

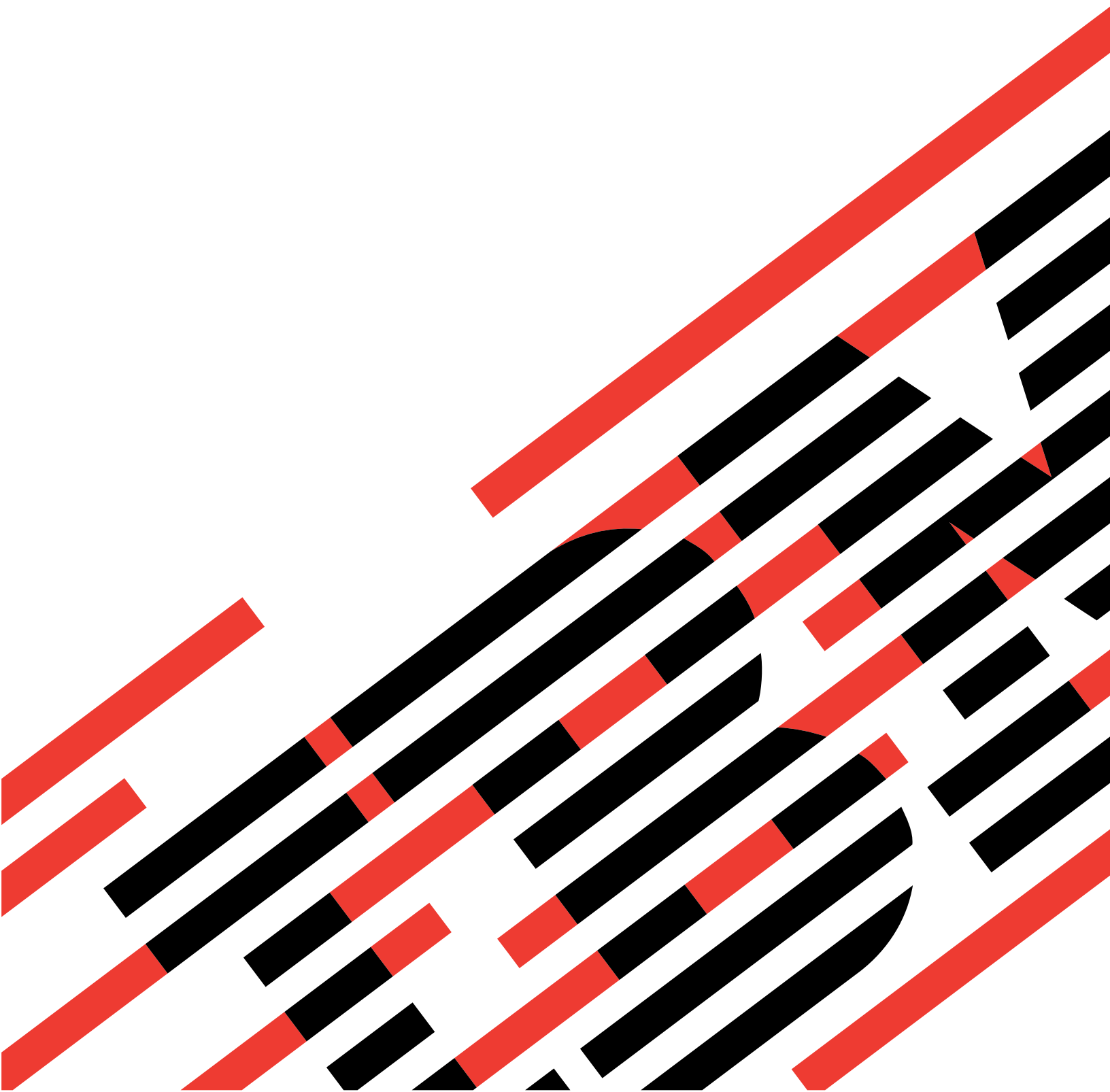


@server

iSeries

Embedded SQL programming

*Version 5 Release 3*







@server

iSeries

Embedded SQL programming

*Version 5 Release 3*

**Note**

Before using this information and the product it supports, be sure to read the information in "Notices," on page 193.

**Third Edition (May 2004)**

This edition applies to version 5, release 3, modification 0 of IBM Operating System/400 (product number 5722-SS1) and to all subsequent releases and modifications until otherwise indicated in new editions. This version does not run on all reduced instruction set computer (RISC) models nor does it run on CISC models.

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# Chapter 1. Embedded SQL programming

This topic explains how to create database applications in host languages that use DB2® UDB for iSeries™ SQL statements and functions.

See the following topics for detailed information about embedded SQL programming:

## **What's new for V5R3**

See the changes and additions to the Embedded SQL Programming topic for this release.

## **Print this topic**

Print this topic to view a hardcopy of Embedded SQL Programming.

## **Common concepts and rules for using embedded SQL**

Become familiar with concepts and rules that apply to using host variables, to handling SQL error and return codes, and to handling exception conditions with the WHENEVER statement in embedded SQL programming.

## **Coding SQL Statements in C and C++ Applications**

Learn the unique application and coding requirements for embedding SQL statements in C or C++ programs.

## **Coding SQL Statements in COBOL Applications**

Learn the unique application and coding requirements for embedding SQL statements in COBOL programs.

## **Coding SQL Statements in PL/I Applications**

Learn the unique application and coding requirements for embedding SQL statements in iSeries PL/I programs.

## **Coding SQL Statements in RPG for iSeries Applications**

Learn the unique application and coding requirements for embedding SQL statements in RPG for iSeries programs.

## **Coding SQL Statements in ILE RPG for iSeries Applications**

Learn the unique application and coding requirements for embedding SQL statements in an ILE RPG for iSeries program.

## **Coding SQL Statements in REXX Applications**

Learn how to embed SQL statements in REXX applications.

## **Preparing and Running a Program with SQL Statements**

See some of the tasks for preparing and running an application program.

## **Sample Programs Using DB2 UDB for iSeries Statements**

See sample applications showing how to code SQL statements in each of the languages supported by the DB2 UDB for iSeries system.

## **DB2 UDB for iSeries CL command descriptions for host language precompilers**

View descriptions of commands use to precompile programs written in the programming languages discussed in Embedded SQL Programming.

**Note:** Read the "Code disclaimer information" on page 196 for important legal information.





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## Chapter 2. What's new for Version 5 Release 3 in the Embedded SQL programming topic

- This topic was previously a manual titled *SQL Programming with Host Languages*.
- Using the SQL Diagnostics Area to handle SQL error return codes.
- BINARY and VARBINARY host variables in the C, C++, COBOL, ILE RPG, and PL/I languages.
- Addition of standard SQL variable names for SQL Communications Area for ILE RPG.
- Rules for host variables in ILE RPG.
- Preprocessing ILE RPG source to handle directives, including support for nested /COPY statements.
- The COMPILEOPT parameter in Setting the compiler options using the precompiler commands.

### How to see what's new or changed

To help you see where technical changes have been made, this information uses:

- The  image to mark where new or changed information begins.
- The  image to mark where new or changed information ends.

To find other information about what's new or changed this release, see the Memo to Users.



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## Chapter 3. Print this topic

To view or download the PDF version of this document, select [Embedded SQL Programming PDF](#) (about 1529 KB).

You can view or download these related topics:


- [SQL reference \(10,209 KB\)](#) contains the following information:
  - Reference information for the tasks of system administration, database administration, application programming, and operation.
  - Syntax, usage notes, keywords, and examples for each of the SQL statements used on the iSeries system.
- [SQL programming \(3341 KB\)](#) contains the following information:
  - How to use the DB2 UDB for iSeries licensed program
  - How to access data in a database
  - How to prepare, run, and test an application program that contains SQL statements.
- [Database Performance and Query Optimization \(3262 KB\)](#) contains the following information:
  - How to use the tools and functions that are available in DB2 UDB for iSeries for getting the best performance out of your database applications.
  - How to run queries that make full use of the capabilities of the DB2 UDB for iSeries integrated database.
- [SQL Call Level Interface \(ODBC\) \(2429 KB\)](#) contains the following information:
  - Using DB2 UDB CLI as an alternative to embedded dynamic SQL
  - Descriptions and examples of DB2 UDB CLI functions.

### Saving PDF files

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1. Right-click the PDF in your browser (right-click the link above).
2. Click **Save Target As...** if you are using Internet Explorer. Click **Save Link As...** if you are using Netscape Communicator.
3. Navigate to the directory in which you would like to save the PDF.
4. Click **Save**.

### Downloading Adobe Acrobat Reader

You need Adobe Acrobat Reader to view or print these PDFs. You can download a copy from the Adobe Web site  .



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## Chapter 4. Common concepts and rules for using embedded SQL

This topic describes some concepts and rules that are common to using SQL statements in a host language that involve:

- “Writing applications that use SQL”
- “Using host variables in SQL statements”
- “Handling SQL error return codes using the SQLCA” on page 13
- “Using the SQL diagnostics area” on page 14
- “Handling exception conditions with the WHENEVER Statement” on page 16

**Note:** Read the “Code disclaimer information” on page 196 for important legal information.

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### Writing applications that use SQL

You can create database applications in host languages that use DB2 UDB for iSeries SQL statements and functions. To use embedded SQL, you must have the DB2 Query Manager and SQL Development Kit installed. Additionally, you must have the compilers for the host languages you want to use installed. Select the following for more information about application requirements and coding requirements for each of the host languages:

- Chapter 5, “Coding SQL statements in C and C++ applications,” on page 19
- Chapter 6, “Coding SQL statements in COBOL applications,” on page 51
- Chapter 7, “Coding SQL statements in PL/I applications,” on page 79
- Chapter 8, “Coding SQL statements in RPG for iSeries applications,” on page 95
- Chapter 9, “Coding SQL statements in ILE RPG for iSeries applications,” on page 107
- Chapter 10, “Coding SQL statements in REXX applications,” on page 131
- Chapter 11, “Preparing and running a program with SQL statements,” on page 139

**Note:** For information about using Java™ as a host language, see the IBM® Developer Kit for Java.

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### Using host variables in SQL statements

When your program retrieves data, the values are put into data items defined by your program and specified with the INTO clause of a SELECT INTO or FETCH statement. The data items are called **host variables**.

A host variable is a field in your program that is specified in an SQL statement, usually as the source or target for the value of a column. The host variable and column must be data type compatible. Host variables may not be used to identify SQL objects, such as tables or views, except in the DESCRIBE TABLE statement.

A **host structure** is a group of host variables used as the source or target for a set of selected values (for example, the set of values for the columns of a row). A **host structure array** is an array of host structures used in the multiple-row FETCH and blocked INSERT statements.

**Note:** By using a host variable instead of a literal value in an SQL statement, you give the application program the flexibility it needs to process different rows in a table or view.

For example, instead of coding an actual department number in a WHERE clause, you can use a host variable set to the department number you are currently interested in.

Host variables are commonly used in SQL statements in these ways:

1. **In a WHERE clause:** You can use a host variable to specify a value in the predicate of a search condition, or to replace a literal value in an expression. For example, if you have defined a field called EMPID that contains an employee number, you can retrieve the name of the employee whose number is 000110 with:

```
MOVE '000110' TO EMPID.
EXEC SQL
  SELECT LASTNAME
  INTO :PGM-LASTNAME
  FROM CORPDATA.EMPLOYEE
  WHERE EMPNO = :EMPID
END-EXEC.
```

2. **As a receiving area for column values (named in an INTO clause):** You can use a host variable to specify a program data area that is to contain the column values of a retrieved row. The INTO clause names one or more host variables that you want to contain column values returned by SQL. For example, suppose you are retrieving the EMPNO, LASTNAME, and WORKDEPT column values from rows in the CORPDATA.EMPLOYEE table. You could define a host variable in your program to hold each column, then name the host variables with an INTO clause. For example:

```
EXEC SQL
  SELECT EMPNO, LASTNAME, WORKDEPT
  INTO :CBLEMPNO, :CBLNAME, :CBLDEPT
  FROM CORPDATA.EMPLOYEE
  WHERE EMPNO = :EMPID
END-EXEC.
```

In this example, the host variable CBLEMPNO receives the value from EMPNO, CBLNAME receives the value from LASTNAME, and CBLDEPT receives the value from WORKDEPT.

3. **As a value in a SELECT clause:** When specifying a list of items in the SELECT clause, you are not restricted to the column names of tables and views. Your program can return a set of column values intermixed with host variable values and literal constants. For example:

```
MOVE '000220' TO PERSON.
EXEC SQL
  SELECT "A", LASTNAME, SALARY, :RAISE,
  SALARY + :RAISE
  INTO :PROCESS, :PERSON-NAME, :EMP-SAL,
  :EMP-RAISE, :EMP-TTL
  FROM CORPDATA.EMPLOYEE
  WHERE EMPNO = :PERSON
END-EXEC.
```

The results are:

PROCESS	PERSON-NAME	EMP-SAL	EMP-RAISE	EMP-TTL
A	LUTZ	29840	4476	34316

4. **As a value in other clauses of an SQL statement:**

- The SET clause in an UPDATE statement
- The VALUES clause in an INSERT statement
- The CALL statement

For more information about these statements, see the SQL Reference topic.

For more information about using host variables, see the following sections:

- “Assignment rules for host variables in SQL statements” on page 9

- “Indicator variables used with host structures” on page 12

## Assignment rules for host variables in SQL statements

SQL values are assigned to host variables during the running of FETCH, SELECT INTO, SET, and VALUES INTO statements. SQL values are assigned from host variables during the running of INSERT, UPDATE, and CALL statements. All assignment operations observe the following rules:

- Numbers and strings are compatible:

Numbers can be assigned to character or graphic string columns or host variables.

Character and graphic strings can be assigned to numeric columns or numeric host variables.

- All character and DBCS graphic strings are compatible with UCS-2 and UTF-16 graphic columns if conversion is supported between the CCSIDs. All graphic strings are compatible if the CCSIDs are compatible. All numeric values are compatible. Conversions are performed by SQL whenever necessary. All character and DBCS graphic strings are compatible with UCS-2 and UTF-16 graphic columns for assignment operations, if conversion is supported between the CCSIDs. For the CALL statement, character and DBCS graphic parameters are compatible with UCS-2 and UTF-16 parameters if conversion is supported.
- Binary strings are only compatible with binary strings.
- A null value cannot be assigned to a host variable that does not have an associated indicator variable.
- Different types of date/time values are not compatible. Dates are only compatible with dates or string representations of dates; times are only compatible with times or string representations of times; and timestamps are only compatible with timestamps or string representations of timestamps.

A date can be assigned only to a date column, a character column, a DBCS-open or DBCS-either column or variable, or a character variable <sup>1</sup>. The insert or update value of a date column must be a date or a string representation of a date.

A time can be assigned only to a time column, a character column, a DBCS-open or DBCS-either column or variable, or a character variable. The insert or update value of a time column must be a time or a string representation of a time.

A timestamp can be assigned only to a timestamp column, a character column, a DBCS-open or DBCS-either column or variable, or a character variable. The insert or update value of a timestamp column must be a timestamp or a string representation of a timestamp.

See the following topics for more information on assignment rules:

- “Rules for string assignment of host variables in SQL statements”
- “Rules for CCSIDs of host variables in SQL statements” on page 10
- “Rules for numeric assignment of host variables in SQL statements” on page 10
- “Rules for date, time, and timestamp assignment of host variables in SQL statements” on page 11
- “Indicator variables in applications that use SQL” on page 11

## Rules for string assignment of host variables in SQL statements

Rules regarding character string assignment are:

- When a character or graphic string is assigned to a column, the length of the string value must not be greater than the length attribute of the column. (Trailing blanks are normally included in the length of the string. However, for string assignment, trailing blanks are not included in the length of the string.)
- When a binary string is assigned to a column, the length of the string value must not be greater than the length attribute of the column. (Hexadecimal zeros are normally included in the length of the string. However, for string assignment, hexadecimal zeros are not included in the length of the string.)

---

1. A DBCS-open or DBCS-either variable is a variable that was declared in the host language by including the definition of an externally described file. DBCS-open variables are also declared if the job CCSID indicates MIXED data, or the DECLARE VARIABLE statement is used and a MIXED CCSID or the FOR MIXED DATA clause is specified. See DECLARE VARIABLE in the SQL reference topic.

- When a MIXED character result column is assigned to a MIXED column, the value of the MIXED character result column must be a valid MIXED character string.
- When the value of a result column is assigned to a host variable and the string value of the result column is longer than the length attribute of the host variable, the string is truncated on the right by the necessary number of characters. If this occurs, SQLWARN0 and SQLWARN1 (in the SQLCA) are set to W.
- When the value of a result column is assigned to a fixed-length character or graphic host variable or when the value of a host variable is assigned to a fixed-length character or graphic result column and the length of the string value is less than the length attribute of the target, the string is padded on the right with the necessary number of blanks.
- When the value of a result column is assigned to a fixed-length binary host variable or when the value of a host variable is assigned to a fixed-length binary result column and the length of the string value is less than the length attribute of the target, the string is padded on the right with the necessary number of hexadecimal zeroes.
- When a MIXED character result column is truncated because the length of the host variable into which it was being assigned was less than the length of the string, the shift-in character at the end of the string is preserved. The result, therefore, is still a valid MIXED character string.

### Rules for CCSIDs of host variables in SQL statements

CCSIDs must be considered when you assign one character or graphic value to another. This includes the assignment of host variables. The database manager uses a common set of system services for converting SBCS data, DBCS data, MIXED data, and graphic data.

The rules for CCSIDs are as follows:

- If the CCSID of the source matches the CCSID of the target, the value is assigned without conversion.
- If the sub-type for the source or target is BIT, the value is assigned without conversion.
- If the value is either null or an empty string, the value is assigned without conversion.
- If conversion is not defined between specific CCSIDs, the value is not assigned and an error message is issued.
- If conversion is defined and needed, the source value is converted to the CCSID of the target before the assignment is performed.

For more information about CCSIDs, see the Globalization topic in the Information Center.

### Rules for numeric assignment of host variables in SQL statements

Rules regarding numeric assignment are:

- **The whole part of a number may be altered when converting it to floating-point.** A single-precision floating-point field can only contain seven decimal digits. Any whole part of a number that contains more than seven digits is altered due to rounding. A double-precision floating point field can only contain 16 decimal digits. Any whole part of a number that contains more than 16 digits is altered due to rounding.
- **The whole part of a number is never truncated.** If necessary, the fractional part of a number is truncated. If the number, as converted, does not fit into the target host variable or column, a negative SQLCODE is returned.
- Whenever a **decimal, numeric, or integer number** is assigned to a decimal, numeric, or integer column or host variable, the number is converted, if necessary, to the precision and scale of the target. The necessary number of leading zeros is added or deleted; in the fractional part of the number, the necessary number of trailing zeros is added, or the necessary number of trailing digits is eliminated.
- When an **integer or floating-point number** is assigned to a decimal or numeric column or host variable, the number is first converted to a temporary decimal or numeric number and then converted, if necessary, to the precision and scale of the target.
  - When a **halfword binary integer** (SMALLINT) with 0 scale is converted to decimal or numeric, the temporary result has a precision of 5 and a scale of 0.

- When a **fullword binary integer** (INTEGER) is converted to decimal or numeric, the temporary result has a precision of 11 and a scale of 0.
- When a **double fullword binary integer** (BIGINT) is converted to a decimal or numeric, the temporary result has a precision of 19 and a scale of 0.
- When a **floating-point number** is converted to decimal or numeric, the temporary result has a precision of 31 and the maximum scale that allows the whole part of the number to be represented without loss of either significance or accuracy.

## Rules for date, time, and timestamp assignment of host variables in SQL statements

When a **date** is assigned to a host variable, the date is converted to the string representation specified by the DATFMT and DATSEP parameters of the CRTSQLxxx command. Leading zeros are not omitted from any part of the date representation. The host variable must be a fixed or variable-length character string variable with a length of at least 10 bytes for \*USA, \*EUR, \*JIS, or \*ISO date formats, 8 bytes for \*MDY, \*DMY, or \*YMD date formats, or 6 bytes for the \*JUL date format. If the length is greater than 10, the string is padded on the right with blanks. In ILE RPG and ILE COBOL, the host variable can also be a date variable.

When a **time** is assigned to a host variable, the time is converted to the string representation by the TIMFMT and TIMSEP parameters of the CRTSQLxxx command. Leading zeros are not omitted. The host variable must be a fixed or variable-length character string variable. If the length of the host variable is greater than the string representation of the time, the string is padded on the right with blanks. In ILE RPG and ILE COBOL, the host variable can also be a time variable.

- If the \*USA format is used, the length of the host variable must not be less than 8.
- If the \*HMS, \*ISO, \*EUR, or \*JIS format is used, the length of the host variable must be at least 8 bytes if seconds are to be included, and 5 bytes if only hours and minutes are needed. In this case, SQLWARN0 and SQLWARN1 (in the SQLCA) are set to W, and if an indicator variable is specified, it is set to the actual number of seconds truncated.

When a **timestamp** is assigned to a host variable, the timestamp is converted to its string representation. Leading zeros are not omitted from any part. The host variable must be a fixed or variable-length character string variable with a length of at least 19 bytes. If the length is less than 26, the host variable does not include all the digits of the microseconds. If the length is greater than 26, the host variable is padded on the right with blanks. In ILE RPG and ILE COBOL, the host variable can also be a timestamp variable.

## Indicator variables in applications that use SQL

An **indicator variable** is a halfword integer variable used to indicate whether its associated host variable has been assigned a null value:

- If the value for the result column is null, SQL puts a -1 in the indicator variable.
- If you do not use an indicator variable and the result column is a null value, a negative SQLCODE is returned.
- If the value for the result column causes a data mapping error. SQL sets the indicator variable to -2.

You can also use an indicator variable to verify that a retrieved string value has not been truncated. If truncation occurs, the indicator variable contains a positive integer that specifies the original length of the string. If the string represents a large object (LOB), and the original length of the string is greater than 32767, the value that is stored in the indicator variable is 32767, since no larger value can be stored in a halfword integer.

When the database manager returns a value from a result column, you can test the indicator variable. If the value of the indicator variable is less than zero, you know the value of the results column is null. When the database manager returns a null value, the host variable will be set to the default value for the result column.

You specify an indicator variable (preceded by a colon) immediately after the host variable or immediately after the keyword INDICATOR. For example:

```
EXEC SQL
  SELECT COUNT(*), AVG(SALARY)
  INTO :PLICNT, :PLISAL:INDNULL
  FROM CORPDATA.EMPLOYEE
  WHERE EDLEVEL < 18
END-EXEC.
```

You can then test INDNULL to see if it contains a negative value. If it does, you know SQL returned a null value.

Always test for NULL in a column by using the **IS NULL** predicate. For example:

```
WHERE expression IS NULL
```

Do not test for NULL in this way:

```
MOVE -1 TO HUIND.
EXEC SQL...WHERE column-name = :HUI :HUIND
```

The EQUAL predicate will always be evaluated as false when it compares a null value. The result of this example will select no rows.

| The DISTINCT predicate can be used to perform comparisons when null values may exist. See Predicates  
| in the SQL Reference topic for more information.

See the following topics for more information about indicator variables:

- “Indicator variables used with host structures”
- “Indicator variables used to set null values” on page 13

### Indicator variables used with host structures

You can also specify an **indicator structure** (defined as an array of halfword integer variables) to support a host structure. If the results column values returned to a host structure can be null, you can add an indicator structure name to the host structure name. This allows SQL to notify your program about each null value returned to a host variable in the host structure.

For example, in COBOL:

```
01 SAL-REC.
  10 MIN-SAL          PIC S9(6)V99 USAGE COMP-3.
  10 AVG-SAL          PIC S9(6)V99 USAGE COMP-3.
  10 MAX-SAL          PIC S9(6)V99 USAGE COMP-3.
01 SALTABLE.
02 SALIND             PIC S9999 USAGE COMP-4 OCCURS 3 TIMES.
01 EDUC-LEVEL        PIC S9999 COMP-4.
...
MOVE 20 TO EDUC-LEVEL.
...
EXEC SQL
  SELECT MIN(SALARY), AVG(SALARY), MAX(SALARY)
  INTO :SAL-REC:SALIND
  FROM CORPDATA.EMPLOYEE
  WHERE EDLEVEL>:EDUC-LEVEL
END-EXEC.
```

In this example, SALIND is an array containing 3 values, each of which can be tested for a negative value. If, for example, SALIND(1) contains a negative value, then the corresponding host variable in the host structure (that is, MIN-SAL) is not changed for the selected row.

In the above example, SQL selects the column values of the row into a host structure. Therefore, you must use a corresponding structure for the indicator variables to determine which (if any) selected column values are null.

### Indicator variables used to set null values

You can use an indicator variable to set a null value in a column. When processing UPDATE or INSERT statements, SQL checks the indicator variable (if it exists). If it contains a negative value, the column value is set to null. If it contains a value greater than -1, the associated host variable contains a value for the column.

For example, you can specify that a value be put in a column (using an INSERT or UPDATE statement), but you may not be sure that the value was specified with the input data. To provide the capability to set a column to a null value, you can write the following statement:

```
EXEC SQL
  UPDATE CORPDATA.EMPLOYEE
    SET PHONENO = :NEWPHONE:PHONEIND
    WHERE EMPNO = :EMPID
END-EXEC.
```

When NEWPHONE contains other than a null value, set PHONEIND to zero by preceding the statement with:

```
MOVE 0 TO PHONEIND.
```

Otherwise, to tell SQL that NEWPHONE contains a null value, set PHONEIND to a negative value, as follows:

```
MOVE -1 TO PHONEIND.
```

---

## Handling SQL error return codes using the SQLCA

When an SQL statement is processed in your program, SQL places a return code in the SQLCODE and SQLSTATE fields. The return codes indicate the success or failure of the running of your statement. If SQL encounters an error while processing the statement, the SQLCODE is a negative number and SUBSTR(SQLSTATE,1,2) is not '00', '01', or '02'. If SQL encounters an exception but valid condition while processing your statement, the SQLCODE is a positive number and SUBSTR(SQLSTATE,1,2) is '01' or '02'. If your SQL statement is processed without encountering an error or warning condition, the SQLCODE is zero and the SQLSTATE is '00000'.

**Note:** There are situations when a zero SQLCODE is returned to your program and the result might not be satisfactory. For example, if a value was truncated as a result of running your program, the SQLCODE returned to your program is zero. However, one of the SQL warning flags (SQLWARN1) indicates truncation. In this case, the SQLSTATE is not '00000'.

**Attention:** If you do not test for negative SQLCODEs or specify a WHENEVER SQLERROR statement, your program will continue to the next statement. Continuing to run after an error can produce unpredictable results.

The main purpose for SQLSTATE is to provide common return codes for common return conditions among the different IBM relational database systems. SQLSTATEs are particularly useful when handling problems with distributed database operations. For more information, see the SQL Reference topic.

