type required for conformant schema bounds type."**

**Explanation:**

PASCAL requires that bounds expressions of conformant arrays be of a scalar type.

**Action:**

Choose a scalar type, such as a single character or an integer.

**E\_E20013**

**"PASCAL object '%0c' is not a variable."**

**Explanation:**

You have used the specified name as an embedded variable, but you have not declared it to the preprocessor. This may also be a scope problem.

**Action:**

Make sure you have typed the name correctly, declared the variable to the preprocessor and have used it in its scope.

**E\_E20014**

**"Too many comma separated names in declaration. Maximum number of names is %0c."**

**Explanation:**

The declaration of a comma-separated list of names in a declaration is too long. For example: `vara, b, ..... N : Integer;`

**Action:**

Try breaking up the declaration into groups.

**E\_E20018**

**"Last PASCAL record member referenced in '%0c' is unknown."**

**Explanation:**

The last record member referenced is not a member of the current record.

**Action:**

Make sure you have spelled the member name correctly, and that it is a member of the specified record.

**E\_E20019**

**"Unclosed PASCAL block. There are %0c unbalanced subprogram headers."**

**Explanation:**

The end of the file was reached with some program blocks left open.

**Action:**

Make sure you have an END statement for each subprogram header or embedded LABEL statement.

**E\_E2001A**

**"PASCAL %0c '%1c' is not yet defined. An INTEGER is assumed."**

**Explanation:**

The specified TYPE or CONST name has not yet been declared.

**Action:**

Make sure that all types and constants are defined before use. Forward type declarations (such as pointers to undefined types) are an exception.

**E\_E2001B**

**"Underflow of comma separated name list in declaration."**

**Explanation:**

The stack used to store comma-separated names in declarations has been corrupted.

**Action:**

Try rearranging the list of names in the declaration.

**E\_E2001C**

**"PASCAL variable '%0c' is of unsupported type SET or QUADRUPLE."**

**Explanation:**

You may declare variables of type SET And QUADRUPLE, but you may not use them in embedded statements. The declarations are only allowed so that you can declare records with components of those types.

**Action:**

If those variables need to interact with Ingres, then declare the SET variable as an ARRAY OF BOOLEAN, and the QUADRUPLE variable as a DOUBLE.



**E\_E20022**

**"PASCAL variable '%0c' is a record, not a scalar value."**

**Explanation:**

The named variable refers to a record. It was used where a variable must be used to retrieve data from Ingres. This error may also cause a syntax error on any subsequent record components that are referenced.

**E\_E20023**

**"No embedded LABEL statement for current scope but labels have been generated."**

**Explanation:**

The PASCAL preprocessor must take a second pass in order to declare implicitly generated labels. If labels were implicitly generated then the preprocessor needs to know where to declare them on the second pass.

**Action:**

Be sure to issue the embedded LABEL statement (and corresponding END statement) in each subprogram that issues an embedded block-structured statement. If you did not issue the EXEC SQL LABEL statement, the generated labels will be marked as undeclared by the PASCAL compiler.

## Sample Applications

This section contains sample applications.

## The Department-Employee Master/Detail Application

This application uses two database tables joined on a specific column. This typical example of a department and its employees demonstrates how to process two tables as a master and a detail.

The program scans through all the departments in a database table, in order to reduce expenses. Based on certain criteria, the program updates department and employee records. The conditions for updating the data are the following:

### Departments:

- If a department has made less than \$50,000 in sales, the department is dissolved.

### Employees:

- If an employee was hired since the start of 1985, the employee is terminated.
- If the employee's yearly salary is more than the minimum company wage of \$14,000 and the employee is not nearing retirement (over 58 years of age), the employee takes a 5% pay cut.
- If the employee's department is dissolved and the employee is not terminated, the employee is moved into a state of limbo to be resolved by a supervisor.

This program uses two cursors in a master-detail fashion. The first cursor is for the Department table, and the second cursor is for the Employee table. Both tables are described in **declare table** statements at the start of the program. The cursors retrieve all the information in the tables, some of which is updated. The cursor for the Employee table also retrieves an integer date interval whose value is positive if the employee was hired after January 1, 1985.

Each row that is scanned, from both the Department table and the Employee table, is recorded in an output file. This file serves both as a log of the session and as a simplified report of the updates that were made.

Each section of code is commented for the purpose of the application and also to clarify some of the uses of the Embedded SQL statements. The program illustrates table creation, multi-statement transactions, all cursor statements, direct updates and error handling.

**Sample Application**

```

program Departments(input, output);
exec sql include sqlca;

{The department table}
exec sql declare dept table
 (name char(12) not null, {Department name}
 totsales money not null, {Total sales}
 employees smallint not null); {Number of employees}

{The employee table}
exec sql declare employee table
 (name char(20) not null, {Employee name}
 age integer1 not null, {Employee age}
 idno integer1 not null, {Unique employee id}
 hired date not null, {Date of hire}
 dept char(12) not null, {Department of work}
 salary money not null); {Yearly salary}

{"State-of-Limbo" for employees who lose their department}
exec sql declare toberesolved table
 (name char(20) not null, {Employee name}
 age integer1 not null, {Employee age}
 idno integer1 not null, {Unique employee id}
 hired date not null, {Date of hire}
 dept char(12) not null, {Department of work}
 salary money not null); {Yearly salary}

label
 exit_program;
exec sql begin declare section;
type
 String12 = varying[12] of Char;
 String20 = varying[20] of Char;
 String25 = varying[25] of Char;
 String200 = varying[200] of Char;
 Short_Short_Integer = [byte] -128 .. 127;
 Short_Integer = [word] -32768 .. 32767;
exec sql end declare section;

{
| Procedure: Process_Expenses (MAIN)
| Purpose: Main body of the application. Initialize the database,
| process each department, and terminate the session.
| Parameters:
| None
}

```

```
procedure Process_Expenses;
type
 File_type = Text;
var
 log_file: File_type; {Log file to which to write.}

{
| Procedure: Init_Db
| Purpose: Initialize the database.
| Connect to the database and abort on error.
| Before processing departments and employees,
| create the table for employees who
| lose their department, "toberesolved".
| Parameters: None
}

procedure Init_Db;
begin
 exec sql whenever sqlerror stop;
 exec sql connect personnel;

 {Create the table.}
 writeln(log_file,
 'Creating ''To_Be_Resolved'' table. ');
 exec sql create table toberesolved
 (name char(20) not null,
 age integer1 not null,
 idno integer not null,
 hired date not null,
 dept char(12) not null,
 salary money not null);

end; {Init_Db}

{
| Procedure: End_Db
| Purpose: Commit the multi-statement transaction and
| end access to the database.
| Parameters: None
}

procedure End_Db;
begin
 exec sql commit;
 exec sql disconnect;
end; {End_Db}

{
| Procedure: Close_Down
| Purpose: Error handler called any time after Init_Db has been
| successfully completed. In all cases, print the
| cause of the error and abort the transaction,
| backing out changes. Note that disconnecting
| from the database will implicitly close any
| open cursors.
| Parameters: None.
}
```

```

procedure Close_Down;
 exec sql begin declare section;
 var
 errbuf: String200;
 exec sql end declare section;
begin
 {Turn off error handling here}
 exec sql whenever sqlerror continue;

 exec sql inquire_sql (:errbuf = ERRORTXT);
 writeln('Closing Down because of database error.');
 writeln(errbuf);

 exec sql rollback;
 exec sql disconnect;

 goto exit_program; {no return}
end; {Close_Down}

{
| Procedure: Process_Employees
| Purpose: Scan through all the employees for a
| particular department. Based on given
| conditions, the employee may be terminated or
| take a salary reduction.
| 1. If an employee was hired since 1985,
| the employee is terminated.
| 2. If the employee's yearly salary is more
| than the minimum company wage of $14,000
| and the employee is not close to retirement
| (over 58 years of age), the employee
| takes a 5% salary reduction.
| 3. If the employee's department is dissolved
| and the employee is not terminated,
| the employee is moved into the
| "toberesolved" table.
| Parameters:
| dept_name - Name of current department.
| deleted_dept - Is department dissolved?
| emps_term - Set locally to record how many
| employees were terminated
| for the current department.
|
}

procedure Process_Employees
 (dept_name: Varying[ub] of Char;
 deleted_dept: Boolean;
 var emps_term: Integer);

 label
 Close_Emp_Csr;
 exec sql begin declare section;
 const
 salary_reduc = 0.95;
 type
 {Emp_Rec corresponds to the "employee" table}
 Emp_Rec = record
 name: String20;