Because the SQLCA is a valuable problem-diagnosis tool, it is a good idea to include in your application programs the instructions necessary to display some of the information contained in the SQLCA. Especially important are the following SQLCA fields:

SQLCODE	Return code.
SQLSTATE	Return code.

<b>SQLERRD(3)</b>	The number of rows updated, inserted, or deleted by SQL.
<b>SQLWARN0</b>	If set to W, at least one of the SQL warning flags (SQLWARN1 through SQLWARNA) is set.

For more information about the SQLCA, see SQL Communication Area in the SQL reference topic. To find a specific SQLCODE or SQLSTATE, use the SQL Message finder. For a listing of DB2 UDB for iSeries SQLCODEs and SQLSTATES, see SQL messages and codes.

---

## Using the SQL diagnostics area

The SQL diagnostics area is used to keep the returned information for an SQL statement that has been run in a program. It contains all the information that is available to you as an application programmer through the SQLCA. There are additional values available to provide more detailed information about your SQL statement including connection information. More than one condition can be returned from a single SQL statement. The information in the SQL diagnostics area is available for the previous SQL statement until the next SQL statement is run.

To access the information from the diagnostics area, use the GET DIAGNOSTICS statement. In this statement, you can request multiple pieces of information at one time about the previously run SQL statement. Each item is returned in a host variable. You can also request to get a string that contains all the diagnostic information that is available. Running the GET DIAGNOSTICS statement does not clear the diagnostics area.

See the following topics:

- “Updating applications to use the SQL diagnostics area”
- “iSeries server programming model” on page 15
- “Additional notes on using the SQL diagnostics area” on page 15
- “Example: SQL routine exception” on page 15
- “Example: Logging items from the SQL diagnostics area” on page 16

## Updating applications to use the SQL diagnostics area

There are many reasons for replacing the SQLCA in applications. One of the best reasons is that the SQLERRM field in the SQLCA is only 70 bytes in length. This is often insufficient for returning meaningful error information to the calling application. Additional reasons for considering the SQL diagnostics area are multiple row operations, and long column and object names. Reporting even simple warnings is sometimes difficult within the restrictions of the 136 byte SQLCA. Quite often, the returned tokens are truncated to fit the restrictions of the SQLCA.

Current applications include the SQLCA definition by using the following:

```
EXEC SQL INCLUDE SQLCA; /* Existing SQLCA */
```

With the conversion to using the SQL diagnostics area, the application would first declare a stand-alone SQLSTATE variable:

```
char SQLSTATE[6]; /* Stand-alone sqlstate */
```

And possibly a stand-alone SQLCODE variable:

```
long int SQLCODE; /* Stand-alone sqlcode */
```

The completion status of the SQL statement is verified by checking the stand-alone SQLSTATE variable. If upon the completion of the current SQL statement, the application chooses to retrieve diagnostics, the application would run the SQL GET DIAGNOSTICS statement:

```

| char hv1[256];
| long int hv2;
|
| EXEC SQL GET DIAGNOSTICS :hv1 = COMMAND_FUNCTION,
| :hv2 = COMMAND_FUNCTION_CODE;

```

## | iSeries server programming model

| In the iSeries Integrated Language Environment® (ILE), the SQL diagnostics area is scoped to a thread and an activation group. This means that for each activation group in which a thread runs SQL statements, a separate diagnostics area will exist for the activation.

## | Additional notes on using the SQL diagnostics area

| In an application program, the SQLCA is replaced with an implicit or stand-alone SQLSTATE variable, which must be declared in the program. With multiple condition areas existing in the SQL diagnostics area, the most severe error or warning is returned in the first diagnostics area. There is no specific ordering of the multiple conditions, except that the first diagnostics area will contain the information for the SQLSTATE that is also returned in the SQLSTATE variable.

| With the SQLCA, the application program provides the storage for the SQLCA that is used to communicate the results of the run of an SQL statement. With the SQL diagnostics area, the database manager manages the storage for the diagnostics, and the GET DIAGNOSTICS statement is provided to retrieve the contents of the diagnostics area.

| Note that the SQLCA will continue to be supported for application programs. Also, the GET DIAGNOSTICS statement can be used in an application program that uses the SQLCA.

## | Example: SQL routine exception

| In the following application example, a stored procedure signals an error when an input value is out of range:

```

| EXEC SQL CREATE PROCEDURE check_input (IN p1 INT)
| LANGUAGE SQL READS SQL DATA
| test: BEGIN
|   IF p1 < 0 THEN
|     SIGNAL SQLSTATE VALUE '99999'
|     SET MESSAGE_TEXT = 'Bad input value';
|   END IF
| END test;

```

| The calling application checks for a failure and retrieves the information about the failure from the SQL diagnostics area:

```

| char SQLSTATE[6]; /* Stand-alone sqlstate */
| long int SQLCODE; /* Stand-alone sqlcode */
|
| long int hv1;
| char hv2[6];
| char hv3[256];
|
| hv1 = -1;
| EXEC SQL CALL check_input(:hv1);
|
| if (strncmp(SQLSTATE, "99999", 5) == 0)
| {
|   EXEC SQL GET DIAGNOSTICS CONDITION 1
|     :hv2 = RETURNED_SQLSTATE,
|     :hv3 = MESSAGE_TEXT;
| }
| else
| {
| }

```

## Example: Logging items from the SQL diagnostics area

In this example, an application needs to log all errors for security reasons. The log could be used to monitor the health of a system or to monitor for inappropriate use of a database.

For each SQL error that occurs, an entry is placed in the log. The entry includes when the error occurred, what user was using the application, what type of SQL statement was run, the returned SQLSTATE value, and the message number and corresponding complete message text.

To determine the data type of each diagnostic item, see Table 55 in the GET DIAGNOSTICS article of the SQL reference topic.

```
char stmt_command[256];
long int error_count;
long int condition_number;
char auth_id[256];
char error_state[6];
char msgid[128];
char msgtext[1024];

EXEC SQL WHENEVER SQLERROR GOTO error;

(application code)

error:
EXEC SQL GET DIAGNOSTICS :stmt_command = COMMAND_FUNCTION,
                        :error_count = NUMBER;

for (condition_number=1;i<=error_count;++condition_number)
{
  EXEC SQL GET DIAGNOSTICS CONDITION :condition_number
    :auth_id = DB2_AUTHORIZATION_ID,
    :error_state = RETURNED_SQLSTATE,
    :msgid = DB2_MESSAGE_ID,
    :msgtext = DB2_MESSAGE_TEXT;

  EXEC SQL INSERT INTO error_log VALUES(CURRENT_TIMESTAMP,
    :stmt_command,
    :condition_number,
    :auth_id,
    :error_state,
    :msgid,
    :msgtext);
}
```

---

## Handling exception conditions with the WHENEVER Statement

The WHENEVER statement causes SQL to check the SQLSTATE and SQLCODE and continue processing your program, or branch to another area in your program if an error, exception, or warning exists as a result of running an SQL statement. An exception condition handling subroutine (part of your program) can then examine the SQLCODE or SQLSTATE field to take an action specific to the error or exception situation.

**Note:** The WHENEVER statement is not allowed in REXX procedures. For information on handling exception conditions in REXX, see Chapter 10, “Coding SQL statements in REXX applications.”

The WHENEVER statement allows you to specify what you want to do whenever a general condition is true. You can specify more than one WHENEVER statement for the same condition. When you do this, the first WHENEVER statement applies to all subsequent SQL statements in the source program until another WHENEVER statement is specified.

The WHENEVER statement looks like this:

EXEC SQL  
**WHENEVER** condition action  
END-EXEC.

There are three conditions you can specify:

**SQLWARNING** Specify SQLWARNING to indicate what you want done when SQLWARN0 = W or SQLCODE contains a positive value other than 100 (SUBSTR(SQLSTATE,1,2) = '01').

**Note:** SQLWARN0 could be set for several different reasons. For example, if the value of a column was truncated when it was moved into a host variable, your program might not regard this as an error.

**SQLERROR** Specify SQLERROR to indicate what you want done when an error code is returned as the result of an SQL statement (SQLCODE < 0) (SUBSTR(SQLSTATE,1,2) > '02').

**NOT FOUND** Specify NOT FOUND to indicate what you want done when an SQLCODE of +100 and a SQLSTATE of '02000' is returned because:

- After a single-row SELECT is issued or after the first FETCH is issued for a cursor, the data the program specifies does not exist.
- After a subsequent FETCH, no more rows satisfying the cursor select-statement are left to retrieve.
- After an UPDATE, a DELETE, or an INSERT, no row meets the search condition.

You can also specify the action you want taken:

**CONTINUE** This causes your program to continue to the next statement.

**GO TO label** This causes your program to branch to an area in the program. The label for that area may be preceded with a colon. The **WHENEVER ... GO TO** statement:

- Must be a section name or an unqualified paragraph name in COBOL
- Is a label in PL/I and C
- Is the label of a TAG in RPG

For example, if you are retrieving rows using a cursor, you expect that SQL will eventually be unable to find another row when the FETCH statement is issued. To prepare for this situation, specify a **WHENEVER NOT FOUND GO TO ...** statement to cause SQL to branch to a place in the program where you issue a **CLOSE** statement in order to close the cursor properly.

**Note:** A **WHENEVER** statement affects all subsequent *source* SQL statements until another **WHENEVER** is encountered.

In other words, all SQL statements coded between two **WHENEVER** statements (or following the first, if there is only one) are governed by the first **WHENEVER** statement, regardless of the path the program takes.

Because of this, the **WHENEVER** statement *must precede* the first SQL statement it is to affect. If the **WHENEVER** *follows* the SQL statement, the branch is not taken on the basis of the value of the SQLCODE and SQLSTATE set by that SQL statement. However, if your program checks the SQLCODE or SQLSTATE directly, the check must be done after the SQL statement is run.

The WHENEVER statement does not provide a CALL to a subroutine option. For this reason, you might want to examine the SQLCODE or SQLSTATE value after each SQL statement is run and call a subroutine, rather than use a WHENEVER statement.

---

## Chapter 5. Coding SQL statements in C and C++ applications

This topic describes the unique application and coding requirements for embedding SQL statements in a C or C++ program. C program refers to ILE C for iSeries programs. C++ program refers to ILE C++ programs. This topic also defines the requirements for host structures and host variables. For more details, see the following sections:

- “Defining the SQL Communications Area in C and C++ applications that use SQL”
- “Defining SQL Descriptor Areas in C and C++ applications that use SQL” on page 20
- “Embedding SQL statements in C and C++ applications that use SQL” on page 22
- “Using host variables in C and C++ applications that use SQL” on page 24
- “Using host structures in C and C++ applications that use SQL” on page 35
- “Using arrays of host structures in C and C++ applications that use SQL” on page 39
- “Using pointer data types in C and C++ applications that use SQL” on page 43
- “Using typedef in C and C++ applications that use SQL” on page 44
- “Using ILE C compiler external file descriptions in C and C++ applications that use SQL” on page 45
- “Determining equivalent SQL and C or C++ data types” on page 46
- “Using indicator variables in C and C++ applications that use SQL” on page 48

For a detailed sample C program that shows how SQL statements can be used, see Chapter 12, “Sample programs using DB2 UDB for iSeries statements.”

**Note:** Read the “Code disclaimer information” on page 196 for important legal information.

---

### Defining the SQL Communications Area in C and C++ applications that use SQL

| A C or C++ program can be written to use the SQLCA to check return status for embedded SQL  
| statements, or the program can use the SQL diagnostics area to check return status. See Using the SQL  
| diagnostics area for more information. The SQLCA is not required if your program uses the GET  
| DIAGNOSTICS SQL statement.

When using the SQLCA, a C or C++ program that contains SQL statements must include one or both of the following:

- An SQLCODE variable declared as long SQLCODE
- An SQLSTATE variable declared as char SQLSTATE[6]

Or,

- An SQLCA (which contains an SQLCODE and SQLSTATE variable).

The SQLCODE and SQLSTATE values are set by the database manager after each SQL statement is run. An application can check the SQLCODE or SQLSTATE value to determine whether the last SQL statement was successful.

You can code the SQLCA in a C or C++ program directly or by using the SQL INCLUDE statement. Using the SQL INCLUDE statement requests the inclusion of a standard declaration:

```
EXEC SQL INCLUDE SQLCA ;
```

A standard declaration includes a structure definition and a static data area that are named 'sqlca'.

The `SQLCODE`, `SQLSTATE`, and `SQLCA` variables must appear before any executable statements. The scope of the declaration must include the scope of all SQL statements in the program.

The included C and C++ source statements for the `SQLCA` are:

```
#ifndef SQLCODE
struct sqlca {
    unsigned char sqlcaid[8];
    long          sqlcabc;
    long          sqlcode;
    short         sqlerrml;
    unsigned char sqlerrmc[70];
    unsigned char sqlerrp[8];
    long          sqlerrd[6];
    unsigned char sqlwarn[11];
    unsigned char sqlstate[5];
};
#define SQLCODE sqlca.sqlcode
#define SQLWARN0 sqlca.sqlwarn[0]
#define SQLWARN1 sqlca.sqlwarn[1]
#define SQLWARN2 sqlca.sqlwarn[2]
#define SQLWARN3 sqlca.sqlwarn[3]
#define SQLWARN4 sqlca.sqlwarn[4]
#define SQLWARN5 sqlca.sqlwarn[5]
#define SQLWARN6 sqlca.sqlwarn[6]
#define SQLWARN7 sqlca.sqlwarn[7]
#define SQLWARN8 sqlca.sqlwarn[8]
#define SQLWARN9 sqlca.sqlwarn[9]
#define SQLWARNA sqlca.sqlwarn[10]
#define SQLSTATE sqlca.sqlstate
#endif
struct sqlca sqlca = {0x0000000000000000};
```

When a declare for `SQLCODE` is found in the program and the precompiler provides the `SQLCA`, `SQLCADE` replaces `SQLCODE`. When a declare for `SQLSTATE` is found in the program and the precompiler provides the `SQLCA`, `SQLSTOTE` replaces `SQLSTATE`.

**Note:** Many SQL error messages contain message data that is of varying length. The lengths of these data fields are embedded in the value of the `SQLCA sqlerrmc` field. Because of these lengths, printing the value of `sqlerrmc` from a C or C++ program might give unpredictable results.

For more information about `SQLCA`, see Appendix B, SQL Communication Area in the SQL Reference topic.

---

## Defining SQL Descriptor Areas in C and C++ applications that use SQL

The following statements require an `SQLDA`:

```
EXECUTE...USING DESCRIPTOR descriptor-name
FETCH...USING DESCRIPTOR descriptor-name
OPEN...USING DESCRIPTOR descriptor-name
DESCRIBE statement-name INTO descriptor-name
DESCRIBE TABLE host-variable INTO descriptor-name
PREPARE statement-name INTO descriptor-name
CALL...USING DESCRIPTOR descriptor-name
```

Unlike the `SQLCA`, more than one `SQLDA` can be in the program, and an `SQLDA` can have any valid name. You can code an `SQLDA` in a C or C++ program either directly or by using the `SQL INCLUDE` statement. Using the `SQL INCLUDE` statement requests the inclusion of a standard `SQLDA` declaration:

```
EXEC SQL INCLUDE SQLDA;
```

A standard declaration includes only a structure definition with the name 'sqlda'.

C and C++ declarations that are included for the SQLDA are:

```
#ifndef SQLDASIZE
struct sqlda {
    unsigned char sqldaid[8];
    long sqldabc;
    short sqln;
    short sqld;
    struct sqlvar {
        short sqltype;
        short sqlllen;
        unsigned char *sqldata;
        short *sqlind;
        struct sqlname {
            short length;
            unsigned char data[30];
        } sqlname;
    } sqlvar[1];
};
#define SQLDASIZE(n) (sizeof(struct sqlda) + (n-1)* sizeof(struct sqlvar))
#endif
```

One benefit from using the INCLUDE SQLDA SQL statement is that you also get the following macro definition:

```
#define SQLDASIZE(n) (sizeof(struct sqlda) + (n-1)* sizeof(struct sqlvar))
```

This macro makes it easy to allocate storage for an SQLDA with a specified number of SQLVAR elements. In the following example, the SQLDASIZE macro is used to allocate storage for an SQLDA with 20 SQLVAR elements.

```
#include <stdlib.h>
EXEC SQL INCLUDE SQLDA;

struct sqlda *mydaptr;
short numvars = 20;
.
.
mydaptr = (struct sqlda *) malloc(SQLDASIZE(numvars));
mydaptr->sqln = 20;
```

Here are other macro definitions that are included with the INCLUDE SQLDA statement:

**GETSQLDOUBLED(daptr)** Returns 1 if the SQLDA pointed to by daptr has been doubled, or 0 if it has not been doubled. The SQLDA is doubled if the seventh byte in the SQLDAID field is set to '2'.

**SETSQLDOUBLED(daptr, newvalue)** Sets the seventh byte of SQLDAID to newvalue.

**GETSQLDALONGLEN(daptr,n)** Returns the length attribute of the nth entry in the SQLDA to which daptr points. Use this only if the SQLDA was doubled and the nth SQLVAR entry has a LOB datatype.

**SETSQLDALONGLEN(daptr,n,len)** Sets the SQLLONGLEN field of the SQLDA to which daptr points to len for the nth entry. Use this only if the SQLDA was doubled and the nth SQLVAR entry has a LOB datatype.

**GETSQLDALENPTR(daptr,n)** Returns a pointer to the actual length of the data for the nth entry in the SQLDA to which daptr points. The SQLDATALEN pointer field returns a

pointer to a long (4 byte) integer. If the SQLDATALEN pointer is zero, a NULL pointer is returned. Use this only if the SQLDA has been doubled.

#### **SETSQLDALENPTR(daptr,n,ptr)**

Sets a pointer to the actual length of the data for the nth entry in the SQLDA to which daptr points. Use this only if the SQLDA has been doubled.

When you have declared an SQLDA as a pointer, you must reference it exactly as declared when you use it in an SQL statement, just as you would for a host variable that was declared as a pointer. To avoid compiler errors, the type of the value that is assigned to the sqldata field of the SQLDA must be a pointer of unsigned character. This helps avoid compiler errors. The type casting is only necessary for the EXECUTE, OPEN, CALL, and FETCH statements where the application program is passing the address of the host variables in the program. For example, if you declared a pointer to an SQLDA called mydaptr, you would use it in a PREPARE statement as:

```
EXEC SQL PREPARE mysname INTO :*mydaptr FROM :mysqlstring;
```

SQLDA declarations can appear wherever a structure definition is allowed. Normal C scope rules apply.

Dynamic SQL is an advanced programming technique described in Dynamic SQL Applications in the *DB2 UDB for iSeries Programming Concepts* information. With dynamic SQL, your program can develop and then run SQL statements while the program is running. A SELECT statement with a variable SELECT list (that is a list of the data to be returned as part of the query) that runs dynamically requires an SQL descriptor area (SQLDA). This is because you will not know in advance how many or what type of variables to allocate in order to receive the results of the SELECT.

For more information about the SQLDA, see the topic "SQL Descriptor Area" in the SQL Reference topic.

---

## **Embedding SQL statements in C and C++ applications that use SQL**

SQL statements can be coded in a C or C++ program wherever executable statements can appear.

Each SQL statement must begin with EXEC SQL and end with a semicolon (;). The EXEC SQL keywords must be on one line. The remaining part of the SQL statement can be on more than one line.

*Example:* An UPDATE statement coded in a C or C++ program might be coded in the following way:

```
EXEC SQL
  UPDATE DEPARTMENT
  SET MGRNO = :MGR_NUM
  WHERE DEPTNO = :INT_DEPT ;
```

See the following sections for more details:

- "Comments in C and C++ applications that use SQL" on page 23
- "Continuation for SQL statements in C and C++ applications that use SQL" on page 23
- "Including code in C and C++ applications that use SQL" on page 23
- "Margins in C and C++ applications that use SQL" on page 23
- "Names in C and C++ applications that use SQL" on page 23
- "NULLs and NULs in C and C++ applications that use SQL" on page 24
- "Statement labels in C and C++ applications that use SQL" on page 24
- "Preprocessor sequence for C and C++ applications that use SQL" on page 24
- "Trigraphs in C and C++ applications that use SQL" on page 24
- "WHENEVER Statement in C and C++ applications that use SQL" on page 24

## Comments in C and C++ applications that use SQL

In addition to using SQL comments (--), you can include C comments (/\*...\*/) within embedded SQL statements whenever a blank is allowed, except between the keywords EXEC and SQL. Comments can span any number of lines. You cannot nest comments. You can use single-line comments (comments that start with //) in C++, but you cannot use them in C.

## Continuation for SQL statements in C and C++ applications that use SQL

SQL statements can be contained on one or more lines. You can split an SQL statement wherever a blank can appear. The backslash (\) can be used to continue a string constant or delimited identifier. Identifiers that are not delimited cannot be continued.

Constants containing DBCS data may be continued across multiple lines in two ways:

- If the character at the right margin of the continued line is a shift-in and the character at the left margin of the continuation line is a shift-out, then the shift characters located at the left and right margin are removed.

This SQL statement has a valid graphic constant of G'<AABBCCDDEEFFGGHHIIJJKK>'. The redundant shifts at the margin are removed.

```
*...+....1....+....2....+....3....+....4....+....5....+....6....+....7....*....8
EXEC SQL SELECT * FROM GRAPHTAB          WHERE GRAPHCOL = G'<AABBCCDDEEFFGGHH>
<IIJJKK>';
```

- It is possible to place the shift characters outside of the margins. For this example, assume the margins are 5 and 75. This SQL statement has a valid graphic constant of G'<AABBCCDDEEFFGGHHIIJJKK>'.  
\*...(. ....1....+....2....+....3....+....4....+....5....+....6....+....7....)....8

```
EXEC SQL SELECT * FROM GRAPHTAB          WHERE GRAPHCOL = G'<AABBCCDD>
<EEFFGGHHIIJJKK>';
```

## Including code in C and C++ applications that use SQL

You can include SQL statements, C, or C++ statements by embedding the following SQL statement in the source code:

```
EXEC SQL INCLUDE member-name;
```

You cannot use C and C++ #include statements to include SQL statements or declarations of C or C++ host variables that are referred to in SQL statements.

## Margins in C and C++ applications that use SQL

You must code SQL statements within the margins that are specified by the MARGINS parameter on the CRTSQLCI or CRTSQLCPPI command. If the MARGINS parameter is specified as \*SRCFILE, the record length of the source file will be used. If a value is specified for the right margin and that value is larger than the source record length, the entire record will be read. The value will also apply to any included members. For example, if a right margin of 200 is specified and the source file has a record length of 80, only 80 columns of data will be read from the source file. If an included source member in the same precompile has a record length of 200, the entire 200 from the include will be read.

If EXEC SQL does not start within the specified margins, the SQL precompiler does not recognize the SQL statement. For more information about CRTSQLCI or CRTSQLCPPI, see Chapter 13, "DB2 UDB for iSeries CL command descriptions for host language precompilers."

## Names in C and C++ applications that use SQL

You can use any valid C or C++ variable name for a host variable. It is subject to the following restrictions:

Do not use host variable names or external entry names that begin with 'SQL', 'RDI', or 'DSN' in any combination of uppercase or lowercase letters. These names are reserved for the database manager. The length of host variable names is limited to 128.

## **NULLs and NULs in C and C++ applications that use SQL**

C, C++, and SQL use the word null, but for different meanings. The C and C++ languages have a null character (NUL), a null pointer (NULL), and a null statement (just a semicolon). The C NUL is a single character that compares equal to 0. The C NULL is a special reserved pointer value that does not point to any valid data object. The SQL null value is a special value that is distinct from all nonnull values and denotes the absence of a (non-null) value.

## **Statement labels in C and C++ applications that use SQL**

Executable SQL statements can be preceded with a label.

## **Preprocessor sequence for C and C++ applications that use SQL**

You must run the SQL preprocessor before the C or C++ preprocessor. You cannot use C or C++ preprocessor directives within SQL statements.

## **Trigraphs in C and C++ applications that use SQL**

Some characters from the C and C++ character set are not available on all keyboards. You can enter these characters into a C or C++ source program by using a sequence of three characters that is called a *trigraph*. The following trigraph sequences are supported within host variable declarations:

- ??( left bracket
- ??) right bracket
- ??< left brace
- ??> right brace
- ??= pound
- ??/ backslash

## **WHENEVER Statement in C and C++ applications that use SQL**

The target for the GOTO clause in an SQL WHENEVER statement must be within the scope of any SQL statements affected by the WHENEVER statement.

---

## **Using host variables in C and C++ applications that use SQL**

All host variables used in SQL statements must be explicitly declared. A host variable used in an SQL statement must be declared prior to the first use of the host variable in an SQL statement.

In C, the C statements that are used to define the host variables should be preceded by a BEGIN DECLARE SECTION statement and followed by an END DECLARE SECTION statement. If a BEGIN DECLARE SECTION and END DECLARE SECTION are specified, all host variable declarations used in SQL statements must be between the BEGIN DECLARE SECTION and the END DECLARE SECTION statements. Host variables declared using a typedef identifier also require a BEGIN DECLARE SECTION and END DECLARE SECTION; however, the typedef declarations do not need to be between these two sections.

In C++, the C++ statements that are used to define the host variables must be preceded by a BEGIN DECLARE SECTION statement and followed by an END DECLARE SECTION statement. You cannot use any variable that is not between the BEGIN DECLARE SECTION statement and the END DECLARE SECTION statement as a host variable.

All host variables within an SQL statement must be preceded by a colon (:).

The names of host variables must be unique within the program, even if the host variables are in different blocks or procedures.

An SQL statement that uses a host variable must be within the scope of the statement in which the variable was declared.

Host variables cannot be union elements.

- | Host variables cannot contain continuation characters within the name.

For more information, see “Declaring host variables in C and C++ applications that use SQL.”

## Declaring host variables in C and C++ applications that use SQL

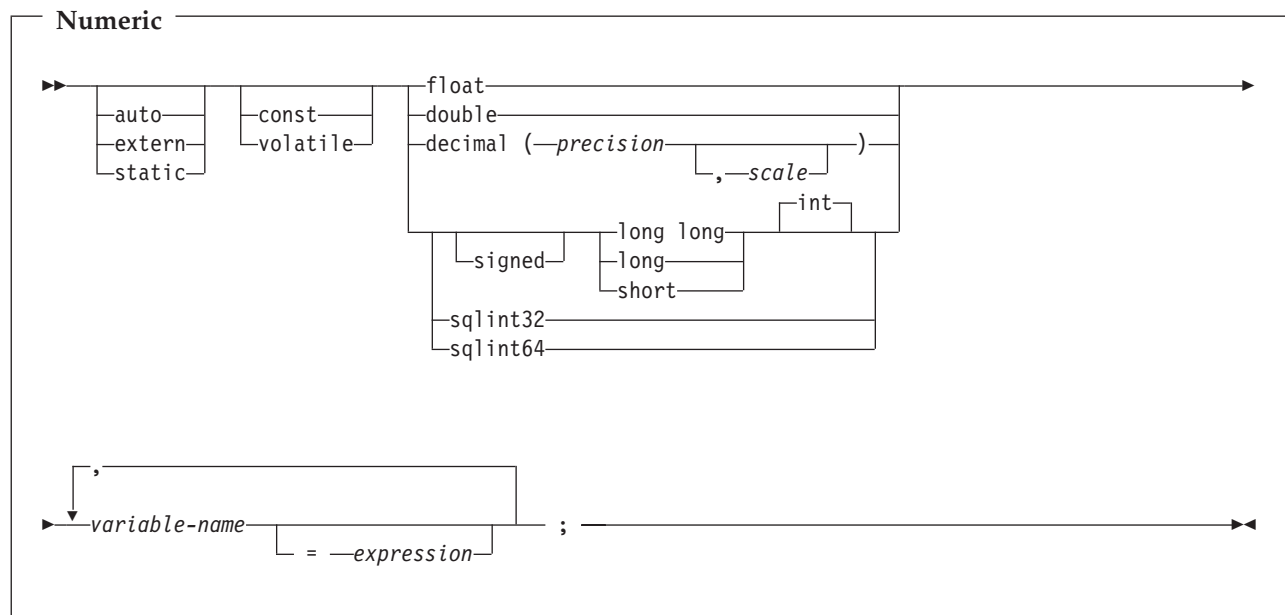
The C and C++ precompilers recognize only a subset of valid C and C++ declarations as valid host variable declarations.

See the following:

- “Numeric host variables in C and C++ applications that use SQL”
- “Character host variables in C and C++ applications that use SQL” on page 26
- “Graphic host variables in C and C++ applications that use SQL” on page 29
- “Binary host variables in C and C++ applications that use SQL” on page 31
- “ROWID host variables in C and C++ applications that use SQL” on page 35
- “LOB host variables in C and C++ applications that use SQL” on page 32

### Numeric host variables in C and C++ applications that use SQL

The following figure shows the syntax for valid numeric host variable declarations.



#### Notes:

1. Precision and scale must be integer constants. Precision may be in the range from 1 to 63. Scale may be in the range from 0 to the precision.
2. If using the decimal data type, the header file `decimal.h` must be included.
3. If using `sqlint32` or `sqlint64`, the header file `sqlsystem.h` must be included.

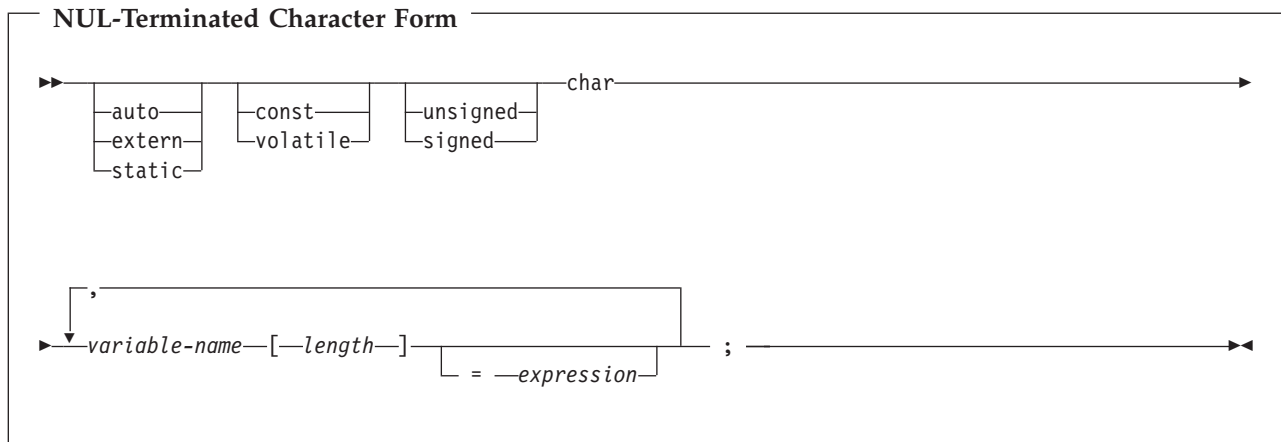
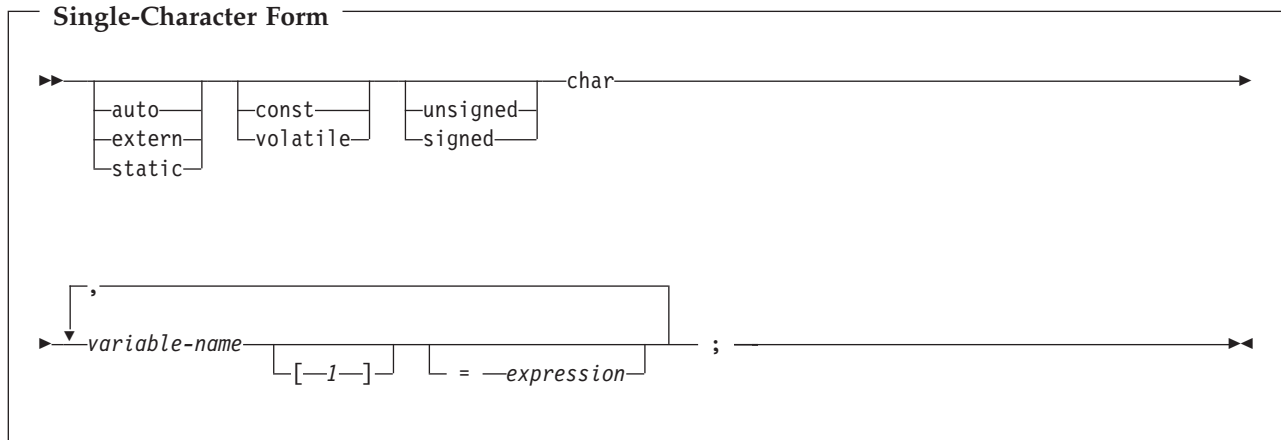
## Character host variables in C and C++ applications that use SQL

There are three valid forms for character host variables:

- Single-character form
- NUL-terminated character form
- VARCHAR structured form

In addition, an SQL VARCHAR declare can be used to define a varchar host variable.

All character types are treated as unsigned.

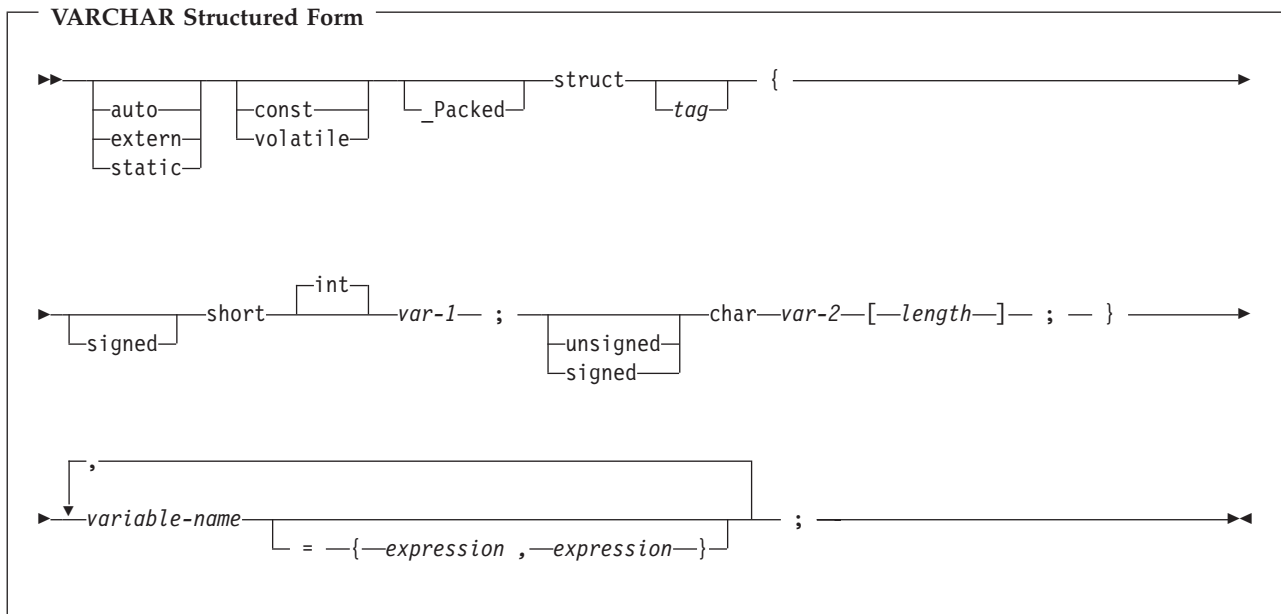


### Notes:

1. The length must be an integer constant that is greater than 1 and not greater than 32741.
2. If the \*CNULRQD option is specified on the CRTSQLCI or CRTSQLCPPI command, the input host variables must contain the NUL-terminator. Output host variables are padded with blanks, and the last character is the NUL-terminator. If the output host variable is too small to contain both the data and the NUL-terminator, the following actions are taken:
  - The data is truncated
  - The last character is the NUL-terminator
  - SQLWARN1 is set to 'W'
3. If the \*NOCNULRQD option is specified on the CRTSQLCI or CRTSQLCPPI command, the input variables do not need to contain the NUL-terminator.

The following applies to output host variables.

- If the host variable is large enough to contain the data and the NUL-terminator, then the following actions are taken:
  - The data is returned, but the data is not padded with blanks
  - The NUL-terminator immediately follows the data
- If the host variable is large enough to contain the data but not the NUL-terminator, then the following actions are taken:
  - The data is returned
  - A NUL-terminator is not returned
  - SQLWARN1 is set to 'N'
- If the host variable is not large enough to contain the data, the following actions are taken:
  - The data is truncated
  - A NUL-terminator is not returned
  - SQLWARN1 is set to 'W'



**Notes:**

1. *length* must be an integer constant that is greater than 0 and not greater than 32740.
2. *var-1* and *var-2* must be simple variable references and cannot be used individually as integer and character host variables.
3. The struct tag can be used to define other data areas, but these cannot be used as host variables.
4. The VARCHAR structured form should be used for bit data that may contain the NULL character. The VARCHAR structured form will not be ended using the nul-terminator.
5. *\_Packed* must not be used in C++. Instead, specify `#pragma pack(1)` prior to the declaration and `#pragma pack()` after the declaration.

**Note:** You may use `#pragma pack (reset)` instead of `#pragma pack()` since they are the same.



```

_Packed struct { short len;
                 char data[222];}
vstring2={6,"mydata"};

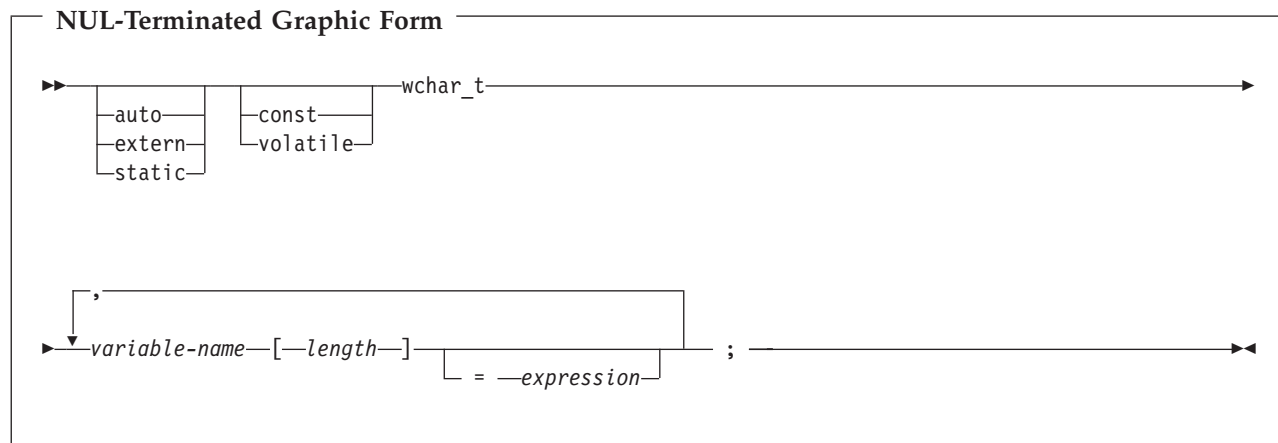
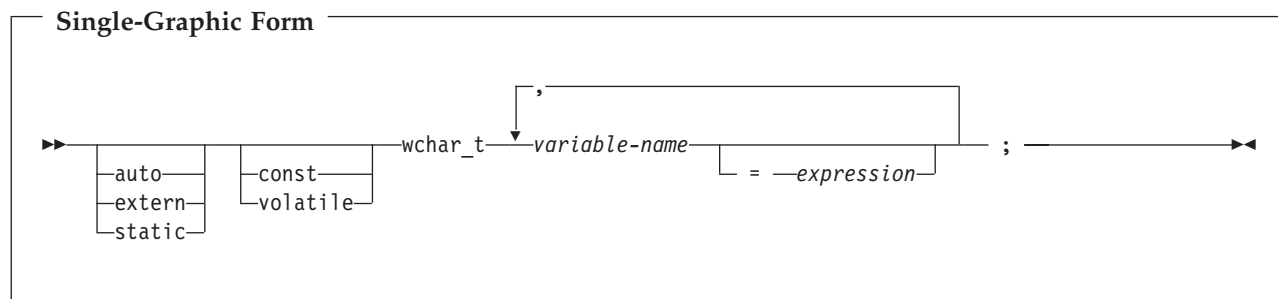
_Packed struct { short len;
                 char data[333];}
vstring3={9,"more data"};

```

## Graphic host variables in C and C++ applications that use SQL

There are three valid forms for graphic host variables:

- Single-graphic form
- NUL-terminated graphic form
- VARGRAPHIC structured form

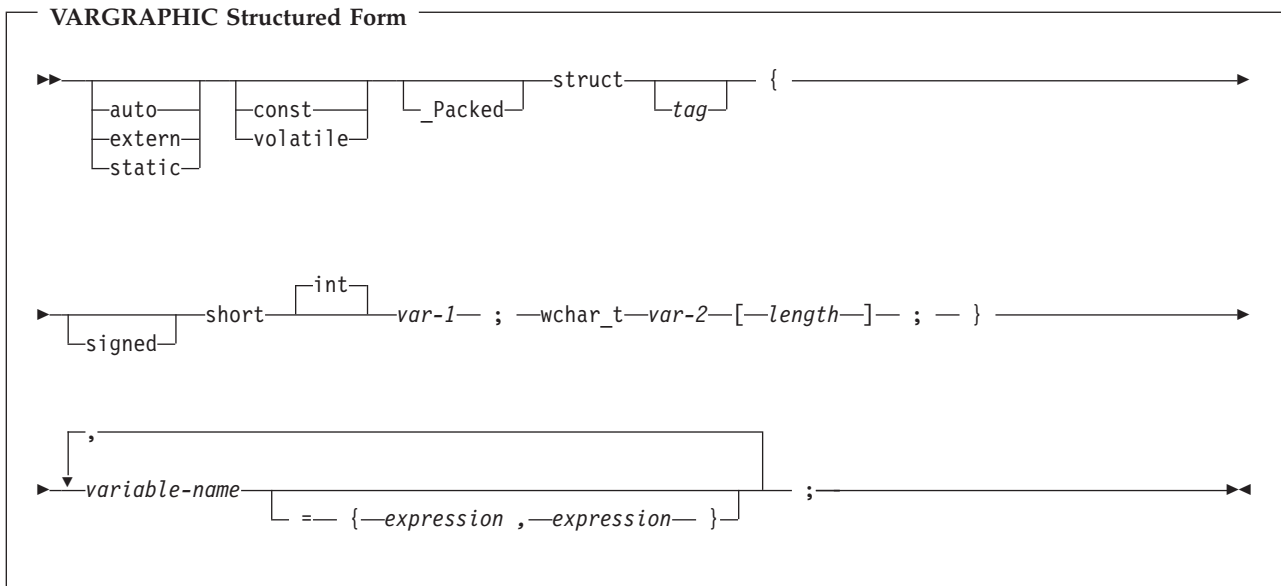


### Notes:

1. *length* must be an integer constant that is greater than 1 and not greater than 16371.
2. If the \*CNULRQD option is specified on the CRTSQLCI or CRTSQLCPPI command, then input host variables must contain the graphic NUL-terminator (/0/0). Output host variables are padded with DBCS blanks, and the last character is the graphic NUL-terminator. If the output host variable is too small to contain both the data and the NUL-terminator, the following actions are taken:
  - The data is truncated
  - The last character is the graphic NUL-terminator
  - SQLWARN1 is set to 'W'

If the \*NOCNULRQD option is specified on the CRTSQLCI or CRTSQLCPPI command, the input host variables do not need to contain the graphic NUL-terminator. The following is true for output host variables.

- If the host variable is large enough to contain the data and the graphic NUL-terminator, the following actions are taken:
  - The data is returned, but is not padded with DBCS blanks
  - The graphic NUL-terminator immediately follows the data
- If the host variable is large enough to contain the data but not the graphic NUL-terminator, the following actions are taken:
  - The data is returned
  - A graphic NUL-terminator is not returned
  - SQLWARN1 is set to 'N'
- If the host variable is not large enough to contain the data, the following actions are taken:
  - The data is truncated
  - A graphic NUL-terminator is not returned
  - SQLWARN1 is set to 'W'



**Notes:**

1. *length* must be an integer constant that is greater than 0 and not greater than 16370.
2. *var-1* and *var-2* must be simple variable references and cannot be used as host variables.
3. The struct tag can be used to define other data areas, but these cannot be used as host variables.
4. *\_Packed* must not be used in C++. Instead, specify `#pragma pack(1)` prior to the declaration and `#pragma pack()` after the declaration.

```

#pragma pack(1)
struct VARGRAPH {
    short len;
    wchar_t s[10];
} vstring;
#pragma pack()
  
```

*Example:*

```

EXEC SQL BEGIN DECLARE SECTION;

/* valid declaration of host variable graphic string */
  
```

```

struct VARGRAPH {
    short len;
    wchar_t s[10];
} vstring;

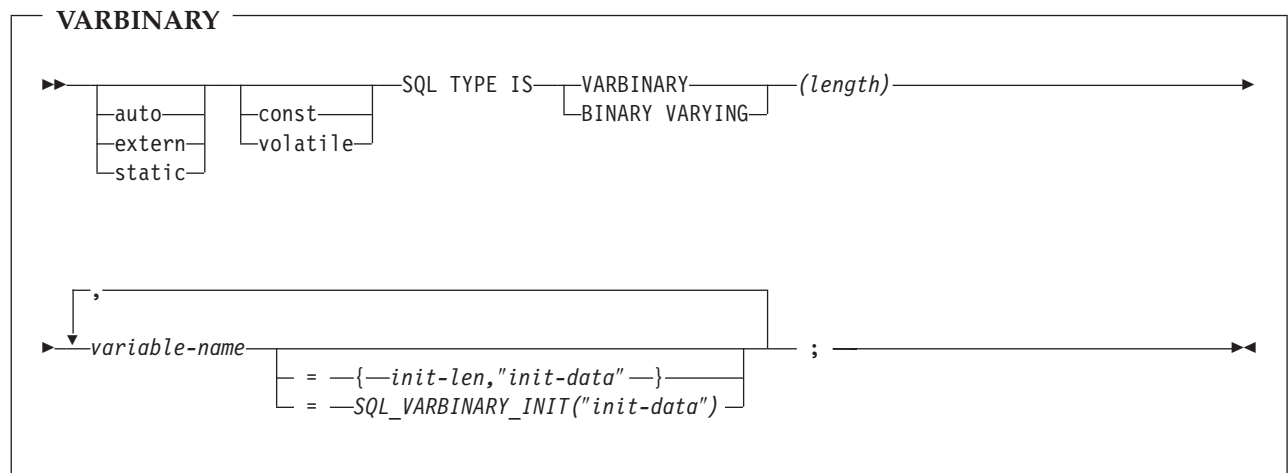
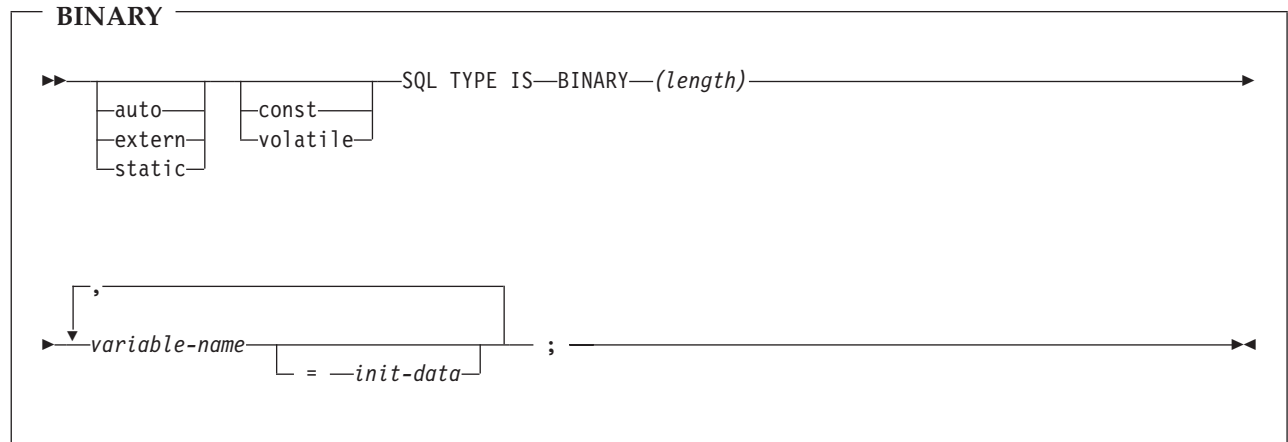
/* invalid declaration of host variable wstring */

struct VARGRAPH wstring;

```

**Binary host variables in C and C++ applications that use SQL**

C and C++ do not have variables that correspond to the SQL binary data types. To create host variables that can be used with these data types, use the SQL TYPE IS clause. The SQL precompiler replaces this declaration with a C language structure in the output source member.



**Notes:**

1. For BINARY host variables, the length must be in the range 1 to 32766.
2. For VARBINARY and BINARY VARYING host variables, the length must be in the range 1 to 32740.
3. SQL TYPE IS, BINARY, VARBINARY, and BINARY VARYING can be in mixed case.

**BINARY Example**

The following declaration:

```
SQL TYPE IS BINARY(4) myBinField;
```

| Results in the generation of the following code:

```
| unsigned char myBinField[4];
```

### | VARBINARY Example

| The following declaration:

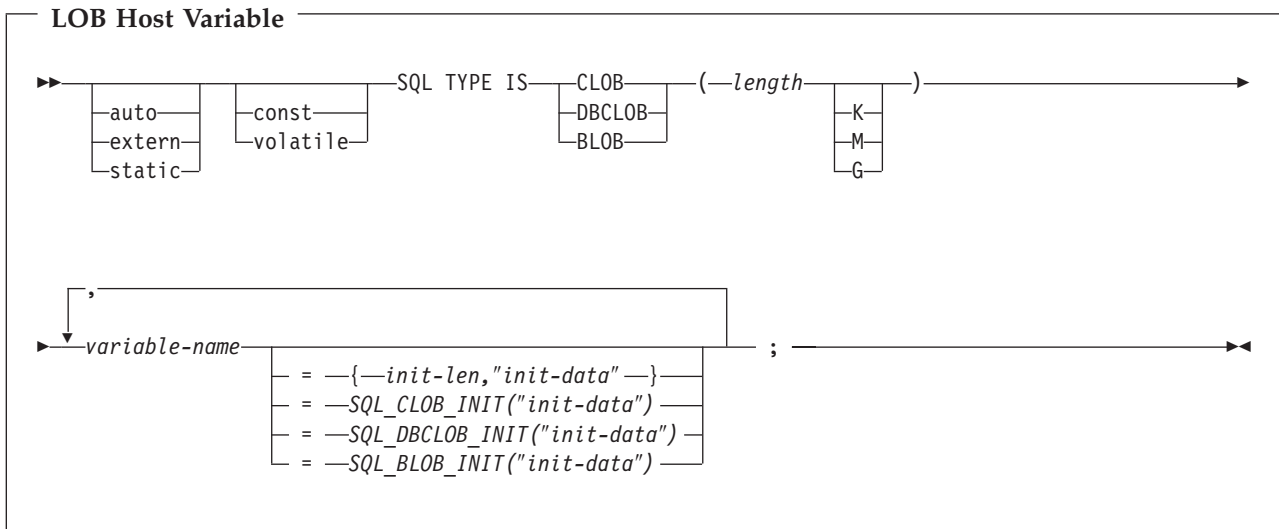
```
| SQL TYPE IS VARBINARY(12) myVarBinField;
```

| Results in the generation of the following structure:

```
| _Packed struct myVarBinField_t {  
|   short length;  
|   char data[12]; }  
| myVarBinField;
```

### | LOB host variables in C and C++ applications that use SQL

C and C++ do not have variables that correspond to the SQL data types for LOBs (large objects). To create host variables that can be used with these data types, use the SQL TYPE IS clause. The SQL precompiler replaces this declaration with a C language structure in the output source member.



#### Notes:

1. K multiplies *length* by 1024. M multiplies *length* by 1,048,576. G multiplies *length* by 1,073,741,824.
2. For BLOB and CLOB,  $1 \leq length \leq 2,147,483,647$
3. For DBCLOB,  $1 \leq length \leq 1,073,741,823$
4. SQL TYPE IS, BLOB, CLOB, DBCLOB, K, M, G can be in mixed case.
5. The maximum length allowed for the initialization string is 32,766 bytes.
6. The initialization length, *init-len*, must be a numeric constant (that is, it cannot include K, M, or G).
7. If the LOB is not initialized within the declaration, then no initialization will be done within the precompiler generated code.
8. The precompiler generates a structure tag which can be used to cast to the host variable's type.
9. Pointers to LOB host variables can be declared, with the same rules and restrictions as for pointers to other host variable types.
10. CCSID processing for LOB host variables will be the same as the processing for other character and graphic host variable types.
11. If a DBCLOB is initialized, it is the user's responsibility to prefix the string with an 'L' (indicating a wide-character string).