```

```
 age: Short_Short_Integer;
 idno: Integer;
 hired: String25;
 salary: Real;
 hired_since_85: Integer;
 end;
var
 ereco: Emp_Rec;
 dname: String12;
exec sql end declare section;

const
 min_emp_salary = 14000.00;
 nearly_retired = 58;
var
 title: String12; {Formatting values}
 descript: String25;

{
| Note the use of the INGRES function to find out
| who has been hired since 1985
}
exec sql declare empcsr cursor for
 select name, age, idno, hired, salary,
 int4(interval('days',
 hired-date('01-jan-1985'))))
 from employee
 where dept = :dname
 for direct update of name, salary;

begin {Process_Employees}
 dname := dept_name;

 {
 | All errors from this point on close down
 | the application
 }
 exec sql whenever sqlerror call Close_Down;
 exec sql whenever not found goto Close_Emp_Csr;

 exec sql open empcsr;

 emps_term := 0; {Record how many}
 while (sqlca.sqlcode = 0) do
 begin
 exec sql fetch empcsr into :ereco;

 if (ereco.hired_since_85 > 0) then
 begin
 exec sql delete from employee
 where current of empcsr;
 title := 'Terminated: ';
 descript := 'Reason: Hired since 1985.';
 emps_term := emps_term + 1;
 end else if (ereco.salary > min_emp_salary) then
 begin {Will reduce salary if not nearly retired}
 if (ereco.age < nearly_retired) then
 begin
 exec sql update employee
```

```

 set salary =
 salary * :salary_reduc
 where current of empcsr;
 title := 'Reduction: ';
 descript := 'Reason: Salary. ';
 end else
 begin
 {Do not reduce salary}
 title := 'No Changes: ';
 descript := 'Reason: Retiring. ';
 end;
end else {Else leave employee as is}
begin
 title := 'No Changes: ';
 descript := 'Reason: Salary. ';
end;

{Was employee's department dissolved?}
if (deleted_dept) then
begin
 exec sql insert into toberesolved
 select *
 from employee
 where idno = :erec.idno;

 exec sql delete from employee
 where current OF empcsr;
end;

{Log the employee's information}
write(log_file, ' ', title, ' ');
write(log_file, erec.idno:6);
write(log_file, ' ', erec.name, ' ');
write(log_file, erec.age:3);
write(log_file, ' ');
write(log_file, erec.salary:8:2);
writeln(log_file, ' ; ', descript);
end;

Close_Emp_Csr:
 exec sql whenever not found continue;
 exec sql close empcsr;
end;

{
| Procedure: Process_Depts
| Purpose: Scan through all the departments, processing each one.
| If the department has made less than $50,000 in sales,
| then the department is dissolved.
| For each department, process all the employees
| (they may even be moved to another database table).
| If an employee was terminated, then update the department's
| employee counter.
| Parameters: None
}

procedure Process_Depts;
 exec sql begin declare section;

```

```
type
{Dept_Rec corresponds to the "dept" table}
Dept_Rec = record
 name: String12;
 totalsales: Double;
 employees: Short_Integer;
end;
var
 dept: Dept_Rec;
 emps_term: Integer; {Employees terminated}
exec sql end declare section;

label
 Close_Dept_Csr;
const
 min_tot_sales = 50000.00;
var
 deleted_dept: Boolean; {Was the dept deleted?}
 dept_format: String20; {Formatting value}
exec sql declare deptcsr cursor for
 select name, totalsales, employees
 from dept
 for direct update of name, employees;
begin {Process_Depts}
 emps_term := 0;

 {All errors from this point on close down the application}
 exec sql whenever sqlerror call Close_Down;
 exec sql whenever not found goto Close_Dept_Csr;

 exec sql open deptcsr;

 while (sqlca.sqlcode = 0) do
 begin
 exec sql fetch deptcsr into :dept;

 {Did the department reach minimum sales?}
 if (dept.totalsales \ min_tot_sales) then
 begin
 exec sql delete from dept
 where current of deptcsr;
 deleted_dept := TRUE;
 dept_format := ' -- DISSOLVED --';
 end else
 begin
 deleted_dept := FALSE;
 dept_format := ' ';
 end;

 {Log what we have just done}
 write(log_file,
 'Department: ', dept.name, ', Total Sales: ');
 write(log_file, dept.totalsales:12:3);
 writeln(log_file, dept_format);

 {Now process each employee in the department}
 Process_Employees(dept.name,
 deleted_dept, emps_term);
```



```

 {If employees were terminated, record this fact}
 if ((emps_term > 0) and (not deleted_dept)) then
 begin
 exec sql update dept
 set employees = :dept.employees - :emps_term
 where current of deptcsr;
 end;
 end;

Close_Dept_Csr:
 exec sql whenever not found continue;
 exec sql close deptcsr;
end; {Process_Depts}

begin {Process_Expenses}
 writeln('Entering application to process expenses. ');
 open(file_variable := log_file, file_name := 'expenses.log');
 rewrite(log_file);
 Init_Db;
 Process_Depts;
 End_Db;
 close(log_file);
 writeln('Completion of application. ');
end; {Process_Expenses}

begin {MAIN program}
 Process_Expenses;
exit_program:;
end. {MAIN}

```

## The Table Editor Table Field Application

This application edits the Person table in the Personnel database. It is a forms application that allows the user to update a person's values, remove the person, or add new persons. Various table field utilities are provided with the application to demonstrate how they work.

The objects used in this application are:

| Object    | Description                                                                                                                                          |
|-----------|------------------------------------------------------------------------------------------------------------------------------------------------------|
| personnel | The program's database environment.                                                                                                                  |
| person    | A table in the database, with three columns:<br>name( <b>char(20)</b> )<br>age ( <b>smallint</b> )<br>number ( <b>integer</b> )<br>Number is unique. |
| personfrm | The VIFRED form with a single table field.                                                                                                           |
| persontbl | A table field in the form, with two columns:                                                                                                         |

| Object    | Description                                                                                                                                              |
|-----------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
|           | name ( <b>char(20)</b> )<br>age ( <b>integer</b> )<br><br>When initialized, the table field includes the hidden column:<br><br>number ( <b>integer</b> ) |
| personrec | A local structure, whose members correspond in name and type to columns in the Person table and the persontbl table field.                               |

When the application starts, a database cursor is opened to load the table field with data from the Person table. After the table field has been loaded, the user can browse and edit the displayed values. Entries can be added, updated, or deleted. When finished, the values are unloaded from the table field, and the user's updates are transferred back into the Person table.

### Sample Application

```
program Table_Edit(input, output);
exec sql include sqlca;

exec sql declare person table
(name char(20), {Person name}
 age smallint, {Age}
 number integer); {Unique id number}

exec frs label exit_label;
exec sql begin declare section;
const
 not_found = 100; {SQLCA value for no rows}
type
 String1 = packed array [1..1] of Char;
 String13 = packed array [1..13] of Char;
 String20 = packed array [1..20] of Char;
 String100 = packed array [1..100] of Char;
 Short_Integer = [word] -32768 .. 32767;

 {Table field row states}
 Row_States = (
 row_undef, {Empty or undefined row}
 row_new, {Appended by user}
 row_unchange, {Loaded by program, not updated}
 row_change, {Loaded by program and updated}
 row_delete {Deleted by program}
);
```

```

var
 {Person information corresponds to "person" table}
 pname: String20; {Full name}
 page: Short_Integer; {Age}
 pnumber: Integer; {Unique person number}
 pmaxid: Integer; {Maximum person id number}
 {Table field entry information}
 state: Row_States; {State of data set row}
 recnum,
 {Utility buffers}
 search: String20; {Name to find in search loop}
 password: String13; {Password buffer}
 msgbuf: String100; {Message buffer}
 respbuf: String1; {Response buffer}
exec sql end declare section;

var
 {Error handling variables for database updates}
 update_error: Boolean; {Error in updates?}
 update_commit: Boolean; {Commit updates}

{
| Load the information from the "person" table into the person variables.
| Also save away the maximum person ID number.
}

function Load_Table : Integer;
label
 Load_End;

exec sql begin declare section;
var
 {Person information}
 pname: String20; {Full name}
 page: Short_Integer; {Age}
 pnumber: Integer; {Unique person number}
 maxid: Integer; {Maximum person id number}
exec sql end declare section;

exec sql declare loadtab cursor for
 select name, age, number
 from person;

{Set up error handling for loading procedure}
exec sql whenever sqlerror goto Load_End;
exec sql whenever not found goto Load_End;

begin
 {Load_Table}
 exec frs message 'Loading Person Information . . .';

 {Fetch the maximum person id number for later use}
 exec sql select max(number)
 into :maxid
 from person;

 exec sql open loadtab;