### CLOB Example

The following declaration:

```
SQL TYPE IS CLOB(128K) var1, var2 = {10, "data2data2"};
```

The precompiler will generate for C:

```
_Packed struct var1_t {  
    unsigned long length;  
    char data[131072];  
} var1,var2={10,"data2data2"};
```

### DBCLOB Example

The following declaration:

```
SQL TYPE IS DBCLOB(128K) my_dbclob;
```

The precompiler will then generate:

```
_Packed struct my_dbclob_t {  
    unsigned long length;  
    wchar_t data[131072]; } my_dbclob;
```

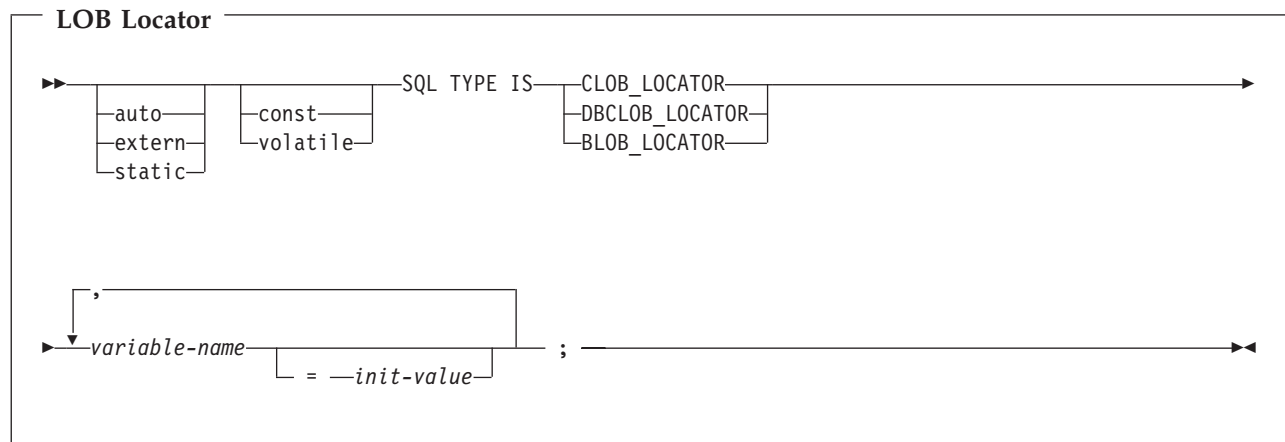
### BLOB Example

The following declaration:

```
static SQL TYPE IS BLOB(128K)  
    my_blob=SQL_BLOB_INIT("mydata");
```

Results in the generation of the following structure:

```
static struct my_blob_t {  
    unsigned long length;  
    char data[131072];  
} my_blob=SQL_BLOB_INIT("my_data");
```



#### Notes:

1. SQL TYPE IS, BLOB\_LOCATOR, CLOB\_LOCATOR, DBCLOB\_LOCATOR can be in mixed case.
2. *init-value* permits the initialization of pointer locator variables. Other types of initialization will have no meaning.
3. Pointers to LOB Locators can be declared, with the same rules and restrictions as for pointers to other host variable types.

### CLOB Locator Example

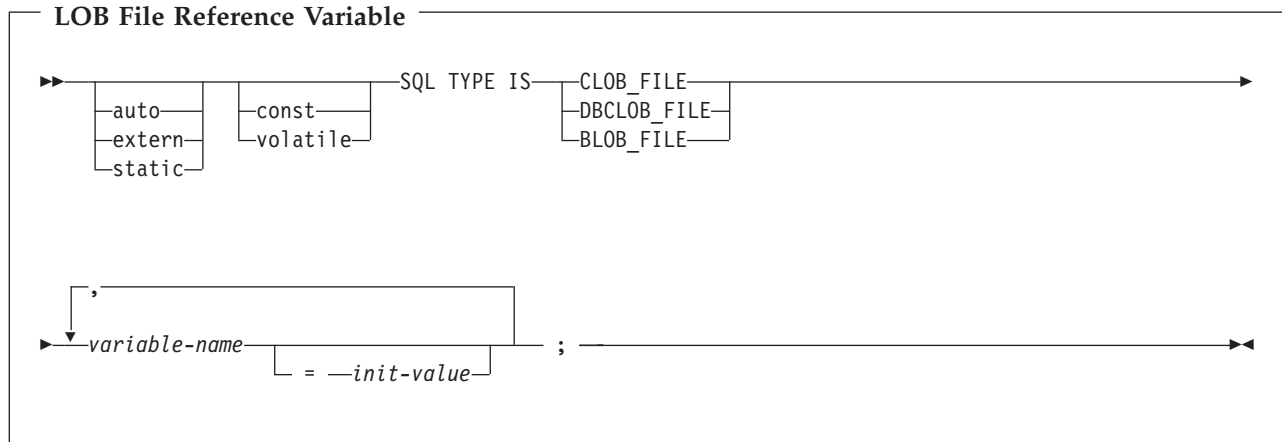
The following declaration:

```
static SQL TYPE IS CLOB_LOCATOR my_locator;
```

Results in the following generation:

```
static long int unsigned my_locator;
```

BLOB and DBCLOB locators have similar syntax.



#### Notes:

1. SQL TYPE IS, BLOB\_FILE, CLOB\_FILE, DBCLOB\_FILE can be in mixed case.
2. Pointers to LOB File Reference Variables can be declared, with the same rules and restrictions as for pointers to other host variable types.

### CLOB File Reference Example

The following declaration:

```
static SQL TYPE IS CLOB_FILE my_file;
```

Results in the generation of the following structure:

```
static _Packed struct {  
    unsigned long    name_length;  
    unsigned long    data_length;  
    unsigned long    file_options;  
    char             name[255];  
} my_file;
```

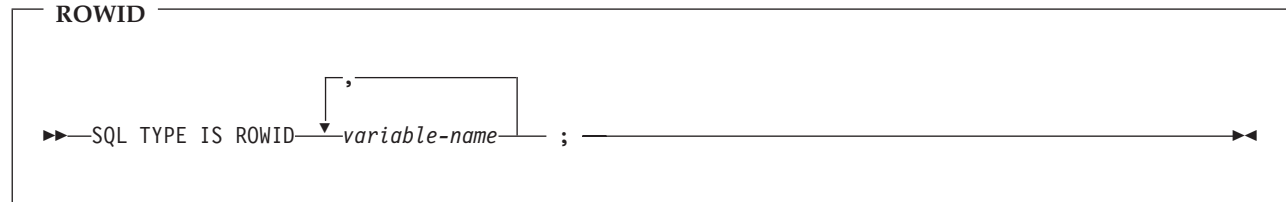
BLOB and DBCLOB file reference variables have similar syntax.

The precompiler will generate declarations for the following file option constants. You can use these constants to set the file\_options variable when you use File Reference host variables. See LOB file reference variables in the SQL Programming Concepts topic for more information about these values.

- SQL\_FILE\_READ (2)
- SQL\_FILE\_CREATE (8)
- SQL\_FILE\_OVERWRITE (16)
- SQL\_FILE\_APPEND (32)

## ROWID host variables in C and C++ applications that use SQL

C and C++ do not have a variable that corresponds to the SQL data type ROWID. To create host variables that can be used with this data type, use the SQL TYPE IS clause. The SQL precompiler replaces this declaration with a C language structure in the output source member.



### Notes:

1. SQL TYPE IS ROWID can be in mixed case.

### ROWID Example

The following declaration:

```
SQL TYPE IS ROWID myrowid, myrowid2;
```

Results in the generation of the following structure:

```
_Packed struct { short len;  
                  char data[40];}  
myrowid1, myrowid2;
```

---

## Using host structures in C and C++ applications that use SQL

In C and C++ programs, you can define a **host structure**, which is a named set of elementary C or C++ variables. Host structures have a maximum of two levels, even though the host structure might itself occur within a multilevel structure. An exception is the declaration of a varying-length string, which requires another structure.

A host structure name can be a group name whose subordinate levels name elementary C or C++ variables. For example:

```
struct {  
    struct {  
        char c1;  
        char c2;  
    } b_st;  
} a_st;
```

In this example, `b_st` is the name of a host structure consisting of the elementary items `c1` and `c2`.

You can use the structure name as a shorthand notation for a list of scalars, but only for a two-level structure. You can qualify a host variable with a structure name (for example, `structure.field`). Host structures are limited to two levels. (For example, in the above host structure example, the `a_st` cannot be referred to in SQL.) A structure cannot contain an intermediate level structure. In the previous example, `a_st` could not be used as a host variable or referred to in an SQL statement. A host structure for SQL data has two levels and can be thought of as a named set of host variables. After the host structure is defined, you can refer to it in an SQL statement instead of listing the several host variables (that is, the names of the host variables that make up the host structure).

For example, you can retrieve all column values from selected rows of the table `CORPDATA.EMPLOYEE` with:

```

struct { char empno[7];
        struct          { short int firstname_len;
                        char  firstname_text[12];
                        }  firstname;
        char midint,
        struct          { short int lastname_len;
                        char  lastname_text[15];
                        }  lastname;
        char workdept[4];
        } pemp1;
.....
strcpy("000220",pemp1.empno);
.....
exec sql
  SELECT *
  INTO :pemp1
  FROM corpdata.employee
  WHERE empno=:pemp1.empno;

```

Notice that in the declaration of pemp1, two varying-length string elements are included in the structure: firstname and lastname.

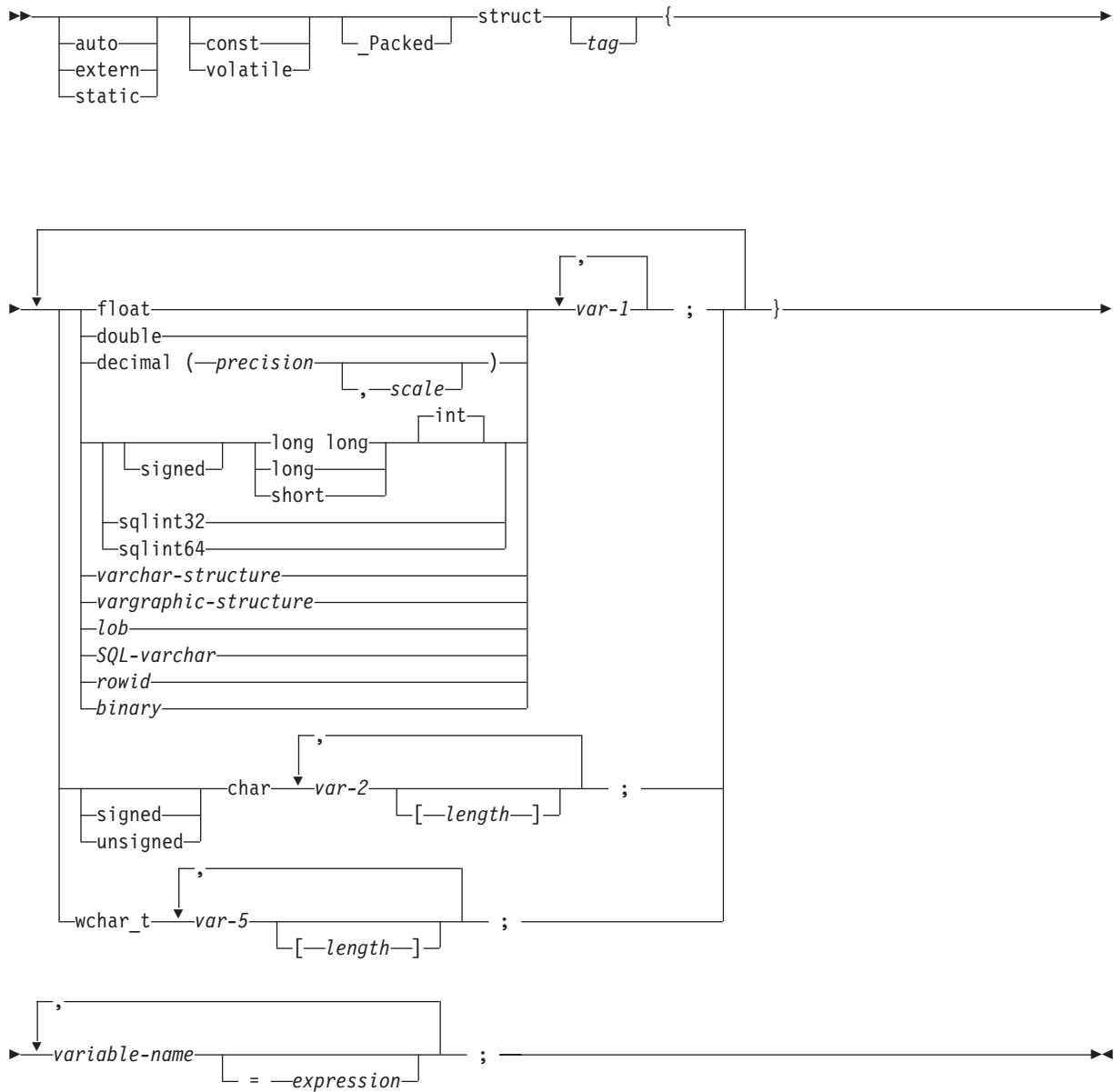
For more details, see the following sections:

- “Host structure declarations in C and C++ applications that use SQL”
- “Host structure indicator array in C and C++ applications that use SQL” on page 39

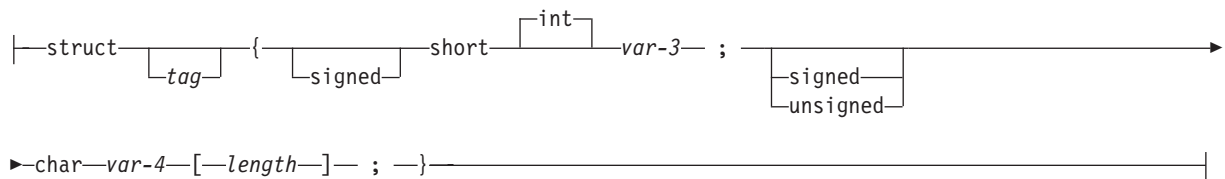
## Host structure declarations in C and C++ applications that use SQL

The following figure shows the valid syntax for host structure declarations.

## Host Structures

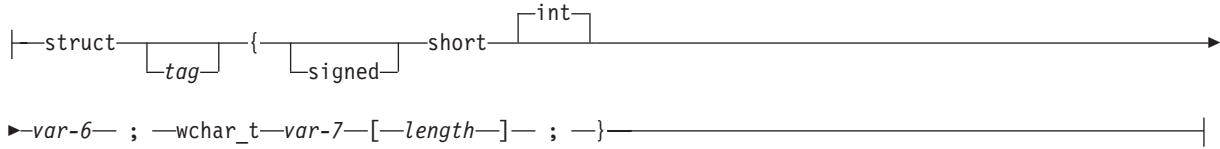


### varchar-structure:

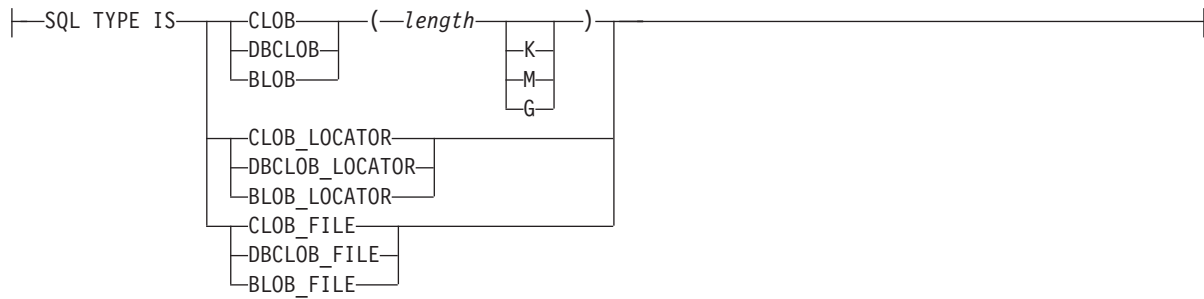


**Host Structures (continued)**

**vargraphic-structure:**



**lob:**



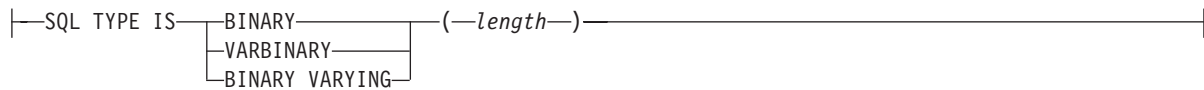
**SQL-varchar:**



**rowid:**



**binary:**



**Notes:**

1. For details on declaring numeric, character, graphic, LOB, ROWID, and binary host variables, see the notes under numeric, character, graphic, LOB, ROWID, and binary host variables.
2. A structure of a short int followed by either a char or wchar\_t array is always interpreted by the SQL C and C++ precompilers as either a VARCHAR or VARGRAPHIC structure.
3. `_Packed` must not be used in C++. Instead, specify `#pragma pack(1)` prior to the declaration and `#pragma pack()` after the declaration.

```
#pragma pack(1)
struct {
    short myshort;
```

```

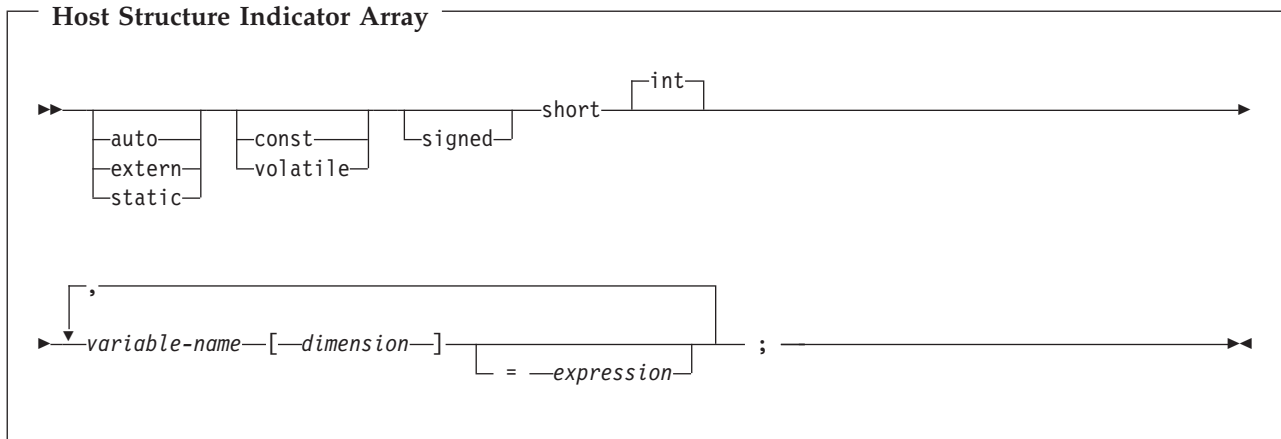
    long mylong;
    char mychar[5];
    } a_st;
#pragma pack()

```

4. If using `sqlint32` or `sqlint64`, the header file `sqlsystem.h` must be included.

## Host structure indicator array in C and C++ applications that use SQL

The following figure shows the valid syntax for host structure indicator array declarations.



**Note:** Dimension must be an integer constant between 1 and 32767.

## Using arrays of host structures in C and C++ applications that use SQL

In C and C++ programs, you can define a host structure array that has the dimension attribute. Host structure arrays have a maximum of two levels, even though the array might occur within a multiple-level structure. Another structure is not needed if a varying-length character string or a varying-length graphic string is not used.

In this C example,

```

struct {
    _Packed struct{
        char c1_var[20];
        short c2_var;
    } b_array[10];
} a_struct;

```

and in this C++ example,

```

#pragma pack(1)
struct {
    struct{
        char c1_var[20];
        short c2_var;
    } b_array[10];
} a_struct;
#pragma pack()

```

the following are true:

- All of the members in `b_array` must be valid variable declarations.
- The `_Packed` attribute must be specified for the struct tag.

- b\_array is the name of an array of host structures containing the members c1\_var and c2\_var.
- b\_array may only be used on the blocked forms of FETCH statements and INSERT statements.
- c1\_var and c2\_var are not valid host variables in any SQL statement.
- A structure cannot contain an intermediate level structure.

For example, in C you can retrieve 10 rows from the cursor with:

```
_Packed struct {char first_initial;
                char middle_initial;
                _Packed struct {short lastname_len;
                                char lastname_data[15];
                                } lastname;
                double total_salary;
                } employee_rec[10];
struct { short inds[4];
        } employee_inds[10];
...
EXEC SQL DECLARE C1 CURSOR FOR
  SELECT SUBSTR(FIRSTNME,1,1), MIDINIT, LASTNAME,
         SALARY+BONUS+COMM
         FROM CORPDATA.EMPLOYEE;
EXEC SQL OPEN C1;
EXEC SQL FETCH C1 FOR 10 ROWS INTO :employee_rec:employee_inds;
...
```

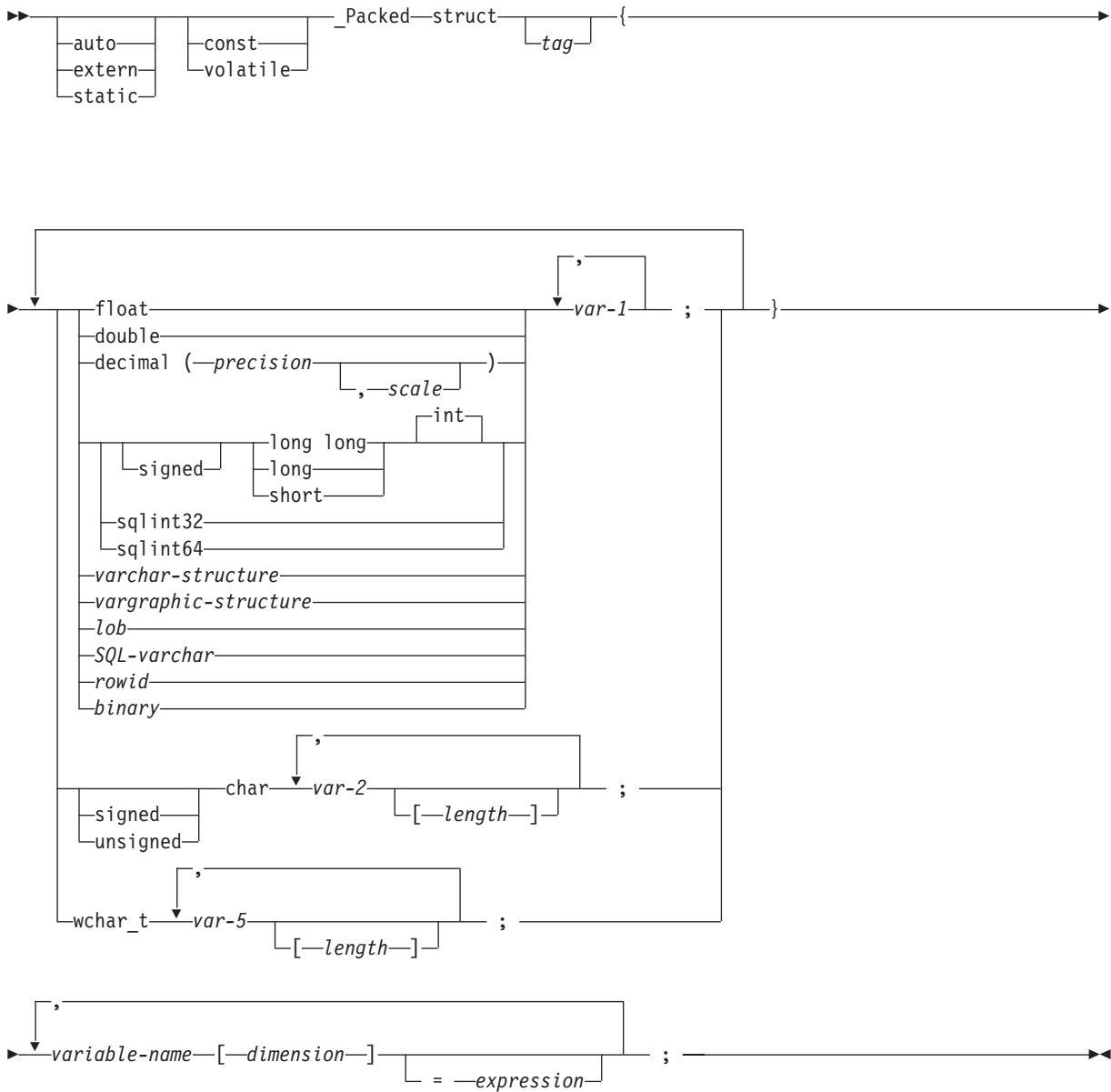
For more details, see the following sections:

- “Host structure array in C and C++ applications that use SQL”
- “Host structure array indicator structure in C and C++ applications that use SQL” on page 43

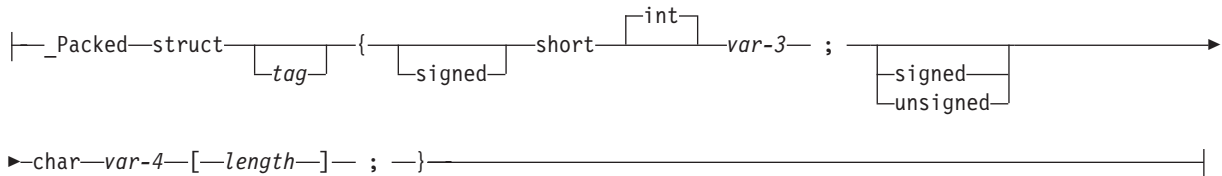
## Host structure array in C and C++ applications that use SQL

The following figure shows the valid syntax for host structure array declarations.

## Host Structure Array

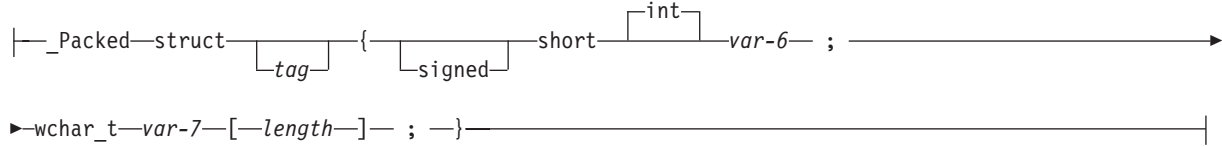


### varchar-structure:

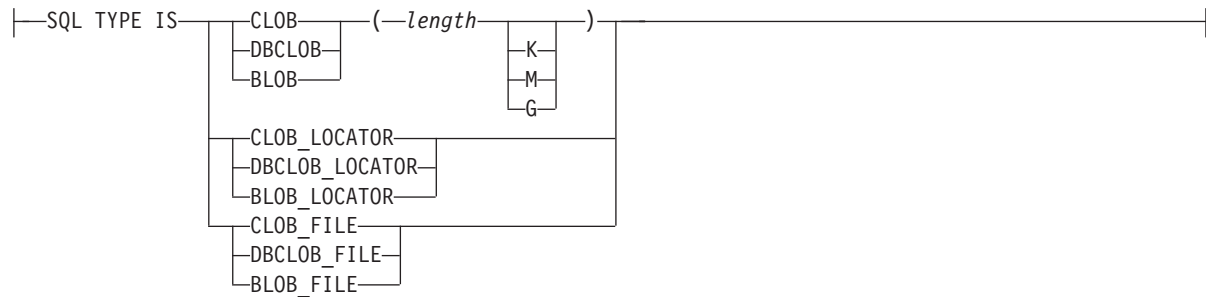


**Host Structure Array (continued)**

**vargraphic-structure:**



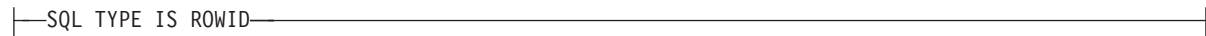
**lob:**



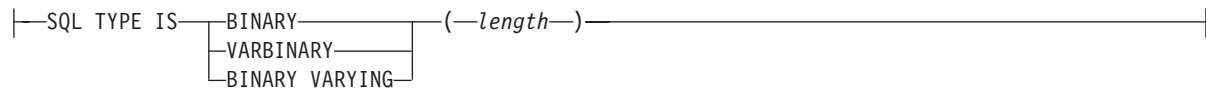
**SQL-varchar:**



**rowid:**



**binary:**

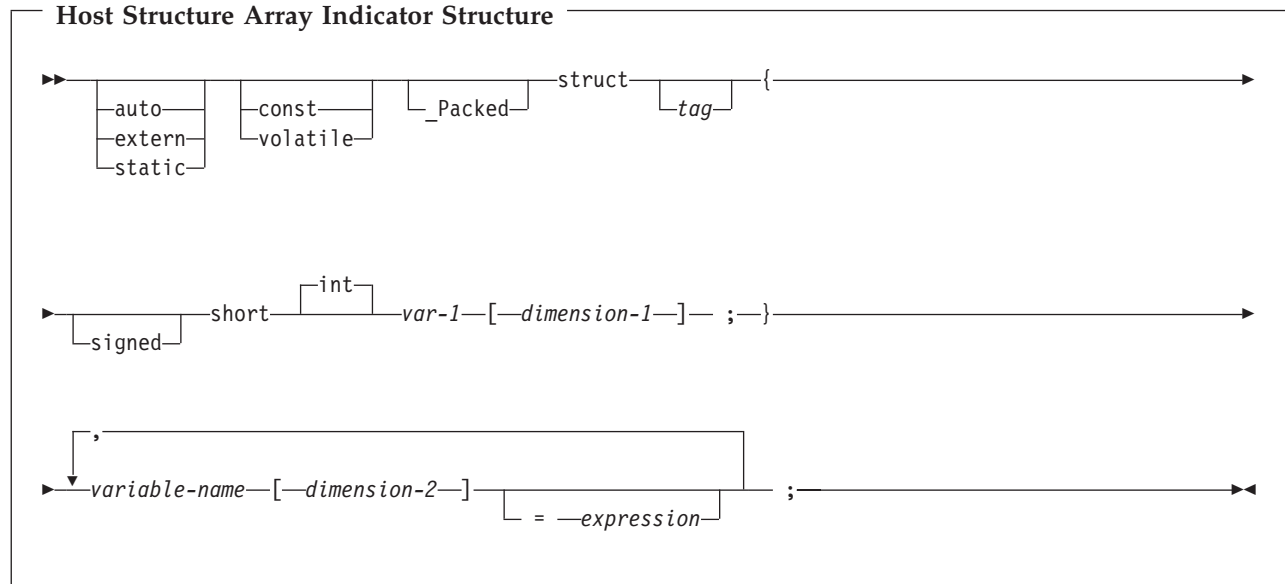


**Notes:**

1. For details on declaring numeric, character, graphic, LOB, ROWID, and binary host variables, see the notes under numeric-host variables, character-host, graphic-host variables, LOB host variables, ROWID host variables, and binary host variables.
2. The struct tag can be used to define other data areas, but these cannot be used as host variables.
3. Dimension must be an integer constant between 1 and 32767.
4. \_Packed must not be used in C++. Instead, specify #pragma pack(1) prior to the declaration and #pragma pack() after the declaration.
5. If using sqlint32 or sqlint64, the header file sqlsystem.h must be included.

## Host structure array indicator structure in C and C++ applications that use SQL

The following figure shows the valid syntax for host structure array indicator structure declarations.



### Notes:

1. The struct tag can be used to define other data areas, but they cannot be used as host variables.
2. dimension-1 and dimension-2 must both be integer constants between 1 and 32767.
3. `_Packed` must not be used in C++. Instead, specify `#pragma pack(1)` prior to the declaration and `#pragma pack()` after the declaration.

## Using pointer data types in C and C++ applications that use SQL

You can also declare host variables that are pointers to the supported C and C++ data types, with the following restrictions:

- If a host variable is declared as a pointer, then that host variable must be declared with asterisks followed by a host variable. The following examples are all valid:

```

short *mynum;           /* Ptr to an integer           */
long **mynumptr;       /* Ptr to a ptr to a long integer */
char *mychar;          /* Ptr to a single character      */
char(*mychara)[20];    /* Ptr to a char array of 20 bytes */
struct {               /* Ptr to a variable char array of 30 bytes. */
    short mylen;
    char mydata[30];
} *myvchar;

```

**Note:** Parentheses are only allowed when declaring a pointer to a NUL-terminated character array, in which case they are required. If the parentheses were not used, you would be declaring an array of pointers rather than the desired pointer to an array. For example:

```

char (*a)[10];         /* pointer to a null-terminated char array */
char *a[10];          /* pointer to an array of pointers         */

```

- If a host variable is declared as a pointer, then no other host variable can be declared with that same name within the same source file. For example, the second declaration below would be invalid:

```

char *mychar;          /* This declaration is valid           */
char mychar;          /* But this one is invalid             */

```

- When a host variable is referenced within an SQL statement, that host variable must be referenced exactly as declared, with the exception of pointers to NUL-terminated character arrays. For example, the following declaration required parentheses:

```
char (*mychara)[20];          /* ptr to char array of 20 bytes      */
```

However, the parentheses are not allowed when the host variable is referenced in an SQL statement, such as a SELECT:

```
EXEC SQL SELECT name INTO :*mychara FROM mytable;
```

- Only the asterisk can be used as an operator over a host variable name.
- The maximum length of a host variable name is affected by the number of asterisks specified, as these asterisks are considered part of the name.
- Pointers to structures are not usable as host variables except for variable character structures. Also, pointer fields in structures are not usable as host variables.
- SQL requires that all specified storage for based host variables be allocated. If the storage is not allocated, unpredictable results can occur.

---

## Using typedef in C and C++ applications that use SQL

You can also use the typedef declarations to define your own identifiers that will be used in place of C type specifiers such as short, float, and double. The typedef identifiers used to declare host variables must be unique within the program, even if the typedef declarations are in different blocks or procedures. If the program contains BEGIN DECLARE SECTION and END DECLARE SECTION statements, the typedef declarations do not need to be contained with the BEGIN DECLARE SECTION and END DECLARE SECTION. The typedef identifier will be recognized by the SQL precompiler within the BEGIN DECLARE SECTION. The C and C++ precompilers recognize only a subset of typedef declarations, the same as with host variable declarations.

Examples of valid typedef statements:

- Declaring a long typedef and then declaring host variables which reference the typedef.

```
typedef long int LONG_T;
LONG_T I1, *I2;
```

- The character array length may be specified in either the typedef or on the host variable declaration but not in both.

```
typedef char NAME_T[30];
typedef char CHAR_T;
CHAR_T name1[30]; /* Valid */
NAME_T name2;    /* Valid */
NAME_T name3[10]; /* Not valid for SQL use */
```

- The SQL TYPE IS statement may be used in a typedef.

```
typedef SQL TYPE IS CLOB(5K) CLOB_T;
CLOB_T clob_var1;
```

- Storage class (auto, extern, static), volatile, or const qualifiers may be specified on the host variable declaration.

```
typedef short INT_T;
typedef short INT2_T;
static INT_T i1;
volatile INT2_T i2;
```

- typedefs of structures are supported.

```
typedef _Packed struct {char dept[3];
                        char deptname[30];
                        long Num_employees;} DEPT_T;

DEPT_T dept_rec;
DEPT_T dept_array[20]; /* use for blocked insert or fetch */
```

---

## Using ILE C compiler external file descriptions in C and C++ applications that use SQL

You can use the C or C++ #pragma mapinc directive with the #include directive to include external file descriptions in your program. When used with SQL, only a particular format of the #pragma mapinc directive is recognized by the SQL precompiler. If all of the required elements are not specified, the precompiler ignores the directive and does not generate host variable structures. The required elements are:

- Include name
- Externally described file name
- Format name or a list of format names
- Options
- Conversion options

The library name, union name, conversion options, and prefix name are optional. Although typedef statements coded by the user are not recognized by the precompiler, those created by the #pragma mapinc and #include directives are recognized. SQL supports input, output, both, and key values for the options parameter. For the conversion options, the supported values are D, p, z, \_P, and 1BYTE\_CHAR. These options may be specified in any order except that both D and p cannot be specified. Unions declared using the typedef union created by the #pragma mapinc and #include directive cannot be used as host variables in SQL statements; the members of the unions can be used. Structures that contain the typedef structure cannot be used in SQL statements; the structure declared using the typedef can be used.

To retrieve the definition of the sample table DEPARTMENT described in DB2 UDB for iSeries Sample Tables in the *DB2 UDB for iSeries Programming Concepts* information, you can code the following:

```
#pragma mapinc ("dept", "CORPDATA/DEPARTMENT(*ALL)", "both")
#include "dept"
CORPDATA_DEPARTMENT_DEPARTMENT_both_t Dept_Structure;
```

A host structure named Dept\_Structure is defined with the following elements: DEPTNO, DEPTNAME, MGRNO, and ADMRDEPT. These field names can be used as host variables in SQL statements.

**Note:** DATE, TIME, and TIMESTAMP columns generate character host variable definitions. They are treated by SQL with the same comparison and assignment rules as a DATE, TIME, and TIMESTAMP column. For example, a date host variable can only be compared against a DATE column or a character string which is a valid representation of a date.

| If the GRAPHIC or VARGRAPHIC column has a UCS-2 CCSID, the generated host variable will  
| have the UCS-2 CCSID assigned to it. If the GRAPHIC or VARGRAPHIC column has a UTF-16  
| CCSID, the generated host variable will have the UTF-16 CCSID assigned to it.

Although zoned, binary (with non-zero scale fields), and optionally decimal are mapped to character fields in ILE C for iSeries, SQL will treat these fields as numeric. By using the extended program model (EPM) routines, you can manipulate these fields to convert zoned and packed

decimal data. For more information, see the ILE C for iSeries Language Reference  topic.

## Determining equivalent SQL and C or C++ data types

The precompiler determines the base SQLTYPE and SQLLEN of host variables based on the following table. If a host variable appears with an indicator variable, the SQLTYPE is the base SQLTYPE plus one.

Table 1. C or C++ Declarations Mapped to Typical SQL Data Types

C or C++ Data Type	SQLTYPE of Host Variable	SQLLEN of Host Variable	SQL Data Type
short int	500	2	SMALLINT
long int	496	4	INTEGER
long long int	492	8	BIGINT
decimal(p,s)	484	p in byte 1, s in byte 2	DECIMAL (p,s)
float	480	4	FLOAT (single precision)
double	480	8	FLOAT (double precision)
single-character form	452	1	CHAR(1)
NUL-terminated character form	460	length	VARCHAR (length - 1)
VARCHAR structured form	448	length	VARCHAR (length)
single-graphic form	468	1	GRAPHIC(1)
NUL-terminated single-graphic form	400	length	VARGRAPHIC (length - 1)
VARGRAPHIC structured form	464	length	VARGRAPHIC (length)

You can use the following table to determine the C or C++ data type that is equivalent to a given SQL data type.

Table 2. SQL Data Types Mapped to Typical C or C++ Declarations

SQL Data Type	C or C++ Data Type	Notes
SMALLINT	short int	
INTEGER	long int	
BIGINT	long long int	
DECIMAL(p,s)	decimal(p,s)	p is a positive integer from 1 to 63, and s is a positive integer from 0 to 63.
NUMERIC(p,s) or nonzero scale binary	No exact equivalent	Use decimal(p,s).
FLOAT (single precision)	float	
FLOAT (double precision)	double	
CHAR(1)	single-character form	
CHAR(n)	No exact equivalent	If $n > 1$ , use NUL-terminated character form

Table 2. SQL Data Types Mapped to Typical C or C++ Declarations (continued)

SQL Data Type	C or C++ Data Type	Notes
VARCHAR(n)	NUL-terminated character form	Allow at least $n+1$ to accommodate the NUL-terminator. If data can contain character NULs ( <code>\0</code> ), use VARCHAR structured form or SQL VARCHAR.  $n$ is a positive integer. The maximum value of $n$ is 32740.
	VARCHAR structured form	The maximum value of $n$ is 32740. The SQL VARCHAR form may also be used.
CLOB	None	Use SQL TYPE IS to declare a CLOB in C or C++.
GRAPHIC (1)	single-graphic form	
GRAPHIC (n)	No exact equivalent	If $n > 1$ , use NUL-terminated graphic form.
VARGRAPHIC(n)	NUL-terminated graphic form	If data can contain graphic NUL values ( <code>/0/0</code> ), use VARGRAPHIC structured form. Allow at least $n + 1$ to accommodate the NUL-terminator.  $n$ is a positive integer. The maximum value of $n$ is 16370.
	VARGRAPHIC structured form	$n$ is a positive integer. The maximum value of $n$ is 16370.
DBCLOB	None	Use SQL TYPE IS to declare a DBCLOB in C or C++.
BINARY	None	Use SQL TYPE IS to declare a BINARY in C or C++.
VARBINARY	None	Use SQL TYPE IS to declare a VARBINARY in C or C++.
BLOB	None	Use SQL TYPE IS to declare a BLOB in C or C++.
DATE	NUL-terminated character form	If the format is *USA, *ISO, *JIS, or *EUR, allow at least 11 characters to accommodate the NUL-terminator. If the format is *MDY, *YMD, or *DMY, allow at least 9 characters to accommodate the NUL-terminator. If the format is *JUL, allow at least 7 characters to accommodate the NUL-terminator.
	VARCHAR structured form	If the format is *USA, *ISO, *JIS, or *EUR, allow at least 10 characters. If the format is *MDY, *YMD, or *DMY, allow at least 8 characters. If the format is *JUL, allow at least 6 characters.

Table 2. SQL Data Types Mapped to Typical C or C++ Declarations (continued)

SQL Data Type	C or C++ Data Type	Notes
TIME	NUL-terminated character form	Allow at least 7 characters (9 to include seconds) to accommodate the NUL-terminator.
	VARCHAR structured form	Allow at least 6 characters; 8 to include seconds.
TIMESTAMP	NUL-terminated character form	Allow at least 20 characters (27 to include microseconds at full precision) to accommodate the NUL-terminator. If n is less than 27, truncation occurs on the microseconds part.
	VARCHAR structured form	Allow at least 19 characters. To include microseconds at full precision, allow 26 characters. If the number of characters is less than 26, truncation occurs on the microseconds part.
DATALINK	Not supported	
ROWID	None	Use SQL TYPE IS to declare a ROWID in C or C++.

For more details, see “Notes on C and C++ variable declaration and usage.”

## Notes on C and C++ variable declaration and usage

Apostrophes and quotation marks have different meanings in C, C++, and SQL. C and C++ use quotation marks to delimit string constants and apostrophes to delimit character constants. SQL does not have this distinction, but uses quotation marks for delimited identifiers and uses apostrophes to delimit character string constants. Character data in SQL is distinct from integer data.

## Using indicator variables in C and C++ applications that use SQL

An indicator variable is a two-byte integer (short int). You can also specify an indicator structure (defined as an array of halfword integer variables) to support a host structure. On retrieval, an indicator variable is used to show if its associated host variable has been assigned a null value. On assignment to a column, a negative indicator variable is used to indicate that a null value should be assigned.

See the indicator variables topic in the SQL Reference topic for more information.

Indicator variables are declared in the same way as host variables. The declarations of the two can be mixed in any way that seems appropriate to you.

*Example:*

Given the statement:

```
EXEC SQL FETCH CLS_CURSOR INTO :ClSd,
                                :Day :DayInd,
                                :Bgn :BgnInd,
                                :End :EndInd;
```

Variables can be declared as follows:

```
EXEC SQL BEGIN DECLARE SECTION;  
char ClsCd[8];  
char Bgn[9];  
char End[9];  
short Day, DayInd, BgnInd, EndInd;  
EXEC SQL END DECLARE SECTION;
```



---

## Chapter 6. Coding SQL statements in COBOL applications

The iSeries system supports more than one COBOL compiler. The DB2 UDB Query Manager and SQL Development Kit licensed program only supports the COBOL for iSeries and ILE COBOL for iSeries languages. This topic describes the unique application and coding requirements for embedding SQL statements in a COBOL program. Requirements for host structures and host variables are defined.

For more details, see the following sections:

- “Defining the SQL Communications Area in COBOL applications that use SQL”
- “Defining SQL Descriptor Areas in COBOL applications that use SQL” on page 52
- “Embedding SQL statements in COBOL applications that use SQL” on page 53
- “Using host variables in COBOL applications that use SQL” on page 55
- “Using host structures in COBOL applications that use SQL” on page 64
- “Using external file descriptions in COBOL applications that use SQL” on page 74
- “Determining equivalent SQL and COBOL data types” on page 75
- “Using indicator variables in COBOL applications that use SQL” on page 78

A detailed sample COBOL program, showing how SQL statements can be used, is provided in Chapter 12, “Sample programs using DB2 UDB for iSeries statements.”

**Note:** Read the “Code disclaimer information” on page 196 for important legal information.

---

### Defining the SQL Communications Area in COBOL applications that use SQL

| A COBOL program can be written to use the SQLCA to check return status for embedded SQL  
| statements, or the program can use the SQL diagnostics area to check return status. To use the SQL  
| diagnostics area instead of the SQLCA, use the SET OPTION SQL statement with the option SQLCA =  
| \*NO. For more information, see “Using the SQL diagnostics area” on page 14.

When using the SQLCA, a COBOL program that contains SQL statements must include one or both of the following:

- An SQLCODE variable declared as PICTURE S9(9) BINARY, PICTURE S9(9) COMP-4, or PICTURE S9(9) COMP.
- An SQLSTATE variable declared as PICTURE X(5)

Or,

- An SQLCA (which contains an SQLCODE and SQLSTATE variable).

The SQLCODE and SQLSTATE values are set by the database manager after each SQL statement is run. An application can check the SQLCODE or SQLSTATE value to determine whether the last SQL statement was successful.

The SQLCA can be coded in a COBOL program either directly or by using the SQL INCLUDE statement. Using the SQL INCLUDE statement requests the inclusion of a standard declaration:

```
EXEC SQL INCLUDE SQLCA END-EXEC.
```

The SQLCODE, SQLSTATE, and SQLCA variable declarations must appear in the WORKING-STORAGE SECTION or LINKAGE SECTION of your program and can be placed wherever a record description entry can be specified in those sections.

When you use the INCLUDE statement, the SQL COBOL precompiler includes COBOL source statements for the SQLCA:

```
01 SQLCA.
   05 SQLCAID      PIC X(8).
   05 SQLCABC      PIC S9(9) BINARY.
   05 SQLCODE      PIC S9(9) BINARY.
   05 SQLERRM.
       49 SQLERRML  PIC S9(4) BINARY.
       49 SQLERRMC  PIC X(70).
   05 SQLERRP      PIC X(8).
   05 SQLERRD      OCCURS 6 TIMES
                   PIC S9(9) BINARY.

   05 SQLWARN.
       10 SQLWARN0  PIC X.
       10 SQLWARN1  PIC X.
       10 SQLWARN2  PIC X.
       10 SQLWARN3  PIC X.
       10 SQLWARN4  PIC X.
       10 SQLWARN5  PIC X.
       10 SQLWARN6  PIC X.
       10 SQLWARN7  PIC X.
       10 SQLWARN8  PIC X.
       10 SQLWARN9  PIC X.
       10 SQLWARNA  PIC X.
   05 SQLSTATE     PIC X(5).
```

For ILE COBOL for iSeries, the SQLCA is declared using the GLOBAL clause. SQLCODE is replaced with SQLCADE when a declare for SQLCODE is found in the program and the SQLCA is provided by the precompiler. SQLSTATE is replaced with SQLSTOTE when a declare for SQLSTATE is found in the program and the SQLCA is provided by the precompiler.

For more information about SQLCA, see SQL Communication Area in the SQL Reference topic.

---

## Defining SQL Descriptor Areas in COBOL applications that use SQL

The following statements require an SQLDA:

```
EXECUTE...USING DESCRIPTOR descriptor-name
FETCH...USING DESCRIPTOR descriptor-name
OPEN...USING DESCRIPTOR descriptor-name
CALL...USING DESCRIPTOR descriptor-name
DESCRIBE statement-name INTO descriptor-name
DESCRIBE TABLE host-variable INTO descriptor-name
PREPARE statement-name INTO descriptor-name
```

Unlike the SQLCA, there can be more than one SQLDA in a program. The SQLDA can have any valid name. An SQLDA can be coded in a COBOL program directly or added with the INCLUDE statement. Using the SQL INCLUDE statement requests the inclusion of a standard SQLDA declaration:

```
EXEC SQL INCLUDE SQLDA END-EXEC.
```

The COBOL declarations included for the SQLDA are:

```

1 SQLDA.
  05 SQLDAID      PIC X(8).
  05 SQLDABC      PIC S9(9) BINARY.
  05 SQLN         PIC S9(4) BINARY.
  05 SQLD         PIC S9(4) BINARY.
  05 SQLVAR OCCURS 0 TO 409 TIMES DEPENDING ON SQLD.
    10 SQLTYPE    PIC S9(4) BINARY.
    10 SQLLEN     PIC S9(4) BINARY.
    10 FILLER     REDEFINES SQLLEN.
      15 SQLPRECISION PIC X.
      15 SQLSCALE   PIC X.
    10 SQLRES     PIC X(12).
    10 SQLDATA    POINTER.
    10 SQLIND     POINTER.
    10 SQLNAME.
      49 SQLNAME1 PIC S9(4) BINARY.
      49 SQLNAMEC PIC X(30).

```

Figure 1. INCLUDE SQLDA Declarations for COBOL

SQLDA declarations must appear in the WORKING-STORAGE SECTION or LINKAGE SECTION of your program and can be placed wherever a record description entry can be specified in those sections. For ILE COBOL for iSeries, the SQLDA is declared using the GLOBAL clause.

Dynamic SQL is an advanced programming technique described in Dynamic SQL Applications in the SQL programming information. With dynamic SQL, your program can develop and then run SQL statements while the program is running. A SELECT statement with a variable SELECT list (that is, a list of the data to be returned as part of the query) that runs dynamically requires an SQL descriptor area (SQLDA). This is because you cannot know in advance how many or what type of variables to allocate in order to receive the results of the SELECT.

For more information about SQLDA, refer to SQL Descriptor Area in the SQL Reference topic.

---

## Embedding SQL statements in COBOL applications that use SQL

SQL statements can be coded in COBOL program sections as follows:

SQL Statement	Program Section
BEGIN DECLARE SECTION END DECLARE SECTION DECLARE VARIABLE DECLARE STATEMENT	WORKING-STORAGE SECTION or LINKAGE SECTION
INCLUDE SQLCA INCLUDE SQLDA	WORKING-STORAGE SECTION or LINKAGE SECTION
INCLUDE member-name	DATA DIVISION or PROCEDURE DIVISION
Other	PROCEDURE DIVISION

Each SQL statement in a COBOL program must begin with EXEC SQL and end with END-EXEC. If the SQL statement appears between two COBOL statements, the period is optional and might not be appropriate. The EXEC SQL keywords must appear all on one line, but the remainder of the statement can appear on the next and subsequent lines.

*Example:*

An UPDATE statement coded in a COBOL program might be coded as follows:

```
EXEC SQL
  UPDATE DEPARTMENT
  SET MGRNO = :MGR-NUM
  WHERE DEPTNO = :INT-DEPT
END-EXEC.
```

For more details, see the following sections:

- “Comments in COBOL applications that use SQL”
- “Continuation for SQL statements in COBOL applications that use SQL”
- “Including code in COBOL applications that use SQL”
- “Margins in COBOL applications that use SQL” on page 55
- “Sequence numbers in COBOL applications that use SQL” on page 55
- “Names in COBOL applications that use SQL” on page 55
- “COBOL compile-time options in COBOL applications that use SQL” on page 55
- “Statement labels in COBOL applications that use SQL” on page 55
- “WHENEVER Statement in COBOL applications that use SQL” on page 55
- “Multiple source COBOL programs and the SQL COBOL precompiler” on page 55

## Comments in COBOL applications that use SQL

In addition to SQL comments (--), you can include COBOL comment lines (\* or / in column 7) within embedded SQL statements except between the keywords EXEC and SQL. COBOL debugging lines (D in column 7) are treated as comment lines by the precompiler.

## Continuation for SQL statements in COBOL applications that use SQL

The line continuation rules for SQL statements are the same as those for other COBOL statements, except that EXEC SQL must be specified within one line.

If you continue a string constant from one line to the next, the first nonblank character in the next line must be either an apostrophe or a quotation mark. If you continue a delimited identifier from one line to the next, the first nonblank character in the next line must be either an apostrophe or a quotation mark.

Constants containing DBCS data can be continued across multiple lines by placing the shift-in character in column 72 of the continued line and the shift-out after the first string delimiter of the continuation line.

This SQL statement has a valid graphic constant of G'<AABBCCDDEEFFGGHHIIJJKK>'. The redundant shifts are removed.

```
*...+....1....+....2....+....3....+....4....+....5....+....6....+....7....+....8
EXEC SQL
SELECT * FROM GRAPHTAB          WHERE GRAPHCOL = G'<AABB>
-      '<CCDDEEFFGGHHIIJJKK>'
END-EXEC.
```

## Including code in COBOL applications that use SQL

SQL statements or COBOL host variable declaration statements can be included by embedding the following SQL statement at the point in the source code where the statements are to be embedded:

```
EXEC SQL INCLUDE member-name END-EXEC.
```

COBOL COPY statements cannot be used to include SQL statements or declarations of COBOL host variables that are referenced in SQL statements.

## Margins in COBOL applications that use SQL

Code SQL statements in columns 12 through 72. If EXEC SQL starts before the specified margin (that is, before column 12), the SQL precompiler will not recognize the statement.

## Sequence numbers in COBOL applications that use SQL

The source statements generated by the SQL precompiler are generated with the same sequence number as the SQL statement.

## Names in COBOL applications that use SQL

Any valid COBOL variable name can be used for a host variable and is subject to the following restrictions:

Do not use host variable names or external entry names that begin with 'SQL', 'RDI', or 'DSN'. These names are reserved for the database manager.

Using structures that contain FILLER may not work as expected in an SQL statement. It is recommended that all fields within a COBOL structure be named to avoid unexpected results.