```

```
while (sqlca.sqlcode = 0) do
begin
 {Fetch data into record and load table field}
 exec sql fetch loadtab into :pname, :page, :pnumber;

 exec frs loadtable personfrm persontbl
 (name = :pname, age = :page, number = :pnumber);
end;

Load_End:
exec sql whenever sqlerror continue;
exec sql close loadtab;

Load_Table := maxid;
end; {Load_Table}

begin
 {Table_Edit}
 {Set up error handling for main program}
 exec sql whenever sqlwarning continue;
 exec sql whenever not found continue;
 exec sql whenever sqlerror stop;

 {Start up INGRES and the INGRES/FORMS system}
 exec sql connect 'personnel';

 exec frs forms;

 update_error := FALSE;
 update_commit := TRUE;

 {Verify that the user can edit the "person" table}
 exec frs prompt noecho
 ('Password for table editor: ', :password);
 if (password <> 'MASTER_OF_ALL') then
 begin
 exec frs message 'No permission for task. Exiting . . .';
 exec frs endforms;
 exec sql disconnect;
 goto exit_label;
 end;
 exec frs message 'Initializing Person Form . . .';
 exec frs forminit personfrm;

 {
 | Initialize "persontbl" table field with a data set
 | in FILL mode so that the runtime user can append rows.
 | To keep track of events occurring to original rows that
 | will be loaded into the table field, hide the unique
 | person number.
 }
 exec frs inittable personfrm persontbl fill (number = integer);
```

```
pmaxid := Load_Table;

{Display the form and allow runtime editing}
exec frs display personfrm update;
exec frs initialize;
exec frs begin;
 {
 | Provide menu items, as well as system FRS keys,
 | to scroll to both extremes of the table field.
 }
 exec frs scroll personfrm persontbl to 1;
exec frs end;

exec frs activate menuitem 'Top';
exec frs begin;
 exec frs scroll personfrm persontbl TO 1; {Backward}
exec frs end;

exec frs activate menuitem 'Bottom';
exec frs begin;
 exec frs scroll personfrm persontbl to end; {Forward}
exec frs end;

exec frs activate menuitem 'Remove';
exec frs begin;
 {
 | Remove the person in the row the user's cursor
 | is on. If there are no persons, exit operation
 | with message. Note that this check cannot
 | really happen, as there is always at least one
 | UNDEFINED row in FILL mode.
 }

 exec frs inquire_frs table personfrm
 (:lastrow = lastrow(persontbl));
 if (lastrow = 0) then
 begin
 exec frs message 'Nobody to Remove';
 exec frs sleep 2;
 exec frs resume field persontbl;
 end;

 exec frs deleterow personfrm persontbl; {Recorded for later}
exec frs end;

exec frs activate menuitem 'Find';
exec frs begin;
 {
 | Scroll user to the requested table field entry.
 | Prompt the user for a name, and if one is typed
 | in, loop through the data set searching for it.
 }

 search := ' ';
 exec frs prompt ('Person's name : ', :search);
 if (search[1] = ' ') then
 exec frs resume field persontbl;
```

```
exec frs unloadtable personfrm persontbl
(:pname = name, :recnum = _record, :state = _state);
exec frs begin;
{Do not compare with deleted rows}
if ((state <> row_delete) and (pname = search)) then
begin
 exec frs scroll personfrm persontbl to :recnum;
 exec frs resume field persontbl;
end;
exec frs end;
{Fell out of loop without finding name. Issue error.}
msgbuf := 'Person ' + search +
'' not found in table [HIT RETURN] ';
exec frs prompt noecho (:msgbuf, :respbuf);
exec frs end;

exec frs activate menuitem 'Exit';
exec frs begin;
 exec frs validate field persontbl;
 exec frs breakdisplay;
exec frs end;
exec frs finalize;
```

```

{
| Exit person table editor and unload the table field.
| If any updates, deletions or additions were made,
| duplicate these changes in the source table.
| If the user added new people, assign a unique person ID
| to each person before adding the person to the table.
| To do this, increment the previously-saved maximum ID number
| with each insert.
}

{Do all the updates in a transaction}
exec sql savepoint savept;

update_commit := TRUE;

{
| Hard code the error handling in the UNLOADTABLE loop,
| as we want to cleanly exit the loop.
}
exec sql whenever sqlerror continue;

exec frs message 'Exiting Person Application . . .';

exec frs unloadtable personfrm persontbl
(:pname = name, :page = age,
 :pnumber = number, :state = _state);
exec frs begin;
 case state of
 row_new:
 begin
 {Filled by user. Insert with new unique id.}
 pmaxid := pmaxid + 1;
 exec sql insert into person (name, age, number)
 values (:pname, :page, :pmaxid);
 end;

 row_change:
 begin
 {Updated by user. Reflect in table.}
 exec sql update person set
 name = :pname, age = :page
 where number = :pnumber;
 end;

 row_delete:
 {
 | Deleted by user, so delete from table. Note that
 | only original rows, not rows appended at runtime,
 | are saved by the program.
 }
 exec sql delete from person
 where number = :pnumber;

 otherwise
 {
 | Else UNDEFINED or UNCHANGED --
 | No updates required.
 }
 end case;
end;

```

```
 ;
 end; {case}
 {
 | Handle error conditions -
 | If an error occurred, abort the transaction.
 | If no rows were updated, inform user and
 | prompt for continuation.
 }

if (sqlca.sqlcode < 0) then {Error}
begin
 exec sql inquire_sql (:msgbuf = errortext);
 exec sql rollback to savept;
 update_error := true;
 update_commit := false;
 exec frs endloop;
end else if (sqlca.sqlcode = NOT_FOUND) then
begin
 msgbuf := 'Person " + pname +
 " not updated. Abort all updates? ';
 exec frs prompt noecho (:msgbuf, :respbuf);
 if ((respbuf = 'Y') or (respbuf = 'y')) then
 begin
 update_commit := false;
 exec sql rollback to savept;
 exec frs endloop;
 end;
end;
exec frs end;

if (update_commit) then
 exec sql commit; {Commit the updates}
exec frs endforms; {Terminate the FORMS and INGRES}
exec sql disconnect;

if (update_error) then
begin
 writeln('Your updates were aborted because of error:');
 writeln(msgbuf);
end;
exit_label;;
exec frs end. {Table_Edit}
```



## The Professor-Student Mixed Form Application

This application lets the user browse and update information about graduate students who report to a specific professor. The program is structured in a master/detail fashion, with the professor being the master entry, and the students the detail entries. The application uses two forms—one to contain general professor information and another for detailed student information.

The objects used in this application are:

| Object     | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| personnel  | The program's database environment.                                                                                                                                                                                                                                                                                                                                                                                                                             |
| professor  | <p>A database table with two columns:</p> <p>    pname (<b>char(25)</b>)</p> <p>    pdept (<b>char(10)</b>)</p> <p>See its <b>declare table</b> statement in the program for a full description.</p>                                                                                                                                                                                                                                                            |
| student    | <p>A database table with seven columns:</p> <p>    sname (<b>char(25)</b>)</p> <p>    sage (<b>integer1</b>)</p> <p>    sdate (<b>char(25)</b>)</p> <p>    sgpa (<b>float4</b>)</p> <p>    sidno (<b>integer</b>)</p> <p>    scomment (<b>varchar(200)</b>)</p> <p>    sadvisor (<b>char(25)</b>)</p> <p>See its <b>declare table</b> statement for a full description. The sadvisor column is the join field with the pname column in the Professor table.</p> |
| masterfrm  | The main form has fields pname and pdept, which correspond to the information in the Professor table, and table field studenttbl. The pdept field is display-only.                                                                                                                                                                                                                                                                                              |
| studenttbl | A table field in "masterfrm" with two columns, "sname" and "sage." When initialized, it also has five hidden columns corresponding to information in the Student table.                                                                                                                                                                                                                                                                                         |
| studentfrm | The detail form, with seven fields, which correspond to information in the Student table. Only the fields sgpa, scomment, and sadvisor are updatable. All other fields are display-only.                                                                                                                                                                                                                                                                        |
| grad       | A global structure, whose fields correspond in name and type to the columns of the Student database table, the studentfrm form and the studenttbl table field.                                                                                                                                                                                                                                                                                                  |

The program uses the "masterfrm" as the general-level master entry, in which data can only be retrieved and browsed, and the "studentfrm" as the detailed screen, in which specific student information can be updated.

The runtime user enters a name in the pname field and then selects the **Students** menu operation. The operation fills the table field "studenttbl" with detailed information of the students reporting to the named professor. This is done by the database cursor "studentcsr" in the procedure "Load\_Students." The program assumes that each professor is associated with exactly one department.

The user can then browse the table field (in **read** mode), which displays only the names and ages of the students. More information about a specific student can be requested by selecting the **Zoom** menu operation. This operation displays the form "studentfrm" (in **update** mode). The fields of "studentfrm" are filled with values stored in the hidden columns of "studenttbl." The user can make changes to three fields ("sgpa," "scomment," and "sadvisor"). If validated, these changes will be written back to the database table (based on the unique student id), and to the table field's data set. This process can be repeated for different professor names.

### Sample Application

```
{
| Procedure: Prof_Student
| Purpose: Main body of "Professor Student" Master-Detail application.
}
```

```
program Prof_Student(input, output);
```

```
exec sql include sqlca;
```

```
exec sql declare student table {Graduate student table}
(sname char(25), {Name}
 sage integer1, {Age}
 sbdate char(25), {Birth date}
 sgpa float4, {Grade point average}
 sidno integer, {Unique student number}
 scomment varchar(200), {General comments}
 sadvisor char(25)); {Advisor's name}
```

```
exec sql declare professor table {Professor table}
(pname char(25), {Professor's name}
 pdept char(10)); {Department}
```

```
exec sql begin declare section;
```

```
type
```

```
Short_Short_Integer = [byte] -128..127;
```

```
String1 = packed array[1..1] of Char;
```

```
String10 = packed array[1..10] of Char;
```

```
String25 = packed array[1..25] of Char;
```

```
String100 = packed array[1..100] of Char;
```

```
String200 = packed array[1..200] of Char;
```

```

{Graduate student record maps to "student" database table }
Student_Rec = record
 sname: String25;
 sage: Short_Short_Integer;
 sbdate: String25;
 sgpa: Real;
 sidno: Integer;
 scomment: String200;
 sadvisor: String25;
end;
var
 grad: Student_Rec;
 {Master and student compiled forms (imported objects)}
 masterfrm, studentfrm: [external] Integer;
exec sql end declare section;

{
| Procedure: Load_Students
| Purpose: Given an advisor name, load into the "studenttbl"
| table field all the graduate students who report
| to the professor with that name.
| Columns "sname" and "sage" will be displayed, and
| all other columns will be hidden.
| Parameters: advisor - User specified professor name.
| Uses the global student record "grad".
|
}

procedure Load_Students(var adv : String25);
 label
 Load_End;
 exec sql begin declare section;
 var
 advisor : String25;
 exec sql end declare section;

 exec sql declare studentcsr cursor for
 select sname, sage, sbdate, sgpa,
 sidno, scomment, sadvisor
 from student
 where sadvisor = :advisor;

begin
 {Load_Students}
 advisor := adv;

 {
 | Clear previous contents of table field. Load the table
 | field from the database table based on the advisor name.
 | Columns "sname" and "sage" will be displayed, and all
 | others will be hidden.
 |
 }

 exec frs message 'Retrieving Student Information . . .';
 exec frs clear field studenttbl;
 exec frs redisplay; {Refresh for query}
 exec sql whenever sqlerror goto Load_End;
 exec sql whenever not found goto Load_End;

```

```
exec sql open studentcsr;

{
| Before we start the loop, we know that the OPEN
| was successful and that NOT FOUND was not set.
|
}
while (sqlca.sqlcode = 0) do
begin
 exec sql fetch studentcsr into :grad;

 exec frs loadtable masterfrm studenttbl
 (sname = :grad.sname,
 sage = :grad.sage,
 sbdate = :grad.sbdate,
 sgpa = :grad.sgpa,
 sidno = :grad.sidno,
 scomment = :grad.scomment,
 sadvisor = :grad.sadvisor);
end;

Load_End: {Clean up on an error, and close cursors}
 exec sql whenever not found continue;
 exec sql whenever sqlerror continue;
 exec sql close studentcsr;
end; {Load_Students}

{
| Function: Student_Info_Changed
| Purpose: Allow the user to zoom into the details of a
| selected student. Some of the data can be
| updated by the user. If any updates were made,
| then reflect these back into the database table.
| The procedure returns TRUE if any changes were made.
| Parameters: None
| Returns: TRUE/FALSE - Changes were made to the database.
| Sets the global "grad" record with the new data.
|
}

function Student_Info_Changed : Boolean;
exec frs label;
exec sql begin declare section;
var
 changed: Integer; {Changes made to the form?}
 valid_advisor: Integer; {Is the advisor name valid?}
exec sql end declare section;
```

```

begin
 {Student_Info_Changed}
 {Local error handler just prints error and continues}
 exec sql whenever sqlerror call sqlprint;
 exec sql whenever not found continue;

 {Display the detailed student information}
 exec frs display studentfrm fill;
 exec frs initialize
 (sname = :grad.sname,
 sage = :grad.sage,
 sbdate = :grad.sbdate,
 sgpa = :grad.sgpa,
 sidno = :grad.sidno,
 scomment = :grad.scomment,
 sadvisor = :grad.sadvisor);

 exec frs activate menuitem 'Write';
 exec frs begin;

 {
 | If changes were made, then update the
 | database table. Only bother with the
 | fields that are not read-only.
 }
 exec frs inquire_frs form (:changed = change);

 if (changed = 1) then
 begin
 exec frs validate;
 exec frs message
 'Writing changes to database. . .';

 exec frs getform
 (:grad.sgpa = sgpa,
 :grad.scomment = scomment,
 :grad.sadvisor = sadvisor);

 {Enforce integrity of professor name}
 valid_advisor := 0;
 exec sql select 1 into :valid_advisor
 from professor
 where pname = :grad.sadvisor;

 if (valid_advisor = 0) then
 begin
 exec frs message
 'Not a valid advisor name';
 exec frs sleep 2;
 exec frs resume field sadvisor;
 end else
 begin
 exec sql update student set
 sgpa = :grad.sgpa,
 scomment = :grad.scomment,
 sadvisor = :grad.sadvisor
 where sidno = :grad.sidno;
 end;
 end;
end;