## COBOL compile-time options in COBOL applications that use SQL

The COBOL PROCESS statement can be used to specify the compile-time options for the COBOL compiler. Although the PROCESS statement will be recognized by the COBOL compiler when it is called by the precompiler to create the program; the SQL precompiler itself does not recognize the PROCESS statement. Therefore, options that affect the syntax of the COBOL source such as APOST and QUOTE should not be specified in the PROCESS statement. Instead \*APOST and \*QUOTE should be specified in the OPTION parameter of the CRTSQLCBL and CRTSQLCBLI commands.

## Statement labels in COBOL applications that use SQL

Executable SQL statements in the PROCEDURE DIVISION can be preceded by a paragraph name.

## WHENEVER Statement in COBOL applications that use SQL

The target for the GOTO clause in an SQL WHENEVER statement must be a section name or unqualified paragraph name in the PROCEDURE DIVISION.

## Multiple source COBOL programs and the SQL COBOL precompiler

The SQL COBOL precompiler does not support precompiling multiple source programs separated with the PROCESS statement.

---

## Using host variables in COBOL applications that use SQL

All host variables used in SQL statements must be explicitly declared. A host variable used in an SQL statement must be declared prior to the first use of the host variable in an SQL statement.

The COBOL statements that are used to define the host variables should be preceded by a BEGIN DECLARE SECTION statement and followed by an END DECLARE SECTION statement. If a BEGIN DECLARE SECTION and END DECLARE SECTION are specified, all host variable declarations used in SQL statements must be between the BEGIN DECLARE SECTION and the END DECLARE SECTION statements.

All host variables within an SQL statement must be preceded by a colon (:).

Host variables cannot be records or elements.

To accommodate using dashes within a COBOL host variable name, blanks must precede and follow a minus sign.

For more details, see “Declaring host variables in COBOL applications that use SQL.”

## Declaring host variables in COBOL applications that use SQL

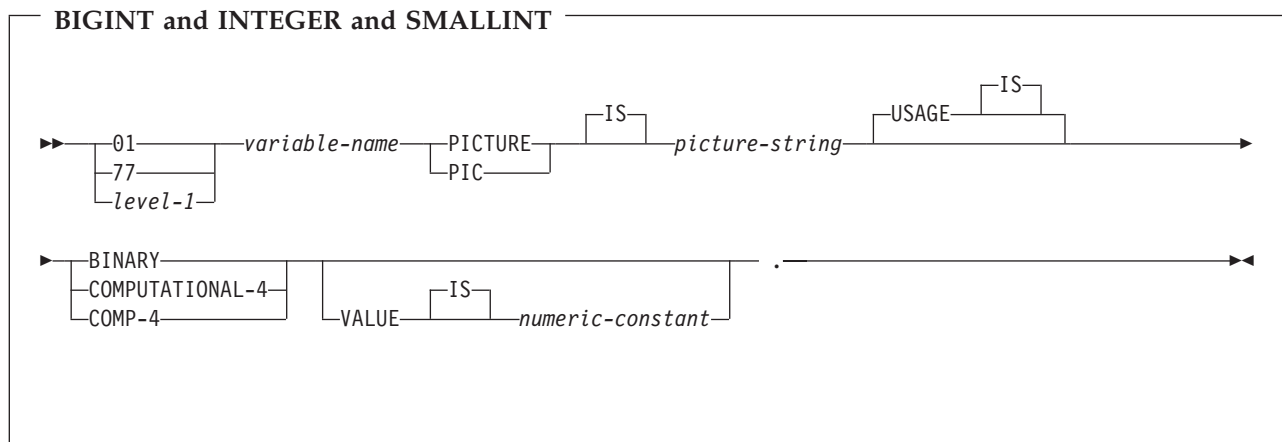
The COBOL precompiler only recognizes a subset of valid COBOL declarations as valid host variable declarations.

See the following topics for information on specific types of host variables:

- “Numeric host variables in COBOL applications that use SQL”
- “Floating point host variables in COBOL applications that use SQL” on page 58
- “Character host variables in COBOL applications that use SQL” on page 58
- “Binary host variables in COBOL applications that use SQL” on page 61
- “Graphic host variables in COBOL applications that use SQL” on page 59
- “LOB host variables in COBOL applications that use SQL” on page 61
- “Datetime host variables in COBOL applications that use SQL” on page 63
- “ROWID host variables in COBOL applications that use SQL” on page 64

## Numeric host variables in COBOL applications that use SQL

The following figure shows the syntax for valid integer host variable declarations.

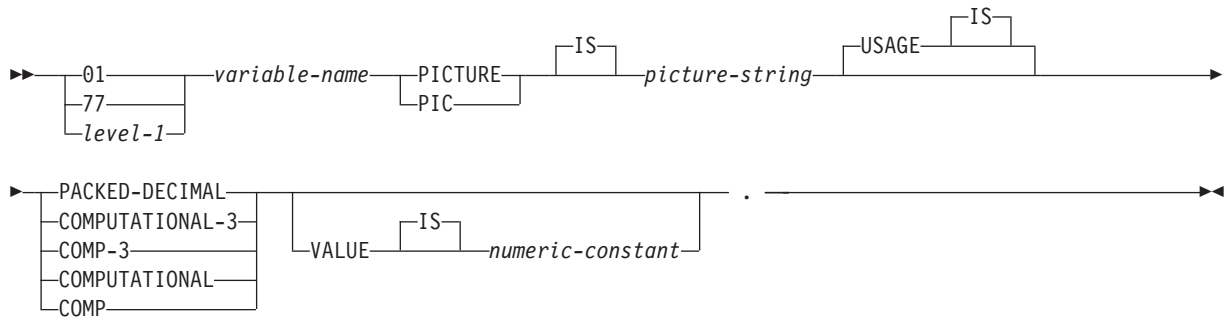


### Notes:

1. BINARY, COMPUTATIONAL-4, and COMP-4 are equivalent. A portable application should code BINARY, because COMPUTATIONAL-4 and COMP-4 are IBM extensions that are not supported in International Organization for Standardization (ISO)/ANSI COBOL. The *picture-string* associated with these types must have the form S9(i)V9(d) (or S9...9V9...9, with *i* and *d* instances of 9). *i* + *d* must be less than or equal to 18.
2. level-1 indicates a COBOL level between 2 and 48.

The following figure shows the syntax for valid decimal host variable declarations.

## DECIMAL

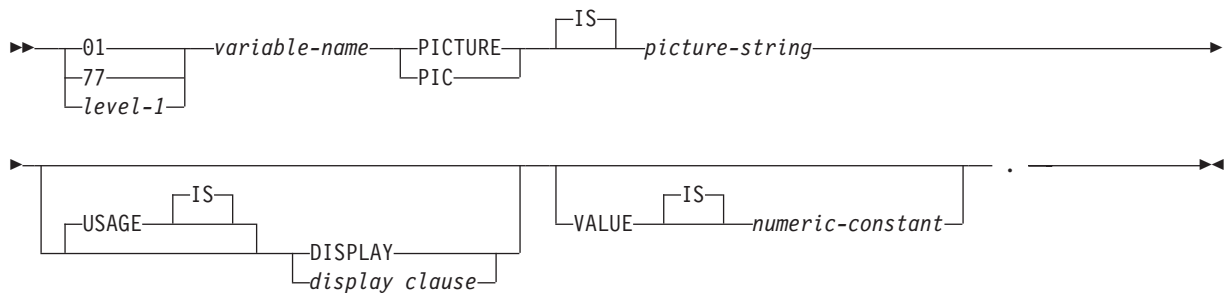


### Notes:

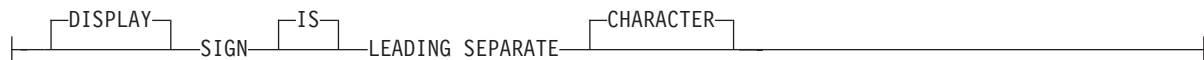
1. PACKED-DECIMAL, COMPUTATIONAL-3, and COMP-3 are equivalent. A portable application should code PACKED-DECIMAL, because COMPUTATIONAL-3 and COMP-3 are IBM extensions that are not supported in ISO/ANS COBOL. The *picture-string* associated with these types must have the form S9(i)V9(d) (or S9...9V9...9, with *i* and *d* instances of 9).  $i + d$  must be less than or equal to 63.
2. COMPUTATIONAL and COMP are equivalent. The picture strings associated with these and the data types they represent are product specific. Therefore, COMP and COMPUTATIONAL should not be used in a portable application. In the COBOL for iSeries program, the *picture-string* associated with these types must have the form S9(i)V9(d) (or S9...9V9...9, with *i* and *d* instances of 9).  $i + d$  must be less than or equal to 63.
3. level-1 indicates a COBOL level between 2 and 48.

The following figure shows the syntax for valid numeric host variable declarations.

## Numeric



### display clause:

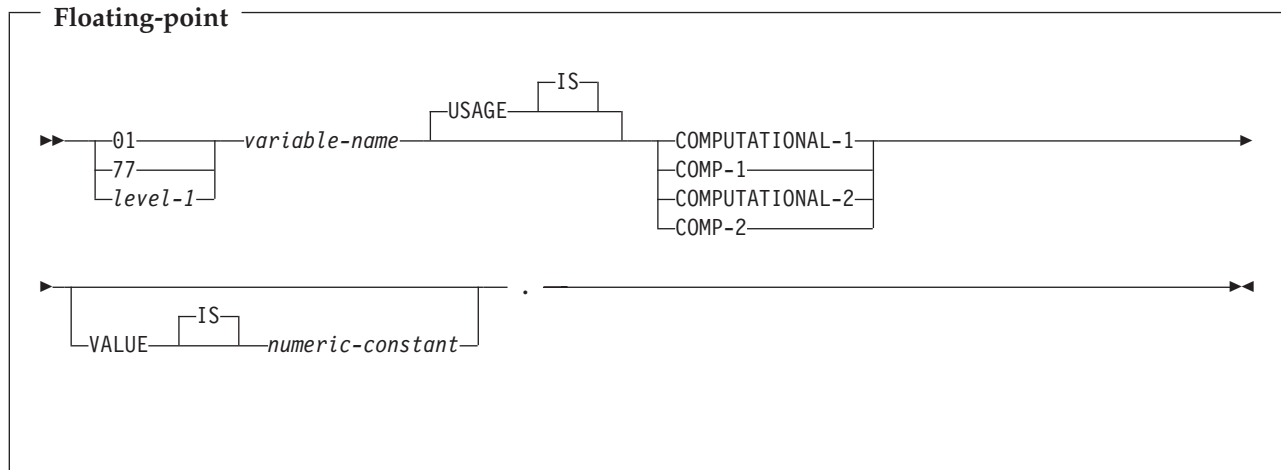


**Notes:**

1. The *picture-string* associated with SIGN LEADING SEPARATE and DISPLAY must have the form S9(i)V9(d) (or S9...9V9...9, with *i* and *d* instances of 9). *i* + *d* must be less than or equal to 18.
2. level-1 indicates a COBOL level between 2 and 48.

**Floating point host variables in COBOL applications that use SQL**

The following figure shows the syntax for valid floating point host variable declarations. Floating point host variables are only supported for ILE COBOL for iSeries.



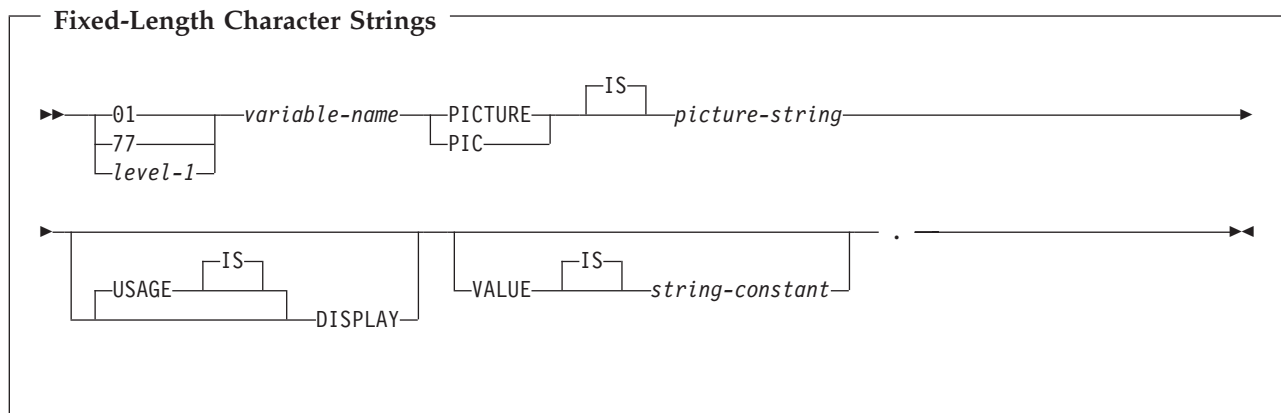
**Notes:**

1. COMPUTATIONAL-1 and COMP-1 are equivalent. COMPUTATIONAL-2 and COMP-2 are equivalent.
2. level-1 indicates a COBOL level between 2 and 48.

**Character host variables in COBOL applications that use SQL**

There are two valid forms of character host variables:

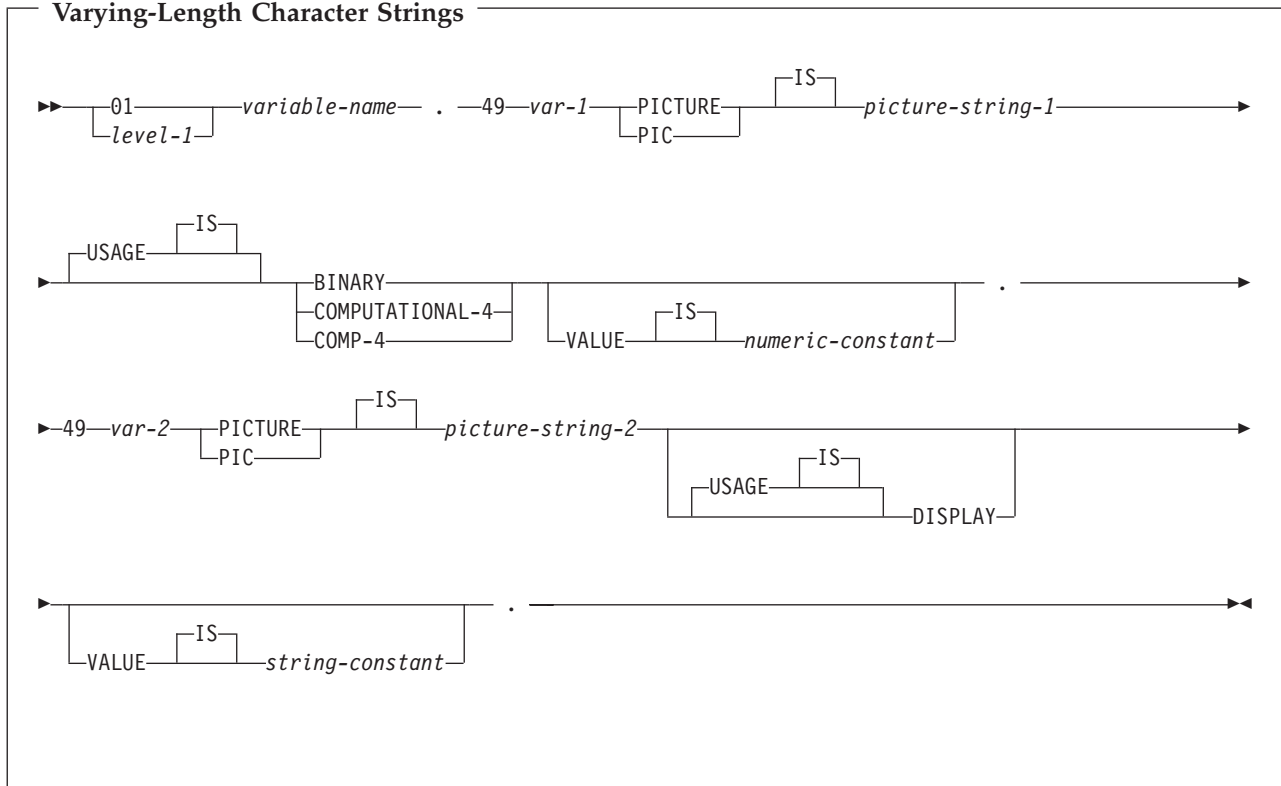
- Fixed-Length Strings
- Varying-Length Strings



**Notes:**

1. The *picture string* associated with these forms must be X(m) (or XXX...X, with *m* instance of X) with 1 ≤ *m* ≤ 32 766.
2. level-1 indicates a COBOL level between 2 and 48.

## Varying-Length Character Strings



### Notes:

1. The *picture-string-1* associated with these forms must be S9(m) or S9...9 with m instances of 9. m must be from 1 to 4.  
Note that the database manager will use the full size of the S9(m) variable even though COBOL on the iSeries only recognizes values up to the specified precision. This can cause data truncation errors when COBOL statements are being run and may effectively limit the maximum length of variable-length character strings to the specified precision.
2. The *picture-string-2* associated with these forms must be either X(m), or XX...X, with m instances of X, and with  $1 \leq m \leq 32\,740$ .
3. *var-1* and *var-2* cannot be used as host variables.
4. *level-1* indicates a COBOL level between 2 and 48.

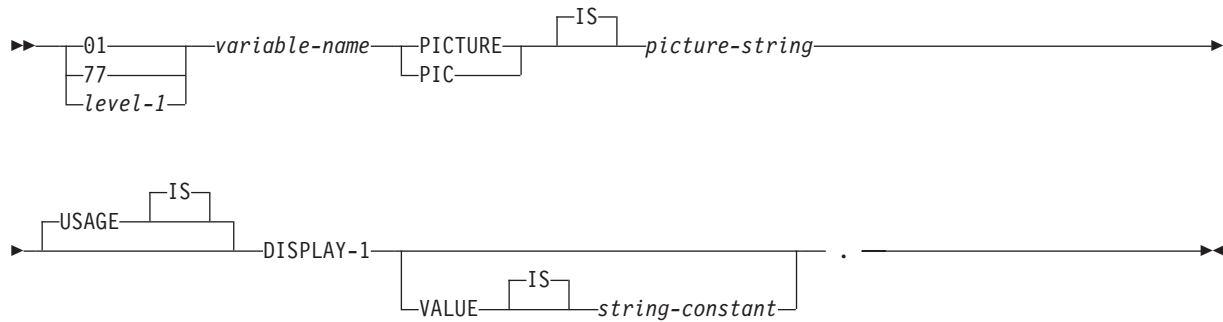
## Graphic host variables in COBOL applications that use SQL

Graphic host variables are only supported in ILE COBOL for iSeries.

There are two valid forms of graphic host variables:

- Fixed-Length Graphic Strings
- Varying-Length Graphic Strings

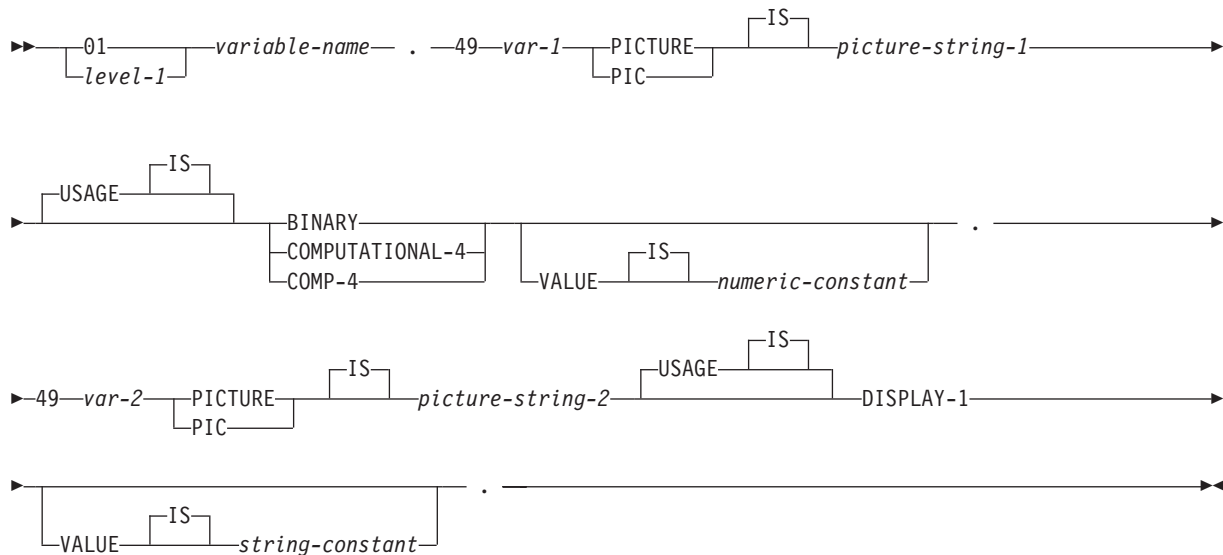
### Fixed-Length Graphic Strings



#### Notes:

1. The *picture string* associated with these forms must be G(m) (or GGG...G, with m instance of G) or N(m) (or NNN...N, with m instance of N) with  $1 \leq m \leq 16\ 383$ .
2. level-1 indicates a COBOL level between 2 and 48.

### Varying-Length Graphic Strings



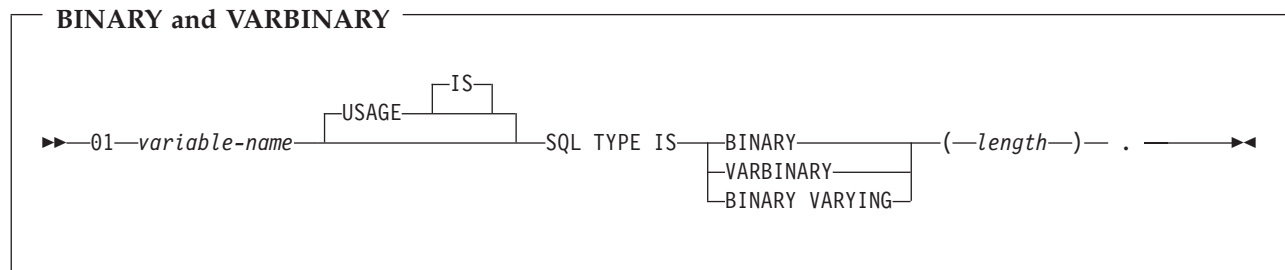
#### Notes:

1. The *picture-string-1* associated with these forms must be S9(m) or S9...9 with m instances of 9. m must be from 1 to 4.  
 Note that the database manager will use the full size of the S9(m) variable even though COBOL on the iSeries only recognizes values up to the specified precision. This can cause data truncation errors when COBOL statements are being run and may effectively limit the maximum length of variable-length graphic strings to the specified precision.
2. The *picture-string-2* associated with these forms must be G(m), GG...G with m instances of G, N(m), or NN...N with m instances of N, and with  $1 \leq m \leq 16\ 370$ .

3. *var-1* and *var-2* cannot be used as host variables.
4. level-1 indicates a COBOL level between 2 and 48.

### BINARY host variables in COBOL applications that use SQL

COBOL does not have variables that correspond to the SQL binary data types. To create host variables that can be used with these data types, use the SQL TYPE IS clause. The SQL precompiler replaces this declaration with a COBOL language structure in the output source member.



#### Notes:

1. For BINARY host variables, the length must be in the range 1 to 32766.
2. For VARBINARY host variables, the length must be in the range 1 to 32740.
3. SQL TYPE IS, BINARY, VARBINARY, and BINARY VARYING can be in mixed case.

#### BINARY Example

The following declaration:

```
01 MY-BINARY SQL TYPE IS BINARY(200).
```

Results in the generation of the following code:

```
01 MY-BINARY PIC X(200).
```

#### VARBINARY Example

The following declaration:

```
01 MY-VARBINARY SQL TYPE IS VARBINARY(250).
```

Results in the generation of the following structure:

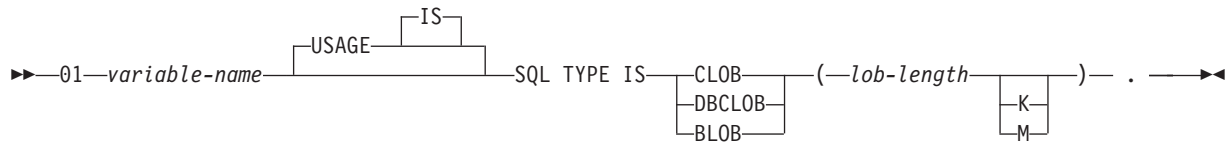
```
01 MY-VARBINARY.
  49 MY-VARBINARY-LENGTH PIC 9(5) BINARY.
  49 MY-VARBINARY-DATA PIC X(250).
```

### LOB host variables in COBOL applications that use SQL

COBOL does not have variables that correspond to the SQL data types for LOBs (large objects). To create host variables that can be used with these data types, use the SQL TYPE IS clause. The SQL precompiler replaces this declaration with a COBOL language structure in the output source member.

LOB host variables are only supported in ILE COBOL for iSeries.

## LOB Host Variables



### Notes:

1. For BLOB and CLOB,  $1 \leq \text{lob-length} \leq 15,728,640$
2. For DBCLOB,  $1 \leq \text{lob-length} \leq 7,864,320$
3. SQL TYPE IS, BLOB, CLOB, DBCLOB can be in mixed case.

### CLOB Example

The following declaration:

```
01 MY-CLOB SQL TYPE IS CLOB(16384).
```

Results in the generation of the following structure:

```
01 MY-CLOB.
  49 MY-CLOB-LENGTH PIC 9(9) BINARY.
  49 MY-CLOB-DATA PIC X(16384).
```

### DBCLOB Example

The following declaration:

```
01 MY-DBCLOB SQL TYPE IS DBCLOB(8192).
```

Results in the generation of the following structure:

```
01 MY-DBCLOB.
  49 MY-DBCLOB-LENGTH PIC 9(9) BINARY.
  49 MY-DBCLOB-DATA PIC G(8192) DISPLAY-1.
```

### BLOB Example

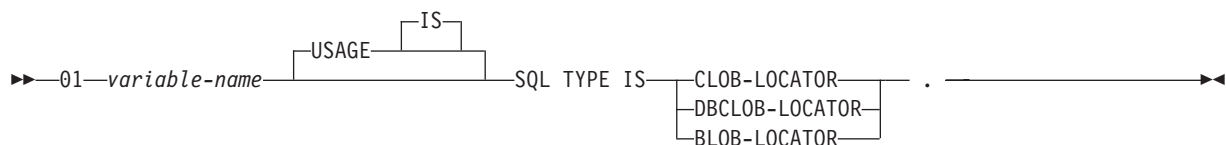
The following declaration:

```
01 MY-BLOB SQL TYPE IS BLOB(16384).
```

Results in the generation of the following structure:

```
01 MY-BLOB.
  49 MY-BLOB-LENGTH PIC 9(9) BINARY.
  49 MY-BLOB-DATA PIC X(16384).
```

## LOB Locator



**Notes:**

1. SQL TYPE IS, BLOB-LOCATOR, CLOB-LOCATOR, DBCLOB-LOCATOR can be in mixed case.
2. LOB Locators cannot be initialized in the SQL TYPE IS statement.