```

```
 exec frs breakdisplay;
exec frs end; {"Write"}
exec frs activate menuitem 'Quit';
exec frs begin;
 {Quit without submitting changes }
 changed := 0;
 exec frs breakdisplay;
exec frs end; {"Quit"}
exec frs finalize;

Student_Info_Changed := (changed = 1);
exec frs end; {Student_Info_Changed}

{
| Procedure: Master
| Purpose: Drive the application, by running "masterfrm" and
| allowing the user to "zoom" into a selected student.
| Parameters: None - Uses the global student "grad" record.
}

procedure Master;
 exec frs label;
 exec sql begin declare section;
 type
 {Professor record maps to "professor" database table }
 Prof_Rec = record
 pname: String25;
 pdept: String10;
 end;
 var
 prof: Prof_Rec;

 {Useful forms runtime information }
 lastrow, {Lastrow in table field }
 istable: Integer; {Is a table field? }
 {Utility buffers }
 msgbuf: String100; {Message buffer }
 respbuf: String1; {Response buffer }
 old_advisor: String25; {Old advisor before ZOOM}
 exec sql end declare section;

begin
 {Master}
 {
 | Initialize "studenttbl" with a data set in READ mode.
 | Declare hidden columns for all the extra fields that
 | the program will display when more information is
 | requested about a student. Columns "sname" and "sage"
 | are displayed. All other columns are hidden, to be
 | used in the student information form.
 }
 exec frs inittable masterfrm studenttbl read
 (sbdate = char(25),
 sgpa = float4,
 sidno = integer,
 scomment = char(200),
 sadvisor = char(20));

 {
 | Drive the application by running "masterfrm" and
```

```

| allowing the user to "zoom" into a selected student.
}
exec frs display masterfrm update;

exec frs initialize;
exec frs begin;
 exec frs message 'Enter an Advisor name . . .';
 exec frs sleep 2;
exec frs end;

exec frs activate menuitem 'Students', field 'pname';
exec frs begin;
 {Load the students of the specified professor }
 exec frs getform (:prof.pname = pname);

 {If no professor name is given, resume }
 if (prof.pname[1] = ' ') then
 exec frs resume field pname;

 {
 | Verify that the professor exists. If not print
 | print a message, and continue. Assume that
 | each professor has exactly one department.
 }
 exec sql whenever sqlerror call sqlprint;
 exec sql whenever not found continue;

 prof.pdept := ' ';
 exec sql select pdept
 into :prof.pdept
 from professor
 where pname = :prof.pname;

 {If no professor, report error}
 if (prof.pdept[1] = ' ') then
 begin
 msgbuf := 'No professor with name ''' +
 prof.pname + ''' [return]';
 exec frs prompt noecho (:msgbuf, :respbuf);
 exec frs clear field all;
 exec frs resume field pname;
 end;

 {Fill the department field and load students }
 exec frs putform (pdept = :prof.pdept);
 Load_Students(prof.pname);

 exec frs resume field studenttbl;
exec frs end; {"Students" }
exec frs activate menuitem 'Zoom';
exec frs begin;
 {
 | Confirm that user is in "studenttbl" and that
 | the table field is not empty. Collect data from
 | the row and zoom for browsing and updating.
 }
 exec frs inquire_frs field masterfrm (:istable = table);
 if (istable = 0) then
 begin

```

```
 exec frs prompt noecho
 ('Select from the student table [return]',
 :respbuf);
 exec frs resume field studenttbl;
 end;

 exec frs inquire_frs table masterfrm
 (:lastrow = lastrow);
 if (lastrow = 0) then
 begin
 exec frs prompt noecho
 ('There are no students [RETURN]',
 :respbuf);
 exec frs resume field pname;
 end;

 {Collect all data on student into graduate record }
 exec frs getrow masterfrm studenttbl
 (:grad.sname = sname,
 :grad.sage = sage,
 :grad.sbdate = sbdate,
 :grad.sgpa = sgpa,
 :grad.sidno = sidno,
 :grad.scomment = scomment,
 :grad.sadvisor = sadvisor);

 {
 | Display "studentfrm", and if any changes were made,
 | make the updates to the local table field row.
 | Only make updates to the columns corresponding to
 | writable fields in "studentfrm." If the student
 | changed advisors, then delete the row from the
 | display.
 }
 old_advisor := grad.sadvisor;
 if (Student_Info_Changed) then
 begin
 if (old_advisor <> grad.sadvisor) then
 begin
 exec frs deleterow
 masterfrm studenttbl;
 end else
 begin
 exec frs putrow masterfrm studenttbl
 (sgpa = :grad.sgpa,
 scomment = :grad.scomment,
 sadvisor = :grad.sadvisor);
 end;
 end;
 exec frs end; {"Zoom"}
 exec frs activate menuitem 'Exit';
 exec frs begin;
 exec frs breakdisplay;
 exec frs end; {"Exit"}
 exec frs finalize;
 exec frs end; {Master}

begin {Prof_Student}
 {Start up Ingres and the Forms system }
```



```
exec frs forms;

exec sql whenever sqlerror stop;
exec frs message 'Initializing Student Administrator . . .';
exec sql connect personnel;

exec frs addform :masterfrm;
exec frs addform :studentfrm;

Master;

exec frs clear screen;
exec frs endforms;
exec sql disconnect;
end. {Prof_Student}
```

## The SQL Terminal Monitor Application

This application executes SQL statements that are read in from the terminal. The application reads statements from input and writes results to output. Dynamic SQL is used to process and execute the statements.

When application starts, the user is prompted for the database name. The user is then prompted for an SQL statement. SQL comments and statement delimiters are not accepted. The SQL statement is processed using Dynamic SQL, and results and SQL errors are written to output. At the end of the results, an indicator of the number of rows affected is displayed. The loop is then continued and the user is prompted for another SQL statement. When end-of-file is typed in, the application rolls back any pending updates and disconnects from the database.

The user's SQL statement is prepared using **prepare** and **describe**. If the SQL statement is not a **select** statement, it is run using **execute** and the number of rows affected is printed. If the SQL statement *is* a **select** statement, a Dynamic SQL cursor is opened, and all the rows are fetched and printed. The routines that print the results do not try to tabulate the results. A row of column names is printed, followed by each row of the results.

Keyboard interrupts are not handled. Fatal errors, such as allocation errors, and boundary condition violations are handled by rolling back pending updates and disconnecting from the database session.

### Sample Application

```
program SQL_Monitor (input, output);
{ Declare the SQLCA and the SQLDA records }
exec sql include sqlca;
exec sql include sqlda;

exec sql begin declare section;
var
 dbname: varying [50] of Char; { Database name }
exec sql end declare section;

var
 sqlda: IISqla; { Global SQLDA record }

exec sql declare stmt statement; { Dynamic SQL statement }
exec sql declare csr cursor for stmt; { Cursor for dynamic statement}

{
|Constants and types needed to declare global storage
|for SELECT results
}

const
 { Length of large string pool from which sub-strings
 | will be allocated
 }
 max_string = 3000;

type
 { Different numeric types for result variables }
 Numerics = record
 n_int: Integer; { 4-byte integers }
 nflt: Double; { 8-byte floating points }
 n_ind: Indicator; { 2-byte null indicators }
 end;

 { Large string pool from which to allocate sub-strings }
 Strings = record
 s_len: Integer; { Length used, and data }
 s_data: array [1..MAX_STRING] of Char;
 end;

var
 {
 | Global result storage area - set up by Print_Header, filled when
 | executing the FETCH statement, and displayed by Print_Row.
 | Record is declared volatile so that the IADDRESS and ADDRESS
 | functions can correctly point SQLDATA and SQLIND at the various
 | components.
 }
 res: [volatile] record
 nums: array [1..IISQ_MAX_COLS] of Numerics;
 str: Strings;
 end;
```

```

{ Forward defined procedures and functions }

{ Main body of monitor }
procedure Run_Monitor; forward;

{ Execute dynamic SELECT statements }
function Execute_Select: Integer; forward;

{ Print the column headers for a dynamic SELECT }
function Print_Header: Boolean; forward;

{ Print a result row for a dynamic SELECT }
procedure Print_Row; forward;

{ Print an error message }
procedure Print_Error; forward;

{ Read a statement from input }
function Read_Stmt(stmt_num: Integer;
 var stmt_buf: varying[1en] of char): Boolean; forward;

{
| Procedure: Run_Monitor
| Purpose: Run the SQL monitor. Initialize the global
| SQLDA with the number of SQLVAR elements.
| Loop while prompting the user for input; if
| end-of-file is detected then return to the main program.
|
| If the statement is not a SELECT statement
| then EXECUTE it, otherwise open a cursor and
| process a dynamic SELECT statement (using Execute_Select).
|
|}
procedure Run_Monitor;

 label
 Exec_Error; { SQL error in statement }
 exec sql begin declare section;

 var
 stmt_buf: varying[1000] of Char; { SQL statement input buffer }
 stmt_num: Integer; { SQL statement number }
 rows: Integer; { # of rows affected }
 exec sql end declare section;

 var
 reading: Boolean; { While reading statements }
 begin
 { Run_Monitor }
 sqlda.sqln := IISQ_MAX_COLS; { Initialize the SQLDA }
 { Now we are set for input }
 stmt_num := 0;
 reading := TRUE;