CLOB and DBCLOB locators have similar syntax.

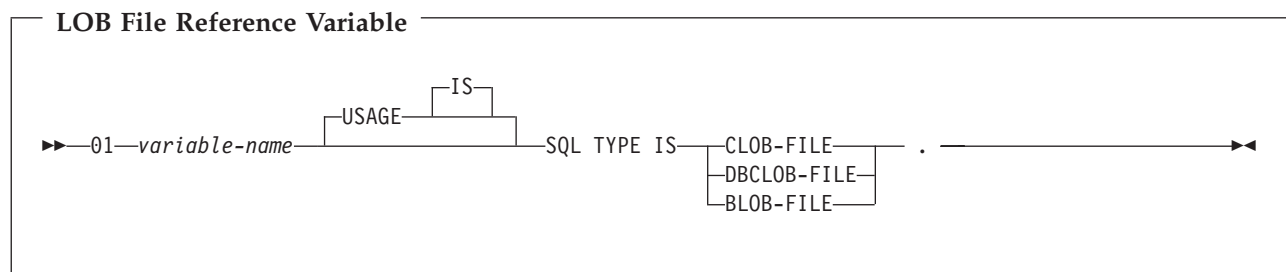
*BLOB Locator Example*

The following declaration:

```
01 MY-LOCATOR SQL TYPE IS BLOB_LOCATOR.
```

Results in the following generation:

```
01 MY-LOCATOR PIC 9(9) BINARY.
```



**Note:** SQL TYPE IS, BLOB-FILE, CLOB-FILE, DBCLOB-FILE can be in mixed case.

*BLOB File Reference Example*

The following declaration:

```
01 MY-FILE SQL TYPE IS BLOB-FILE.
```

Results in the generation of the following structure:

```
01 MY-FILE.  
  49 MY-FILE-NAME-LENGTH PIC S9(9) COMP-5.  
  49 MY-FILE-DATA-LENGTH PIC S9(9) COMP-5.  
  49 MY-FILE-FILE-OPTIONS PIC S9(9) COMP-5.  
  49 MY-FILE-NAME PIC X(255).
```

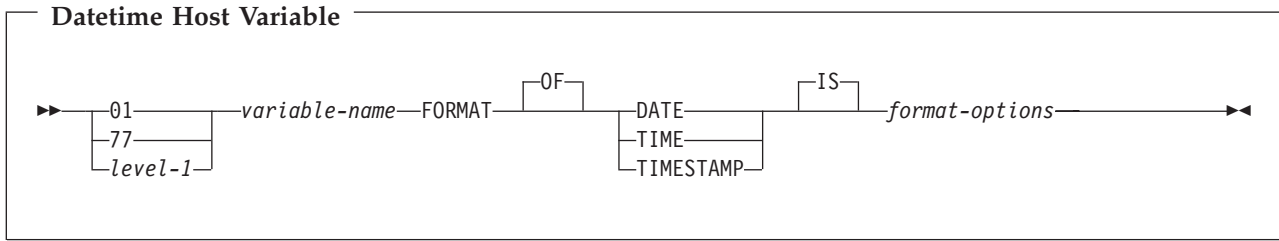
CLOB and DBCLOB file reference variables have similar syntax.

The pre-compiler will generate declarations for the following file option constants. You can use these constants to set the xxx-FILE-OPTIONS variable when you use File Reference host variables. See LOB file reference variables in the SQL Programming Concepts topic for more information about these values.


- SQL\_FILE\_READ (2)
- SQL\_FILE\_CREATE (8)
- SQL\_FILE\_OVERWRITE (16)
- SQL\_FILE\_APPEND (32)

**Datetime host variables in COBOL applications that use SQL**

The following figure shows the syntax for valid date, time, and timestamp host variable declarations. Datetime host variables are supported only for ILE COBOL for iSeries.

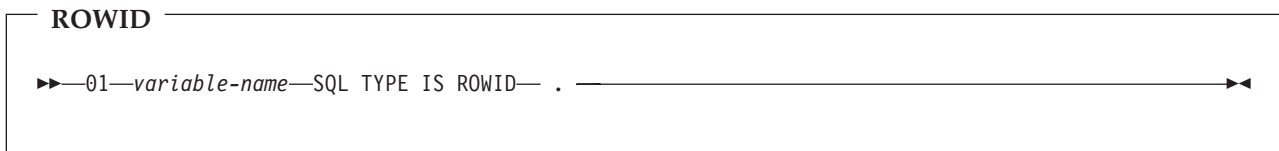


**Notes:**

1. *level-1* indicates a COBOL level between 2 and 48.
2. *format-options* indicates valid datetime options that are supported by the COBOL compiler. See the ILE COBOL Reference  topic in the V5R1 Supplemental Manuals Web site for details.

**ROWID host variables in COBOL applications that use SQL**

COBOL does not have a variable that corresponds to the SQL data type ROWID. To create host variables that can be used with this data type, use the SQL TYPE IS clause. The SQL precompiler replaces this declaration with a COBOL language structure in the output source member.



**Note:** SQL TYPE IS ROWID can be in mixed case.

*ROWID Example*

The following declaration:

```
01 MY-ROWID SQL TYPE IS ROWID.
```

Results in the generation of the following structure:

```
01 MY-ROWID.
  49 MY-ROWID-LENGTH PIC 9(2) BINARY.
  49 MY-ROWID-DATA PIC X(40).
```

**Using host structures in COBOL applications that use SQL**

A **host structure** is a named set of host variables that is defined in your program's DATA DIVISION. Host structures have a maximum of two levels, even though the host structure might itself occur within a multilevel structure. An exception is the declaration of a varying-length character string, which requires another level that must be level 49.

A host structure name can be a group name whose subordinate levels name basic data items. For example:

```
01 A
  02 B
    03 C1 PICTURE ...
    03 C2 PICTURE ...
```

In this example, B is the name of a host structure consisting of the basic items C1 and C2.

When writing an SQL statement using a qualified host variable name (for example, to identify a field within a structure), use the name of the structure followed by a period and the name of the field. For example, specify B.C1 rather than C1 OF B or C1 IN B. However, this guideline applies only to qualified names within SQL statements; you cannot use this technique for writing qualified names in COBOL statements.

A host structure is considered complete if any of the following items are found:

- A COBOL item that must begin in area A
- Any SQL statement (except SQL INCLUDE)

After the host structure is defined, you can refer to it in an SQL statement instead of listing the several host variables (that is, the names of the data items that comprise the host structure).

For example, you can retrieve all column values from selected rows of the table CORPDATA.EMPLOYEE with:

```
01 PEMPL.
   10 EMPNO                PIC X(6).
   10 FIRSTNME.
       49 FIRSTNME-LEN     PIC S9(4) USAGE BINARY.
       49 FIRSTNME-TEXT   PIC X(12).
   10 MIDINIT              PIC X(1).
   10 LASTNAME.
       49 LASTNAME-LEN     PIC S9(4) USAGE BINARY.
       49 LASTNAME-TEXT   PIC X(15).
   10 WORKDEPT             PIC X(3).
...
MOVE "000220" TO EMPNO.
...
EXEC SQL
  SELECT *
  INTO :PEMPL
  FROM CORPDATA.EMPLOYEE
  WHERE EMPNO = :EMPNO
END-EXEC.
```

Notice that in the declaration of PEMPL, two varying-length string elements are included in the structure: FIRSTNME and LASTNAME.

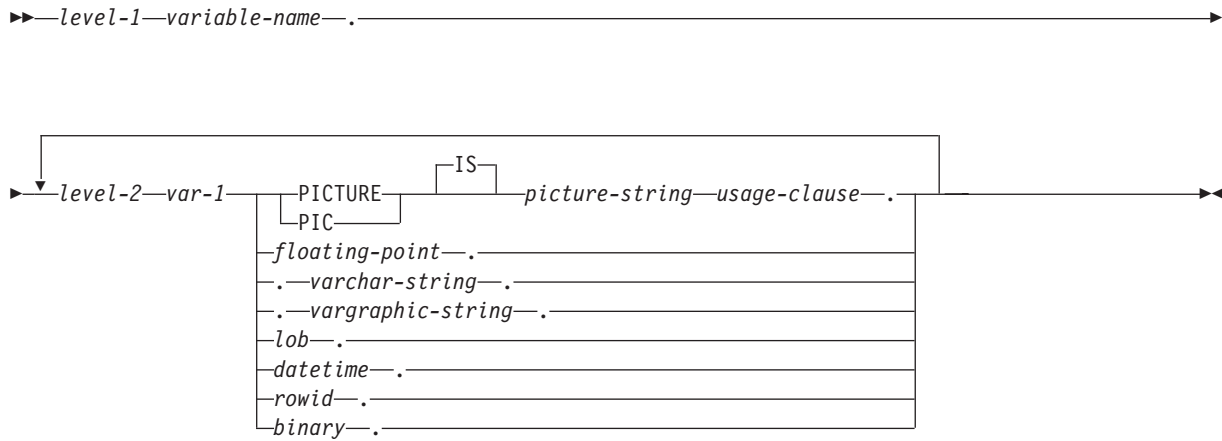
For more details, see the following sections:

- “Host structure in COBOL applications that use SQL”
- “Host structure indicator array in COBOL applications that use SQL” on page 68
- “Using host structure arrays in COBOL applications that use SQL” on page 69
- “Host structure array in COBOL applications that use SQL” on page 70
- “Host array indicator structure in COBOL applications that use SQL” on page 73

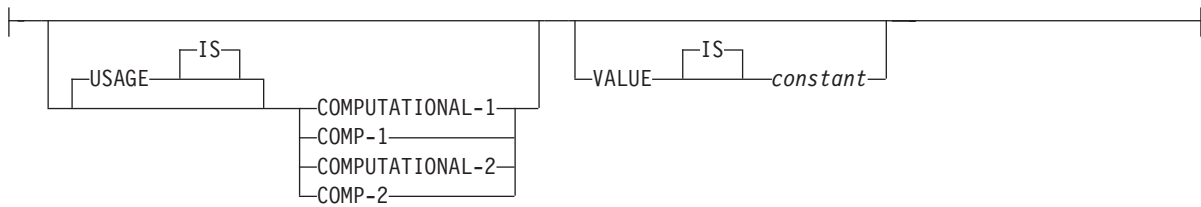
## Host structure in COBOL applications that use SQL

The following figure shows the syntax for the valid host structure.

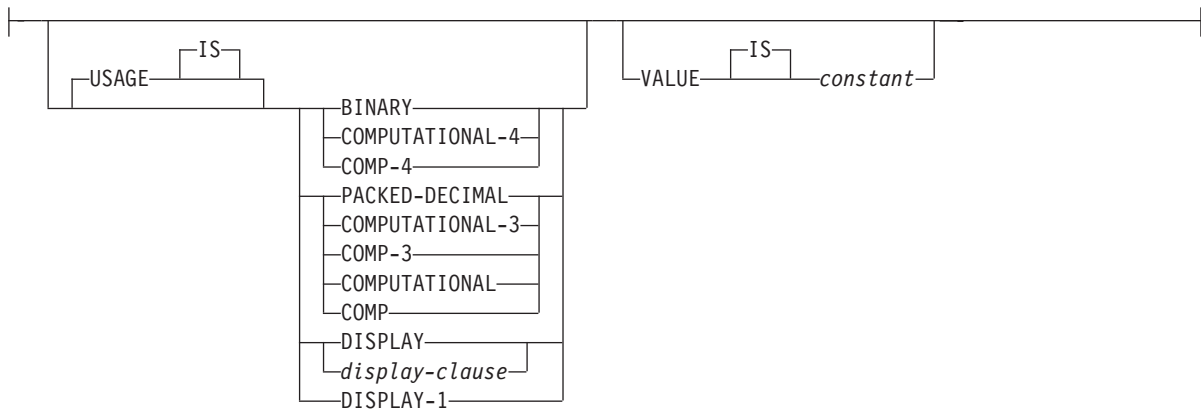
**Host Structure**



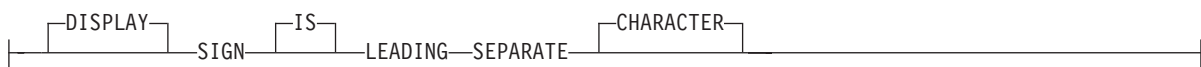
**floating-point:**



**usage-clause:**

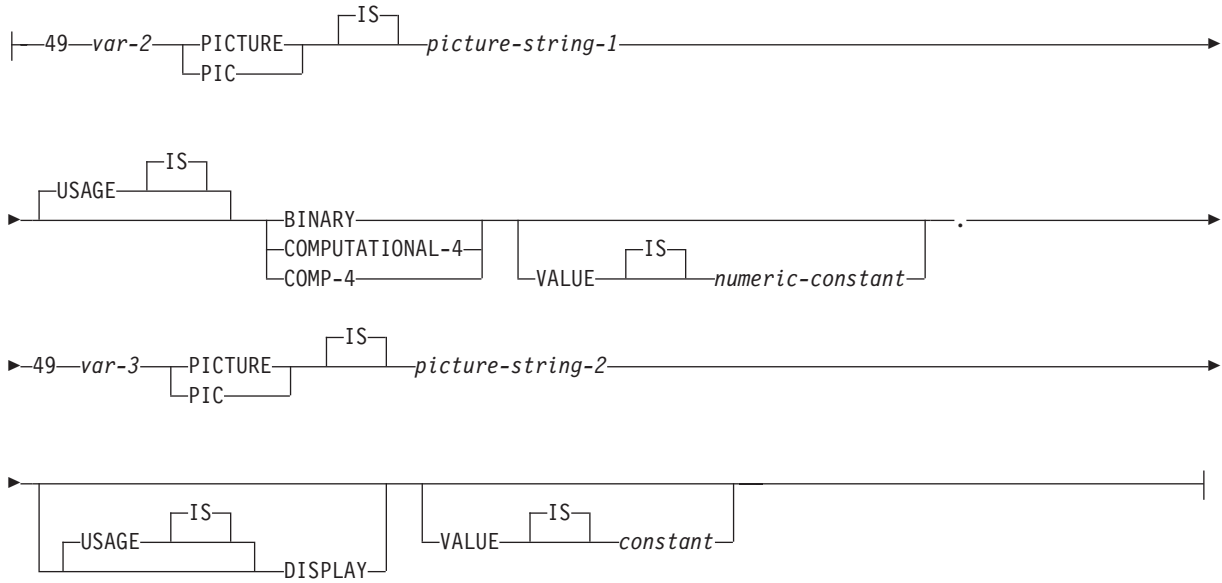


**display-clause:**

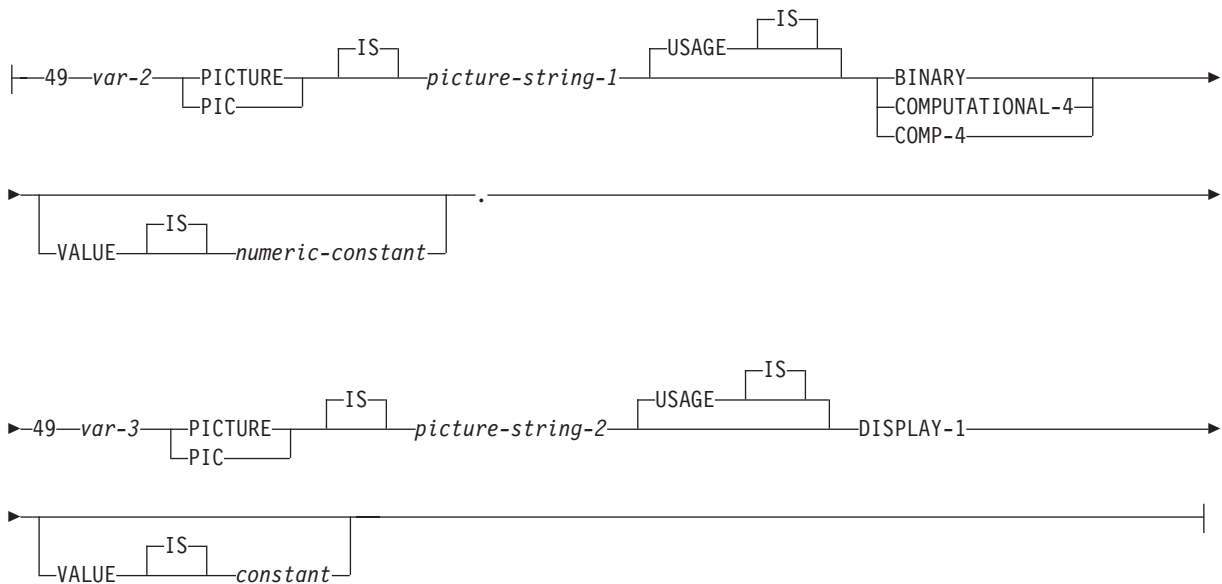


Host Structure (continued)

**varchar-string:**

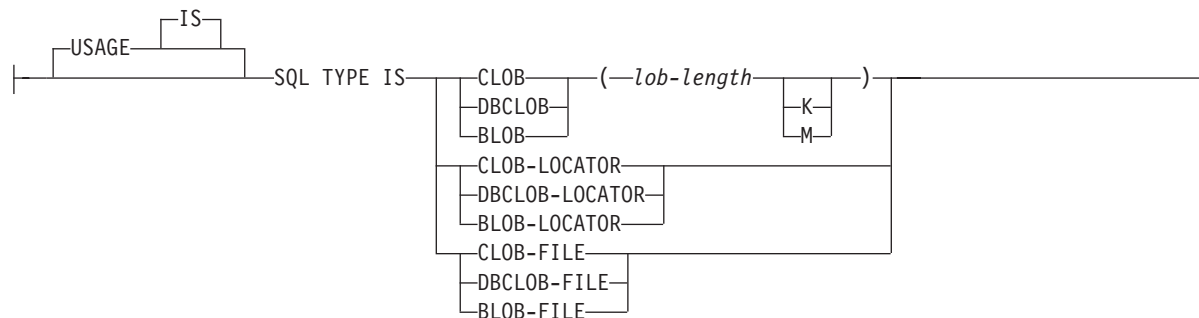


**vargraphic-string:**

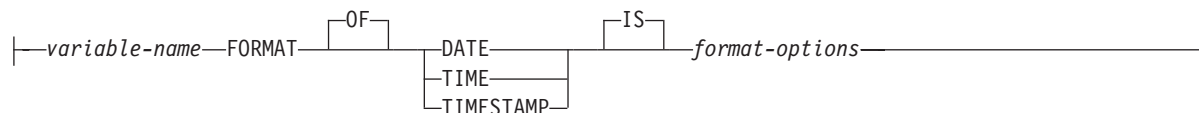


**Host Structure (continued)**

**lob:**



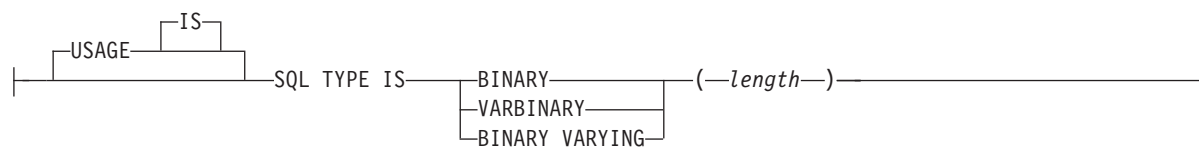
**datetime:**




**rowid:**



**binary:**

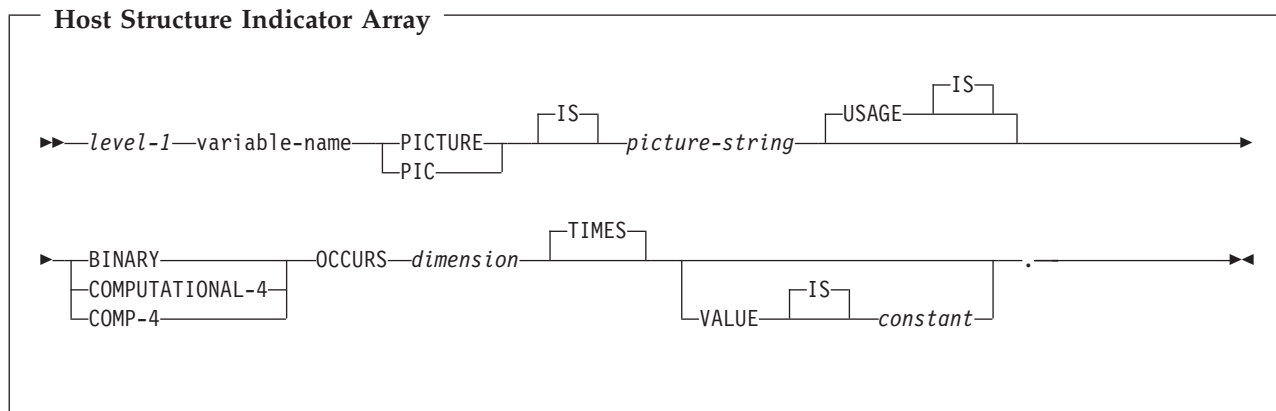


**Notes:**

1. level-1 indicates a COBOL level between 1 and 47.
2. level-2 indicates a COBOL level between 2 and 48 where level-2 > level-1.
3. Graphic host variables, LOB host variables, and floating-point host variables are only supported for ILE COBOL for iSeries.
4. For details on declaring numeric, character, graphic, LOB, ROWID, and binary host variables, see the notes under numeric-host variables, character-host variables, graphic-host variables, LOB host variables, ROWID, and binary host variables.
5. *format-options* indicates valid datetime options that are supported by the COBOL compiler. See the ILE COBOL Reference  topic in the V5R1 Supplemental Manuals Web site for details.

**Host structure indicator array in COBOL applications that use SQL**

The following figure shows the syntax for valid indicator array declarations.



**Notes:**

1. Dimension must be an integer between 1 and 32767.
2. level-1 must be an integer between 2 and 48.
3. BINARY, COMPUTATIONAL-4, and COMP-4 are equivalent. A portable application should code BINARY, because COMPUTATIONAL-4 and COMP-4 are IBM extensions that are not supported in ISO/ANSI COBOL. The *picture-string* associated with these types must have the form S9(i) (or S9...9, with i instances of 9). i must be less than or equal to 4.

## Using host structure arrays in COBOL applications that use SQL

A host structure array is a named set of host variables that is defined in the program's Data Division and has an OCCURS clause. Host structure arrays have a maximum of two levels, even though the host structure can occur within a multiple level structure. A varying-length string requires another level, level 49. A host structure array name can be a group name whose subordinate levels name basic data items.

In these examples, the following are true:

- All members in B-ARRAY must be valid.
- B-ARRAY cannot be qualified.
- B-ARRAY can only be used on the blocked form of the FETCH and INSERT statements.
- B-ARRAY is the name of an array of host structures containing items C1-VAR and C2-VAR.
- The SYNCHRONIZED attribute must not be specified.
- C1-VAR and C2-VAR are not valid host variables in any SQL statement. A structure cannot contain an intermediate level structure.

```
01 A-STRUCT.
  02 B-ARRAY OCCURS 10 TIMES.
    03 C1-VAR PIC X(20).
    03 C2-VAR PIC S9(4).
```

To retrieve 10 rows from the CORPDATA.DEPARTMENT table, use the following example:

```
01 TABLE-1.
  02 DEPT OCCURS 10 TIMES.
    05 DEPTNO PIC X(3).
    05 DEPTNAME.
      49 DEPTNAME-LEN PIC S9(4) BINARY.
      49 DEPTNAME-TEXT PIC X(29).
    05 MGRNO PIC X(6).
    05 ADMRDEPT PIC X(3).
01 TABLE-2.
  02 IND-ARRAY OCCURS 10 TIMES.
    05 INDS PIC S9(4) BINARY OCCURS 4 TIMES.
....
```

```
EXEC SQL
DECLARE C1 CURSOR FOR
  SELECT *
  FROM CORPDATA.DEPARTMENT
END-EXEC.
....
EXEC SQL
  FETCH C1 FOR 10 ROWS INTO :DEPT :IND-ARRAY
END-EXEC.
```

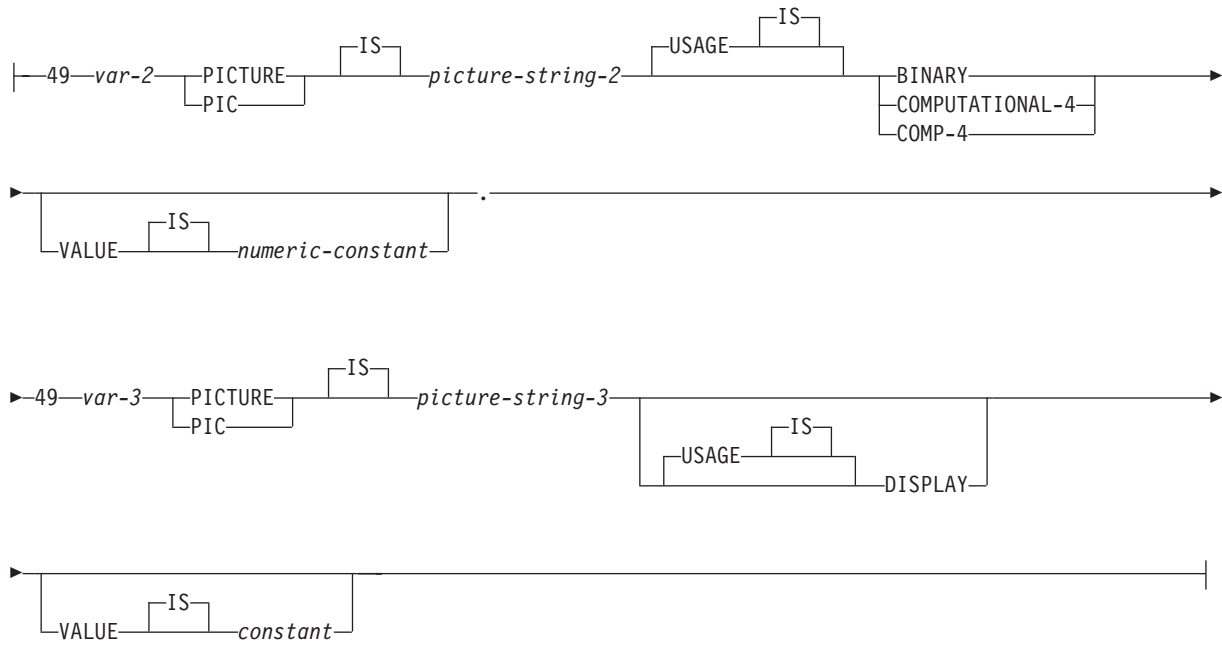
## **Host structure array in COBOL applications that use SQL**

The following figures show the syntax for valid host structure array declarations.