```

```
while (reading) do begin
 stmt_num := stmt_num + 1;

 {
 | Prompt and read the next statement. If Read_Stmt
 | returns FALSE then end-of-file was detected.
 }
 reading := Read_Stmt(stmt_num, stmt_buf);

 if (reading) then begin
 { Handle database errors }
 exec sql whenever sqlerror goto Exec_Error;

 {
 | Prepare and describe the statement. If the statement
 | is not a SELECT then EXECUTE it, otherwise inspect the
 | contents of the SQLDA and call Execute_Select.
 }
 exec sql prepare stmt from :stmt_buf;
 exec sql describe stmt into :sqlda;

 { If SQLD = 0 then this is not a SELECT }
 if (sqlda.sqld = 0) then begin
 exec sql execute stmt;
 rows := sqlca.sqlerrd[3];

 end else begin
 { This is a SELECT }
 { Are there enough result variables }
 if (sqlda.sqld < sqlda.sqln) then begin
 rows := Execute_Select;
 end else begin
 { Too few result variables }
 writeln('SQL Error: SQLDA requires ',
 sqlda.sqld:1,
 ' variables, but has only ',
 sqlda.sqln:1, '.');
 rows := 0;
 end;
 { If enough result variables }
 end;
 { If SELECT or not }
 { Display number of rows processed }
 writeln('[', rows:1, ' row(s)');

 Exec_Error:
 exec sql whenever sqlerror continue;
 { If we have an error then display the error message }
 if (sqlca.sqlcode < 0) then
 Print_Error;
 end;
end;
end;

{ Run_Monitor }
```

```
{
| Function: Execute_Select
| Purpose: Run a dynamic SELECT statement. The SQLDA has
| already been described, so print the column header
| (names), open a cursor, and retrieve and print the
| results. Accumulate the number or rows processed.
| Returns: Number of rows processed.
```

```

}

function Execute_Select;
 { : Integer; }
 label
 Select_Error; { SQL error in statement }
 var
 rows: Integer; { Counter of rows fetched }

begin
 { Execute_Select }
 Execute_Select := 0;

 {
 | Print result column names, set up the result types and
 | variables. Print_Header returns FALSE if the dynamic
 | set-up failed.
 }
 if (Print_Header) then begin
 exec sql whenever sqlerror goto Select_Error;

 exec sql open csr for readonly; { Open the dynamic cursor }
 { Fetch and print each row }
 rows := 0;
 while (sqlca.sqlcode = 0) do begin
 exec sql fetch csr using descriptor :sqlda;
 if (sqlca.sqlcode = 0) then begin
 rows := rows + 1; { Count the rows }
 Print_Row;
 end;

 end; { While there are more rows }
 Select_Error:
 {
 | If we got here because of an error then print
 | the error message
 }
 if (sqlca.sqlcode < 0) then
 Print_Error;
 exec sql whenever sqlerror continue;
 exec sql close csr;

 Execute_Select := rows;
 end; { If Print_Header }
end; { Execute_Select }

{
| Function: Print_Header
| Purpose: A statement has just been described so set up the
| SQLDA for result processing. Print all the column
| names and allocate (point at) result variables for
| retrieving data. The result variables are chosen
| out of a pool of variables (integers, floats and
| a large character string space). The SQLDATA and
| SQLIND fields are pointed at the addresses of the
| result variables.
| Returns: TRUE if successfully set up the SQLDA for result
| variables, FALSE if an error occurred.
}

```

```
function Print_Header;
 { : Boolean; }

var
 col: Integer; { Index into SQLVAR }
 col_err: Boolean; { Error processing column }
 col_null: Boolean; { Null indicator required }
 cur_len: Integer; { Current string length }

begin
 { Print_Header }
 res.str.s_len := 1; { No strings used yet }
 col := 1;
 col_err := FALSE;

 while (col <= sqlda.sqld) and (not col_err) do begin
 with sqlda.sqlvar[col] do begin
 {
 | For each column display the number and name, ie:
 | [1] sal [2] name [3] age
 |
 }
 write('[', col:1, ']', sqlname);
 if (col < sqlda.sqld) then
 write(' '); { Separator space }
 {
 | Determine the data type of the column and to
 | where SQLDATA and SQLIND must point in order to
 | retrieve data-compatible results. Use the global
 | result storage area to allocate the result variables.
 |
 | Collapse all different types into Integers, Floats
 | or Characters.
 }
 if (sqltype < 0) then { Null indicator handled later }
 col_null := TRUE
 else
 col_null := FALSE;

 case (abs(sqltype)) of
 IISQ_INT_TYPE: { Integers }
 begin
 sqltype := IISQ_INT_TYPE;
 sqllen := 4;
 sqldata := iaddress(res.nums[col].n_int);
 end;

 IISQ_MNY_TYPE, { Floating points }
 IISQ_FLT_TYPE:
 begin
 sqltype := IISQ_FLT_TYPE;
 sqllen := 8;
 sqldata := iaddress(res.nums[col].n_flt);
 end;

 IISQ_DTE_TYPE, { Characters }
 IISQ_CHA_TYPE,
 IISQ_VCH_TYPE:
 begin
 { First determine required length }
 if (abs(sqltype) = IISQ_DTE_TYPE) then
```

```

 cur_len := IISQ_DTE_LEN
 else
 cur_len := sqlen;

 { Enough room in large string buffer ? }
 if ((res.str.s_len + cur_len)
 <= MAX_STRING) then
 begin
 { Point at a sub-string in buffer }
 sqltype := IISQ_CHA_TYPE;
 sqlen := cur_len;
 sqldata :=
 iaddress(res.str.s_data[res.str.s_len]);
 res.str.s_len := res.str.s_len + cur_len;
 end else begin
 writeln;
 writeln('SQL Error: Character result
 data','overflow. ');
 col_err := TRUE;
 end;
 end;
 { If room in string }
end;

{ Case of data types }
{ Assign pointers to null indicators and toggle type }
if (col_null) then begin
 sqltype := -sqltype;
 sqlind := iaddress(res.nums[col].n_ind);
end else begin
 sqlind := 0;
end;

end;
col := col + 1;
{ With current column }

end;
{ While processing columns }
writeln;
{ Print separating line }
writeln('-----');

Print_Header := not col_err;
end; { Print_Header }

{
| Procedure: Print_Row
| Purpose: For each element inside the SQLDA, print the value.
| Print its column number too in order to identify it
| with a column name printed earlier in Print_Header.
| If the value is NULL print "N/A".
|
}

procedure Print_Row;

var
 col: Integer; { Index into SQLVAR }
 ch: Integer; { Index into sub-strings }

begin
 { Print_Row }
 res.str.s_len := 1; { Reset string counter }
 col := 1;
 for col := 1 to sqlda.sqld do begin
 with sqlda.sqlvar[col] do begin

```

```
{ For each column display the number and value }
write(['', col:1, ' ']);

if (sqltype < 0) and (res.nums[col].n_ind = -1) then begin
 write('N/A');

end else begin
 {
 | Using the base type set up in Print_Header
 | determine how to print the results. All types
 | are printed using default formats.
 }
 case (abs(sqltype)) of
 IISQ_INT_TYPE:
 write(res.nums[col].n_int:1);

 IISQ_FLT_TYPE:
 write(res.nums[col].nflt);

 IISQ_CHA_TYPE:
 begin
 for ch := 0 to sqlen - 1 do begin
 write(res.str.s_data
 [res.str.s_len + ch]);
 end;
 res.str.s_len := res.str.s_len + sqlen;
 end;
 end; { Case of data types }
end; { If null or not }
end; { With current column }
if (col < sqlda.sqld) then { Add trailing space }
 write(' ');

end; { While processing columns }
writeln; { Print end of line }

end; { Print_Row }

{
| Procedure: Print_Error
| Purpose: SQLCA error detected. Retrieve the error message and print it.
}
procedure Print_Error;

 exec sql begin declare section;
 var
 error_buf: varying[400] of Char; { SQL error text retrieval }
 exec sql end declare section;

begin
 exec sql inquire_sql (:error_buf = errortext);
 writeln('SQL Error:');
 writeln(error_buf);

end; { Print_Error }

{
| Function: Read_Stmt
| Purpose: Reads a statement from standard input. This routine
```



```

| prompts the user for input (using a statement number)
| and returns the response. The routine can be extended
| to scan for tokens that delimit the statement, such
| as semicolons and quotes, in order to allow the
| statement to be continued over multiple lines.
| Parameters:
| stmt_num - Statement number for prompt.
| stmt_buf - Buffer to fill for input.
| Returns:
| TRUE if a statement was read,
| FALSE if end-of-file typed.
| }

function Read_Stmt;
{ (stmt_num:Integer;
 var stmt_buf: Varying of Char) : Boolean; }

begin
 write(stmt_num:1, '> '); { Prompt for SQL statement }
 if (not eof) then begin
 readln(stmt_buf);
 Read_Stmt := TRUE;
 end else begin
 stmt_buf := '';
 Read_Stmt := FALSE;
 end;

end; { Read_Stmt }

{
| Program: SQL_Monitor Main
| Purpose: Main entry of SQL Monitor application. Prompt for database
| name and connect to the database. Run the monitor and
| disconnect from the database. Before disconnecting roll
| back any pending updates.
| }

begin { Main Program }
 open(output, record_length :=
 MAX_STRING); { For large result lines }
 write('SQL Database: '); { Prompt for database name }
 readln(dbname);

 writeln(' -- SQL Terminal Monitor --');

 { Treat connection errors as fatal errors }
 exec sql whenever sqlerror stop;
 exec sql connect :dbname;

 Run_Monitor;

 exec sql whenever sqlerror continue;

 writeln('SQL: Exiting monitor program. ');
 exec sql rollback;
 exec sql disconnect;

end. { Main Program }

```

## A Dynamic SQL/Forms Database Browser

This program lets the user browse data from and insert data into any table in any database, using a dynamically defined form. The program uses Dynamic SQL and Dynamic FRS statements to process the interactive data. You should already have used VIFRED to create a Default Form based on the database table that you want to browse. VIFRED will build a form with fields that have the same names and data types as the columns of the specified database table.

When run, the program prompts the user for the name of the database, the table and the form. The form is profiled using the **describe form** statement, and the field name, data type and length information is processed. From this information the program fills in the SQLDA data and null indicator areas, and builds two Dynamic SQL statement strings to **select** data from and insert(b) data into the database.

The **Browse** menu item retrieves the data from the database using an SQL cursor associated with the dynamic **select** statement, and displays that data using the dynamic **putform** statement. A **submenu** allows the user to continue with the next row or return to the main menu. The **Insert** menu item retrieves the data from the form using the dynamic **getform** statement, and adds the data to the database table using a prepared **insert** statement. The **Save** menu item commits the user's changes and, because prepared statements are discarded, reprepares the **select** and **insert** statements. When the **Quit** menu item is selected, all pending changes are rolled back and the program is terminated.

### Sample Application

```
program Dynamic_FRS;
 exec sql label exit_program; { Exit on error }
 exec sql include sqlca; { Declare the SQLCA and }
 exec sql include sqllda; { and the SQLDA records }
 var
 sqllda: IISqllda; { Global SQLDA record }
 const
 MAX_NAME = 50; { Input name size }
 MAX_STRING = 3000; { Large string buffer size }
 MAX_STMT = 1000; { SQL statement string size }
 {
 | Result storage pool for Dynamic SQL and FRS statements.
 | This result pool consists of arrays of 4-byte integers,
 | 8-byte floating-points, 2-byte indicators, and a large
 | string buffer from which sub-strings will be allocated.
 | Each SQLDA SQLVAR sets its SQLDATA and SQLIND address pointers
 | to variables from this pool.
 |
 | Note that the arrays are declared as volatile so that the
 | IADDRESS and ADDRESS functions can correctly point SQLDATA
 | and SQLIND at the various elements.
 }
```

```

var
 integers: [volatile] array[1..IISQ_MAX_COLS] of Integer;
 floats: [volatile] array[1..IISQ_MAX_COLS] of Double;
 indicators: [volatile] array[1..IISQ_MAX_COLS] of Indicator;
 characters: [volatile] array[1..MAX_STRING] of Char;

exec sql begin declare section;
type
 Statement_Buf = varying[MAX_STMT]
 of Char; { Statement string }
 Input_Name = varying[MAX_NAME] of Char; { Input name }
var
 dbname: Input_Name; { Database name }
 formname: Input_Name; { Form name }
 tablename: Input_Name; { Database table name }
 sel_buf: Statement_Buf; { Prepared SELECT statement }
 ins_buf: Statement_Buf; { Prepared INSERT statement }
 err: Integer; { Error status }
 ret: Char; { Prompt error buffer }
exec sql end declare section;

{
| Function: Describe_Form
| Purpose: Profile the specified form for name and data
| type information. Using the DESCRIBE FORM statement,
| the SQLDA is loaded with field information from the
| form. This procedure processes this information to
| allocate result storage, point at storage for
| dynamic FRS data retrieval and assignment, and build
| SQL statements strings for subsequent dynamic
| SELECT and INSERT statements. For example, assume the
| form (and table) 'emp' has the following fields:
|
Field Name Type Nullable?
name char(10) No
age integer4 Yes
salary money Yes
Based on 'emp', this procedure will construct the
SQLDA. The procedure allocates variables from a
result variable pool (integers, floats and a large
character string space).
The SQLDATA and SQLIND fields are pointed at the
addresses of the result variables in the pool. The
following SQLDA is built:
sqlvar[1]
sqltype = IISQ_CHA_TYPE
sqllen = 10
sqldata = pointer into characters array
sqlind = null
sqlname = 'name'
sqlvar[2]
sqltype = -IISQ_INT_TYPE

```

```
| sqllen = 4
| sqldata = address of integers[2]
| sqlind = address of indicators[2]
| sqlname = 'age'
| sqlvar[3]
| sqltype = -IISQ_FLT_TYPE
| sqllen = 8
| sqldata = address of floats[3]
| sqlind = address of indicators[3]
| sqlname = 'salary'
|
| This procedure also builds two dynamic SQL statements
| strings. Note that the procedure should be extended to
| verify that the statement strings do fit into the
| statement buffers (this was not done in this example).
| The above example would construct the following statement
| strings:
|
| 'SELECT name, age, salary FROM emp ORDER BY name'
| 'INSERT INTO emp (name, age, salary) VALUES (?, ?, ?)'
|
| Parameters:
| formname - Name of form to profile.
| tabname - Name of database table.
| sel_buf - Buffer to hold SELECT statement string.
| ins_buf - Buffer to hold INSERT statement string.
| Returns:
| TRUE/FALSE - Success/failure - will fail on error
| or upon finding a table field.
|
| }
```

```

function Describe_Form (formname, tabname: Input_Name;
 var sel_buf, ins_buf: Statement_Buf): Boolean;

var
 names: Statement_Buf; { Names for SQL statements }
 marks: Statement_Buf; { Place holders for INSERT }
 col: Integer; { Index into SQLVAR }
 nullable: Boolean; { Is nullable (SQLTYPE 0) }
 char_cnt: Integer; { Total string length }
 char_cur: Integer; { Current string length }
 described: Boolean; { Return value }
begin { Describe_Form }
 {
 | Initialize the SQLDA and DESCRIBE the form. If we
 | cannot fully describe the form (our SQLDA is too small)
 | then report an error and return.
 }
 sqlda.sqln := IISQ_MAX_COLS;
 described := TRUE;

 exec frs describe form :formname all into :sqlda;
 exec frs inquire_frs frs (:err = ERRORNO);
 if (err > 0) then begin
 described := FALSE; { Error already displayed }
 end else if (sqlda.sqld > sqlda.sqln) then begin
 exec frs prompt noecho ('SQLDA is too small for
 form :', :ret);
 described := FALSE;
 end else if (sqlda.sqld = 0) then begin
 exec frs prompt noecho
 ('There are no fields in the form :', :ret);
 described := FALSE;
 end;

 {
 | For each field determine the size and type of the
 | result data area. This data area will be allocated out
 | of the result variable pool (integers, floats and
 | characters) and will be pointed at by SQLDATA and SQLIND.
 |
 | If a table field type is returned then issue an error.
 |
 | Also, for each field add the field name to the 'names'
 | buffer and the SQL place holders '?' to the 'marks'
 | buffer, which will be used to build the final SELECT
 | and INSERT statements.
 }
 char_cnt := 1; { No strings used yet }
 col := 1;

 while (col <= sqlda.sqld) and (described) do begin
 with sqlda.sqlvar[col] do begin
 {
 | Collapse all different types into Integers, Floats
 | or Characters.
 }
 if (sqltype < 0) then { Null indicator handled later }
 nullable := TRUE
 else

```

```
 nullable := FALSE;
case (abs(sqltype)) of
 IISQ_INT_TYPE: { Integers }
 begin
 sqltype := IISQ_INT_TYPE;
 sqllen := 4;
 sqldata := iaddress(integers[col]);
 end;

 IISQ_MNY_TYPE, { Floating-points }
 IISQ_FLT_TYPE:
 begin
 sqltype := IISQ_FLT_TYPE;
 sqllen := 8;
 sqldata := iaddress(floats[col]);
 end;

 IISQ_DTE_TYPE, { Characters }
 IISQ_CHA_TYPE,
 IISQ_VCH_TYPE:
 begin
 { First determine required length }
 if (abs(sqltype) = IISQ_DTE_TYPE) then
 char_cur := IISQ_DTE_LEN
 else
 char_cur := sqllen;

 { Enough room in large string buffer ? }
 if ((char_cnt + char_cur) > MAX_STRING)
 then begin
 exec frs prompt noecho
 ('Character pool buffer
 overflow :', :ret);
 described := FALSE;
 end else begin
 { Point at a sub-string in buffer }
 sqltype := IISQ_CHA_TYPE;
 sqllen := char_cur;
 sqldata := iaddress
 (characters[char_cnt]);
 char_cnt := char_cnt + char_cur;
 end; { If room in string }
 end;

 IISQ_TBL_TYPE:
 begin
 exec frs prompt noecho
 ('Table field found in form :', :ret);
 described := FALSE;
 end;

 otherwise
 begin
 exec frs prompt noecho
 ('Invalid field type :', :ret);
 described := FALSE;
 end;

end; { Case of data types }
```

```

 { Assign pointers to null indicators and toggle type }
 if (nullable) then begin
 sqltype := -sqltype;
 sqlind := iaddress(indicators[col]);
 end else begin
 sqlind := 0;
 end;

 {
 | Store field names and place holders (separated by commas)
 | for the SQL statements.
 }
 if (col = 1) then begin
 names := sqlname;
 marks := '?';
 end else begin
 names := names + ',' + sqlname;
 marks := marks + ',?';
 end;

 end; { With current column }
 col := col + 1;

 end; { While processing columns }
 {
 | Create final SELECT and INSERT statements. For the SELECT
 | statement ORDER BY the first field.
 }
 if (described) then begin
 sel_buf := 'SELECT ' + names + ' FROM ' + tabname
 + ' ORDER BY ' + sqlda.sqlvar[1].sqlname;
 ins_buf := 'INSERT INTO ' + tabname + ' (' + names
 + ') VALUES (' + marks + ')';
 end;

 Describe_Form := described;

 end; { Describe_Form }

 {
 | Program: Dynamic_FRS Main
 | Purpose: Main body of Dynamic SQL forms application. Prompt for
 | database, form and table name. Call Describe_Form
 | to obtain a profile of the form and set up the SQL
 | statements. Then allow the user to interactively browse
 | the database table and append new data.
 }

 begin { Dynamic_FRS Main }
 exec sql declare sel_stmt
 statement; { Dynamic SQL SELECT statement }
 exec sql declare
 ins_stmt statement; { Dynamic SQL INSERT statement }
 exec sql declare csr cursor
 for sel_stmt; { Cursor for SELECT statement }
 exec frs forms;

 { Prompt for database name - will abort on errors }
 exec sql whenever sqlerror stop;
 end;

```

```
exec frs prompt ('Database name: ', :dbname);
exec sql connect :dbname;

exec sql whenever sqlerror call sqlprint;

{
| Prompt for table name - later a Dynamic sql select statement
| will be built from it.
}
exec frs prompt ('Table name: ', :tablename);

{
| Prompt for form name. Check forms errors reported
| through inquire_frs.
}
exec frs prompt ('Form name: ', :formname);
exec frs message 'Loading form ...';
exec frs forminit :formname;
exec frs inquire_frs frs (:err = ERRORNO);
if (err > 0) then begin
 exec frs message 'Could not load form. Exiting.';
 exec frs endforms;
 exec sql disconnect;
 goto exit_program;
end;

{ Commit any work done so far - access of forms catalogs }
exec sql commit;

{ Describe the form and build the SQL statement strings }
if (not Describe_Form(formname, tablename, sel_buf, ins_buf))
then begin
 exec frs message 'Could not describe form. Exiting.';
 exec frs endforms;
 exec sql disconnect;
 goto exit_program;
end;

{
| PREPARE the SELECT and INSERT statements that correspond to the
| menu items Browse and Insert. If the Save menu item is chosen
| the statements are reprepared.
}
exec sql prepare sel_stmt from :sel_buf;
err := sqlca.sqlcode;
exec sql prepare ins_stmt from :ins_buf;
if ((err < 0) or (sqlca.sqlcode < 0)) then begin
 exec frs message 'Could not prepare SQL statements. Exiting.';
 exec frs endforms;
 exec sql disconnect;
 goto exit_program;
end;

{
| Display the form and interact with user, allowing browsing
| and the inserting of new data.
}
exec frs display :formname FILL;
exec frs initialize;
```



```

exec frs activate menuitem 'Browse';
exec frs begin;
{
| Retrieve data and display the first row on the form,
| allowing the user to browse through successive rows.
| If data types from the database table are not consistent
| with data descriptions obtained from the form, a
| retrieval error will occur. Inform the user of this or
| other errors.
|
| Note that the data will return sorted by the first
| field that was described, as the SELECT statement,
| sel_stmt, included an ORDER BY clause.
}
exec sql open csr;

{ Fetch and display each row }
while (sqlca.sqlcode = 0) do begin
exec sql fetch csr using descriptor :sqlda;
if (sqlca.sqlcode <> 0) then begin
 exec sql close csr;
 exec frs prompt noecho ('No more rows :', :ret);
 exec frs clear field all;
 exec frs resume;
end;

exec frs putform :formname using descriptor :sqlda;
exec frs inquire_frs frs (:err = errorno);
if (err > 0) then begin
 exec sql close csr;
 exec frs resume;
end;

{ Display data before prompting user with submenu }
exec frs redisplay;

exec frs submenu;
exec frs activate menuitem 'Next', FRSKEY4;
exec frs begin;
 { Continue with cursor loop }
 exec frs message 'Next row ...';
 exec frs clear field all;
exec frs end;
exec frs activate menuitem 'End', FRSKEY3;
exec frs begin;
 exec sql close csr;
 exec frs clear field all;
 exec frs resume;
exec frs end;

end; { While there are more rows }
exec frs end;

exec frs activate menuitem 'Insert';
exec frs begin;
 exec frs getform :formname using descriptor :sqlda;
 exec frs inquire_frs frs (:err = ERRORNO);
 if (err > 0) then begin
 exec frs clear field all;

```

```
 exec frs resume;
 end;
 exec sql execute ins_stmt using descriptor :sqlda;
 if ((sqlca.sqlcode < 0) or (sqlca.sqlerrd[3] = 0)) then begin
 exec frs prompt noecho ('No rows inserted :', :ret);
 end else begin
 exec frs prompt noecho ('One row inserted :', :ret);
 end;
exec frs end;

exec frs activate menuitem 'Save';
exec frs begin;
 {
 | COMMIT any changes and then re-PREPARE the SELECT and INSERT
 | statements as the COMMIT statements discards them.
 }
 exec sql commit;
 exec sql prepare sel_stmt from :sel_buf;
 err := sqlca.sqlcode;
 exec sql prepare ins_stmt from :ins_buf;
 if ((err < 0) or (sqlca.sqlcode < 0)) then begin
 exec frs prompt
 noecho ('Could not reprepare SQL statements :', :ret);
 exec frs breakdisplay;
 end;
exec frs end;

exec frs activate menuitem 'Clear';
exec frs begin;
 exec frs clear field all;
exec frs end;

exec frs activate menuitem 'Quit', FRSKEY2;
exec frs begin;
 exec sql rollback;
 exec frs breakdisplay;
exec frs end;
exec frs finalize;

exec frs endforms;
exec sql disconnect;

exit_program;;

exec sql end. { Dynamic_FRS Main }
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