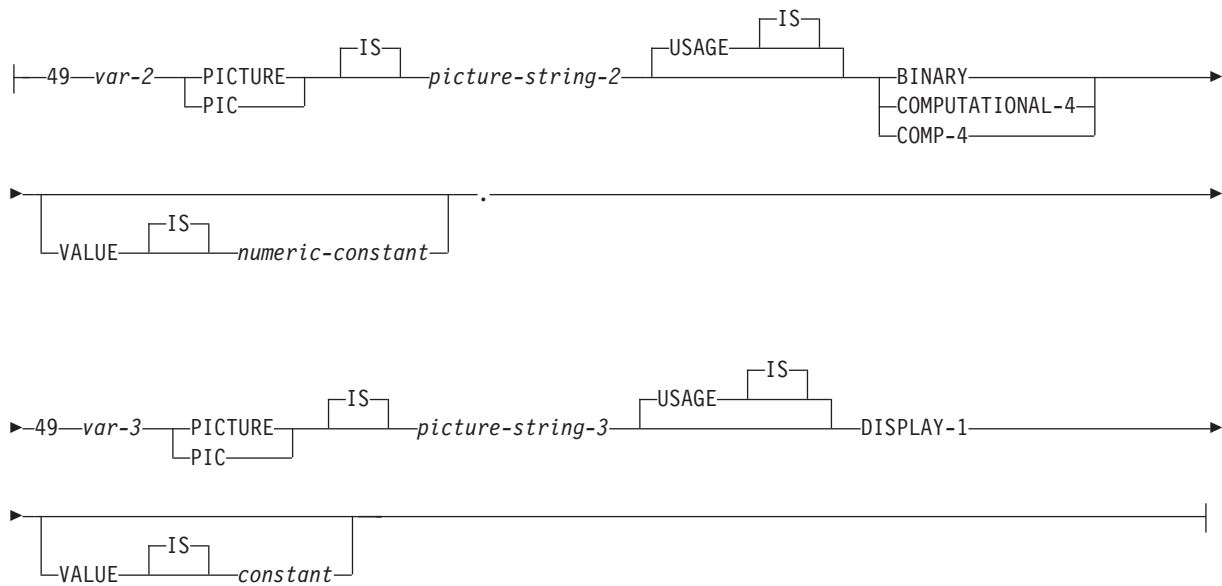


Host Structure Array (continued)

**varchar-string:**

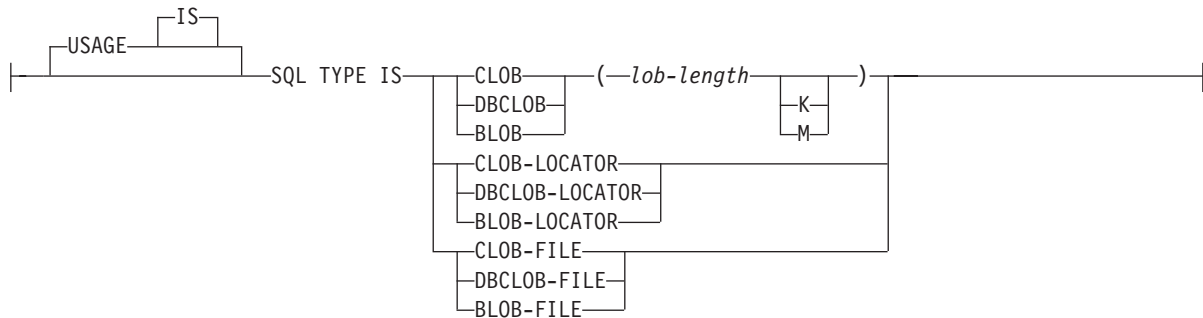


**vargraphic-string:**

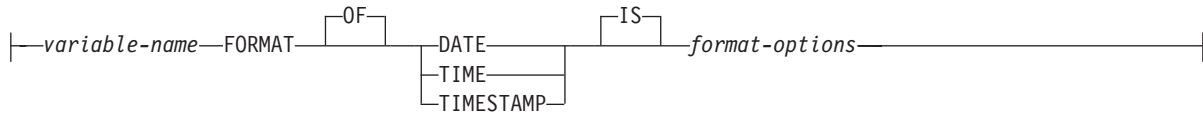


**Host Structure Array (continued)**

**lob:**



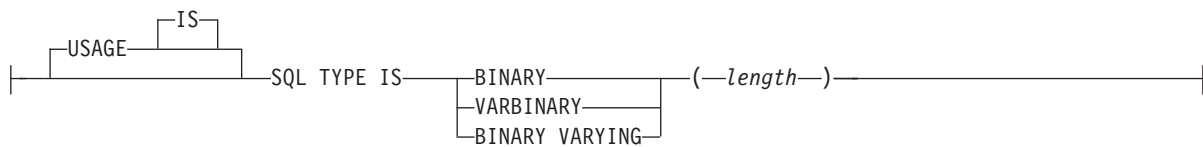
**datetime:**




**rowid:**



**binary:**

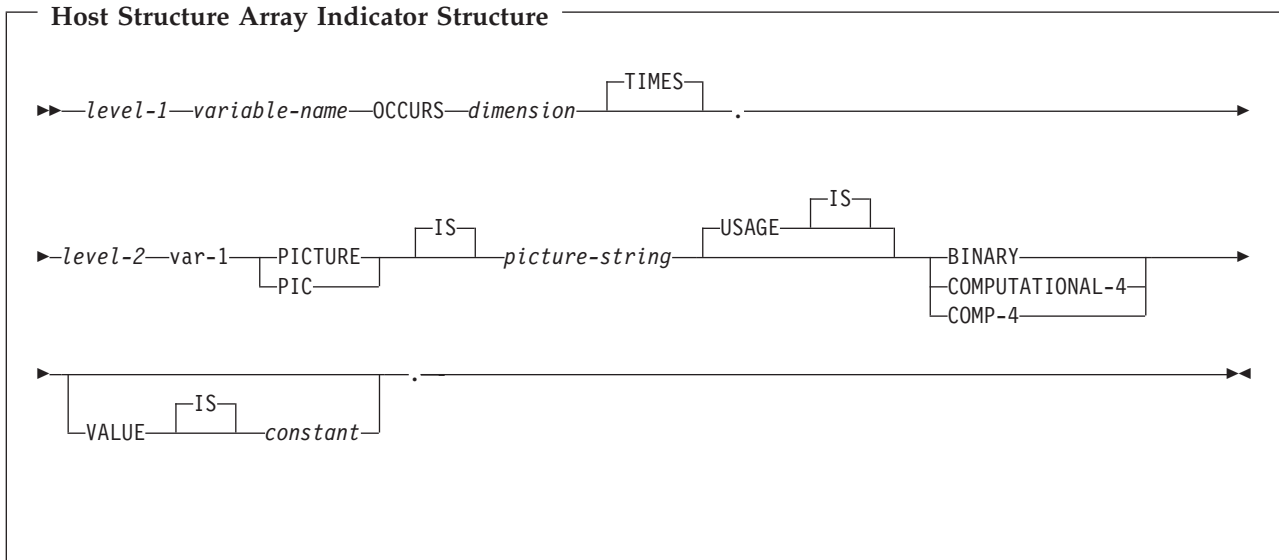


**Notes:**

1. level-1 indicates a COBOL level between 2 and 47.
2. level-2 indicates a COBOL level between 3 and 48 where level-2 > level-1.
3. Graphic host variables, LOB host variables, and floating-point host variables are only supported for ILE COBOL for iSeries.
4. For details on declaring numeric, character, graphic, LOB, ROWID, and binary host variables, see the notes under numeric-host variables, character-host variables, graphic-host variables, LOB, ROWID, and binary host variables.
5. Dimension must be an integer constant between 1 and 32767.
6. *format-options* indicates valid datetime options that are supported by the COBOL compiler. See the ILE COBOL Reference  topic in the V5R1 Supplemental Manuals Web site for details.

**Host array indicator structure in COBOL applications that use SQL**

This figure shows the valid syntax for host structure array indicators.



**Notes:**

1. level-1 indicates a COBOL level between 2 and 48.
2. level-2 indicates a COBOL level between 3 and 48 where level-2 > level-1.
3. Dimension must be an integer constant between 1 and 32767.
4. BINARY, COMPUTATIONAL-4, and COMP-4 are equivalent. A portable application should code BINARY, because COMPUTATIONAL-4 and COMP-4 are IBM extensions that are not supported in ISO/ANSI COBOL. The *picture-string* associated with these types must have the form S9(i) (or S9...9, with i instances of 9). i must be less than or equal to 4.

**Using external file descriptions in COBOL applications that use SQL**

SQL uses the COPY DD-format-name, COPY DD-ALL-FORMATS, COPY DDS-format-name, COPY DDR-format-name, COPY DDR-ALL-FORMATS, COPY DDSR-format-name, COPY DDS-ALL-FORMATS, and COPY DDSR-ALL-FORMATS to retrieve host variables from the file definitions. If the REPLACING option is specified, only complete name replacing is done. Var-1 is compared against the format name and the field name. If they are equal, var-2 is used as the new name.

**Note:** You cannot retrieve host variables from file definitions that have field names which are COBOL reserved words. You must place the COPY DDx-format statement within a COBOL host structure.

To retrieve the definition of the sample table DEPARTMENT described in DB2 UDB for iSeries Sample Tables in the *DB2 UDB for iSeries Programming Concepts* information, you can code the following:

```
01 DEPARTMENT-STRUCTURE.
   COPY DDS-ALL-FORMATS OF DEPARTMENT.
```

A host structure named DEPARTMENT-STRUCTURE is defined with an 05 level field named DEPARTMENT-RECORD that contains four 06 level fields named DEPTNO, DEPTNAME, MGRNO, and ADMRDEPT. These field names can be used as host variables in SQL statements. For more information

about the COBOL COPY verb, see the COBOL/400® User's Guide  topic and the ILE COBOL

Reference  topics in the V5R1 Supplemental Manuals Web site.

For more details on external file descriptions, see "Using external file descriptions for host structure arrays in COBOL applications that use SQL" on page 75.

## Using external file descriptions for host structure arrays in COBOL applications that use SQL

Because COBOL creates an extra level when including externally described data, the OCCURS clause must be placed on the preceding 04 level. The structure cannot contain any additional declares at the 05 level.

If the file contains fields that are generated as FILLER, the structure cannot be used as a host structure array.

For device files, if INDARA was not specified and the file contains indicators, the declaration cannot be used as a host structure array. The indicator area is included in the generated structure and causes the storage for records to not be contiguous.

For example, the following shows how to use COPY-DDS to generate a host structure array and fetch 10 rows into the host structure array:

```
01 DEPT.
   04 DEPT-ARRAY OCCURS 10 TIMES.
   COPY DDS-ALL-FORMATS OF DEPARTMENT.
   ...

EXEC SQL DECLARE C1 CURSOR FOR
      SELECT * FROM CORPDATA.DEPARTMENT
END EXEC.

EXEC SQL OPEN C1
END-EXEC.

EXEC SQL FETCH C1 FOR 10 ROWS INTO :DEPARTMENT
END-EXEC.
```

**Note:** DATE, TIME, and TIMESTAMP columns will generate character host variable definitions that are treated by SQL with the same comparison and assignment rules as the DATE, TIME, or TIMESTAMP column. For example, a date host variable can only be compared against a DATE column or a character string which is a valid representation of a date.

Although GRAPHIC and VARGRAPHIC are mapped to character variables in COBOL for iSeries, SQL considers these GRAPHIC and VARGRAPHIC variables. If the GRAPHIC or VARGRAPHIC column has a UCS-2 CCSID, the generated host variable will have the UCS-2 CCSID assigned to it. If the GRAPHIC or VARGRAPHIC column has a UTF-16 CCSID, the generated host variable will have the UTF-16 CCSID assigned to it.

## Determining equivalent SQL and COBOL data types

The precompiler determines the base SQLTYPE and SQLLEN of host variables based on the following table. If a host variable appears with an indicator variable, the SQLTYPE is the base SQLTYPE plus one.

Table 3. COBOL Declarations Mapped to Typical SQL Data Types

COBOL Data Type	SQLTYPE of Host Variable	SQLLEN of Host Variable	SQL Data Type
S9(i)V9(d) COMP-3 or S9(i)V9(d) COMP or S9(i)V9(d) PACKED-DECIMAL	484	i+d in byte 1, d in byte 2	DECIMAL(i+d,d)
S9(i)V9(d) DISPLAY SIGN LEADING SEPARATE	504	i+d in byte 1, d in byte 2	No exact equivalent use DECIMAL(i+d,d) or NUMERIC (i+d,d)
S9(i)V9(d)DISPLAY	488	i+d in byte 1, d in byte 2	NUMERIC(i+d,d)

Table 3. COBOL Declarations Mapped to Typical SQL Data Types (continued)

COBOL Data Type	SQLTYPE of Host Variable	SQLLEN of Host Variable	SQL Data Type
S9(i) BINARY or S9(i) COMP-4 where i is from 1 to 4	500	2	SMALLINT
S9(i) BINARY or S9(i) COMP-4 where i is from 5 to 9	496	4	INTEGER
S9(i) BINARY or S9(i) COMP-4 where i is from 10 to 18. Not supported for COBOL for iSeries.	492	8	BIGINT
S9(i)V9(d) BINARY or S9(i)V9(d) COMP-4 where $i+d \leq 4$	500	i+d in byte 1, d in byte 2	No exact equivalent use DECIMAL(i+d,d) or NUMERIC (i+d,d)
S9(i)V9(d) BINARY or S9(i)V9(d) COMP-4 where $4 < i+d \leq 9$	496	i+d in byte 1, d in byte 2	No exact equivalent use DECIMAL(i+d,d) or NUMERIC (i+d,d)
COMP-1 Not supported for COBOL for iSeries.	480	4	FLOAT(single precision)
COMP-2 Not supported for COBOL for iSeries.	480	8	FLOAT(double precision)
Fixed-length character data	452	m	CHAR(m)
Varying-length character data	448	m	VARCHAR(m)
Fixed-length graphic data Not supported for COBOL for iSeries.	468	m	GRAPHIC(m)
Varying-length graphic data Not supported for COBOL for iSeries.	464	m	VARGRAPHIC(m)
DATE Not supported for COBOL for iSeries.	384		DATE
TIME Not supported for COBOL for iSeries.	388		TIME
TIMESTAMP Not supported for COBOL for iSeries.	392	26	TIMESTAMP

The following table can be used to determine the COBOL data type that is equivalent to a given SQL data type.

Table 4. SQL Data Types Mapped to Typical COBOL Declarations

SQL Data Type	COBOL Data Type	Notes
SMALLINT	S9(m) COMP-4	m is from 1 to 4
INTEGER	S9(m) COMP-4	m is from 5 to 9
BIGINT	S9(m) COMP-4 for ILE COBOL for iSeries. Not supported for COBOL for iSeries.	m is from 10 to 18
DECIMAL(p,s)	If $p < 64$ : S9(p-s)V9(s) PACKED-DECIMAL or S9(p-s)V9(s) COMP or S9(p-s)V9(s) COMP-3 If $p > 63$ : Not supported	p is precision; s is scale. $0 \leq s \leq p \leq 63$ . If $s=0$ , use S9(p) or S9(p)V. If $s=p$ , use SV9(s).
NUMERIC(p,s)	If $p < 19$ : S9(p-s)V9(s) DISPLAY If $p > 18$ : Not supported	p is precision; s is scale. $0 \leq s \leq p \leq 18$ . If $s=0$ , use S9(p) or S9(p)V. If $s=p$ , use SV9(s).

Table 4. SQL Data Types Mapped to Typical COBOL Declarations (continued)

SQL Data Type	COBOL Data Type	Notes
FLOAT(single precision)	COMP-1 for ILE COBOL for iSeries. Not supported for COBOL for iSeries.	
FLOAT(double precision)	COMP-2 for ILE COBOL for iSeries. Not supported for COBOL for iSeries.	
CHAR(n)	Fixed-length character string	32766≥n≥1
VARCHAR(n)	Varying-length character string	32740≥n≥1
CLOB	None	Use SQL TYPE IS to declare a CLOB for ILE COBOL for iSeries. Not supported for COBOL for iSeries.
GRAPHIC(n)	Fixed-length graphic string for ILE COBOL for iSeries. Not supported for COBOL for iSeries.	16383≥n≥1
VARGRAPHIC(n)	Varying-length graphic string for ILE COBOL for iSeries. Not supported for COBOL for iSeries.	16370≥n≥1
DBCLOB	None	Use SQL TYPE IS to declare a DBCLOB for ILE COBOL for iSeries.
BINARY	None	Use SQL TYPE IS to declare a BINARY.
VARBINARY	None	Use SQL TYPE IS to declare a VARBINARY.
BLOB	None	Use SQL TYPE IS to declare a BLOB.
DATE	Fixed-length character string or DATE for ILE COBOL for iSeries.	If the format is *USA, *JIS, *EUR, or *ISO, allow at least 10 characters. If the format is *YMD, *DMY, or *MDY, allow at least 8 characters. If the format is *JUL, allow at least 6 characters.
TIME	Fixed-length character string or TIME for ILE COBOL for iSeries.	Allow at least 6 characters; 8 to include seconds.
TIMESTAMP	Fixed-length character string or TIMESTAMP for ILE COBOL for iSeries.	n must be at least 19. To include microseconds at full precision, n must be 26. If n is less than 26, truncation occurs on the microseconds part.
DATALINK	Not supported	
ROWID	None	Use SQL TYPE IS to declare a ROWID.

For more details, see “Notes on COBOL variable declaration and usage” on page 78.

## Notes on COBOL variable declaration and usage

Any level 77 data description entry can be followed by one or more REDEFINES entries. However, the names in these entries cannot be used in SQL statements.

Unpredictable results may occur when a structure contains levels defined below a FILLER item.

The COBOL declarations for SMALLINT, INTEGER, and BIGINT data types are expressed as a number of decimal digits. The database manager uses the full size of the integers and can place larger values in the host variable than would be allowed in the specified number of digits in the COBOL declaration. However, this can cause data truncation or size errors when COBOL statements are being run. Ensure that the size of numbers in your application is within the declared number of digits.

---

## Using indicator variables in COBOL applications that use SQL

An indicator variable is a two-byte integer (PIC S9(m) USAGE BINARY, where m is from 1 to 4). You can also specify an indicator structure (defined as an array of halfword integer variables) to support a host structure. On retrieval, an indicator variable is used to show whether its associated host variable has been assigned a null value. On assignment to a column, a negative indicator variable is used to indicate that a null value should be assigned.

See the indicator variables topic in the SQL Reference topic for more information.

Indicator variables are declared in the same way as host variables, and the declarations of the two can be mixed in any way that seems appropriate to the programmer.

*Example:*

Given the statement:

```
EXEC SQL FETCH CLS_CURSOR INTO :CLS-CD,  
                                     :NUMDAY :NUMDAY-IND,  
                                     :BGN :BGN-IND,  
                                     :ENDCLS :ENDCLS-IND  
END-EXEC.
```

The variables can be declared as follows:

```
EXEC SQL BEGIN DECLARE SECTION END-EXEC.  
77 CLS-CD      PIC X(7).  
77 NUMDAY     PIC S9(4) BINARY.  
77 BGN        PIC X(8).  
77 ENDCLS     PIC X(8).  
77 NUMDAY-IND PIC S9(4) BINARY.  
77 BGN-IND    PIC S9(4) BINARY.  
77 ENDCLS-IND PIC S9(4) BINARY.  
EXEC SQL END DECLARE SECTION END-EXEC.
```

---

## Chapter 7. Coding SQL statements in PL/I applications

This topic describes the unique application and coding requirements for embedding SQL statements in an iSeries PL/I program. Requirements for host structures and host variables are defined.

For more details, see the following sections:

- “Defining the SQL Communications Area in PL/I applications that use SQL”
- “Defining SQL Descriptor Areas in PL/I applications that use SQL” on page 80
- “Embedding SQL statements in PL/I applications that use SQL” on page 81
- “Using host variables in PL/I applications that use SQL” on page 82
- “Using host structures in PL/I applications that use SQL” on page 87
- “Using host structure arrays in PL/I applications that use SQL” on page 89
- “Using external file descriptions in PL/I applications that use SQL” on page 91
- “Determining equivalent SQL and PL/I data types” on page 92
- “Using indicator variables in PL/I applications that use SQL” on page 93
- “Differences in PL/I because of structure parameter passing techniques” on page 94

A detailed sample PL/I program, showing how SQL statements can be used, is provided in Chapter 12, “Sample programs using DB2 UDB for iSeries statements.”

**Note:** Read the “Code disclaimer information” on page 196 for important legal information.

---

### Defining the SQL Communications Area in PL/I applications that use SQL

A PL/I program that contains SQL statements must include one or both of the following:

- An SQLCODE variable declared as FIXED BINARY(31)
- An SQLSTATE variable declared as CHAR(5)

Or,

- An SQLCA (which contains an SQLCODE and SQLSTATE variable).

The SQLCODE and SQLSTATE values are set by the database manager after each SQL statement is run. An application can check the SQLCODE or SQLSTATE value to determine whether the last SQL statement was successful.

The SQLCA can be coded in a PL/I program either directly or by using the SQL INCLUDE statement. Using the SQL INCLUDE statement requests the inclusion of a standard SQLCA declaration:

```
EXEC SQL INCLUDE SQLCA ;
```

The scope of the SQLCODE, SQLSTATE, and SQLCA variables must include the scope of all SQL statements in the program.

The included PL/I source statements for the SQLCA are:

```
DCL 1 SQLCA,  
  2 SQLCAID          CHAR(8),  
  2 SQLCABC          FIXED(31) BINARY,  
  2 SQLCODE          FIXED(31) BINARY,  
  2 SQLERRM          CHAR(70) VAR,  
  2 SQLERRP          CHAR(8),
```

```

2 SQLERRD(6)    FIXED(31) BINARY,
2 SQLWARN,
  3 SQLWARN0    CHAR(1),
  3 SQLWARN1    CHAR(1),
  3 SQLWARN2    CHAR(1),
  3 SQLWARN3    CHAR(1),
  3 SQLWARN4    CHAR(1),
  3 SQLWARN5    CHAR(1),
  3 SQLWARN6    CHAR(1),
  3 SQLWARN7    CHAR(1),
  3 SQLWARN8    CHAR(1),
  3 SQLWARN9    CHAR(1),
  3 SQLWARNA    CHAR(1),
2 SQLSTATE     CHAR(5);

```

SQLCODE is replaced with SQLCADE when a declare for SQLCODE is found in the program and the SQLCA is provided by the precompiler. SQLSTATE is replaced with SQLSTOTE when a declare for SQLSTATE is found in the program and the SQLCA is provided by the precompiler.

For more information about SQLCA, see SQL Communication Area in the SQL Reference topic.

---

## Defining SQL Descriptor Areas in PL/I applications that use SQL

The following statements require an SQLDA:

```

EXECUTE...USING DESCRIPTOR descriptor-name
FETCH...USING DESCRIPTOR descriptor-name
OPEN...USING DESCRIPTOR descriptor-name
CALL...USING DESCRIPTOR descriptor-name
DESCRIBE statement-name INTO descriptor-name
DESCRIBE TABLE host-variable INTO descriptor-name
PREPARE statement-name INTO descriptor-name

```

Unlike the SQLCA, there can be more than one SQLDA in a program, and an SQLDA can have any valid name. An SQLDA can be coded in a PL/I program either program directly or by using the SQL INCLUDE statement. Using the SQL INCLUDE statement requests the inclusion of a standard SQLDA declaration:

```
EXEC SQL INCLUDE SQLDA ;
```

The included PL/I source statements for the SQLDA are:

```

DCL 1 SQLDA BASED(SQLDAPTR),
  2 SQLDAID    CHAR(8),
  2 SQLDABC    FIXED(31) BINARY,
  2 SQLN      FIXED(15) BINARY,
  2 SQLD      FIXED(15) BINARY,
  2 SQLVAR(99),
  3 SQLTYPE    FIXED(15) BINARY,
  3 SQLLEN     FIXED(15) BINARY,
  3 SQLRES     CHAR(12),
  3 SQLDATA    PTR,
  3 SQLIND     PTR,
  3 SQLNAME    CHAR(30) VAR;
DCL SQLDAPTR PTR;

```

Dynamic SQL is an advanced programming technique described in Dynamic SQL Applications in the SQL programming information. With dynamic SQL, your program can develop and then run SQL statements while the program is running. A SELECT statement with a variable SELECT list (that is, a list of the data to be returned as part of the query) that runs dynamically requires an SQL descriptor area (SQLDA). This is because you cannot know in advance how many or what type of variables to allocate in order to receive the results of the SELECT.

For more information about SQLDA, see SQL Descriptor Area in the SQL Reference topic.

---

## Embedding SQL statements in PL/I applications that use SQL

The first statement of the PL/I program must be a PROCEDURE statement.

SQL statements can be coded in a PL/I program wherever executable statements can appear.

Each SQL statement in a PL/I program must begin with EXEC SQL and end with a semicolon (;). The key words EXEC SQL must appear all on one line, but the remainder of the statement can appear on the next and subsequent lines.

For more details, see the following sections:

- “Example: Embedding SQL statements in PL/I applications that use SQL”
- “Comments in PL/I applications that use SQL”
- “Continuation for SQL statements in PL/I applications that use SQL”
- “Including code in PL/I applications that use SQL”
- “Margins in PL/I applications that use SQL” on page 82
- “Names in PL/I applications that use SQL” on page 82
- “Statement labels in PL/I applications that use SQL” on page 82
- “WHENEVER Statement in PL/I applications that use SQL” on page 82

### Example: Embedding SQL statements in PL/I applications that use SQL

An UPDATE statement coded in a PL/I program might be coded as follows:

```
EXEC SQL UPDATE DEPARTMENT
        SET MGRNO = :MGR_NUM
        WHERE DEPTNO = :INT_DEPT ;
```

### Comments in PL/I applications that use SQL

In addition to SQL comments (--), you can include PL/I comments (/...\*/) in embedded SQL statements wherever a blank is allowed, except between the keywords EXEC and SQL.

### Continuation for SQL statements in PL/I applications that use SQL

The line continuation rules for SQL statements are the same as those for other PL/I statements, except that EXEC SQL must be specified within one line.

Constants containing DBCS data can be continued across multiple lines by placing the shift-in and shift-out characters outside of the margins. This example assumes margins of 2 and 72. This SQL statement has a valid graphic constant of G'<AABBCCDDEEFFGGHHIIJJKK>'.

```
*(.+. . . .1. . . .+. . . .2. . . .+. . . .3. . . .+. . . .4. . . .+. . . .5. . . .+. . . .6. . . .+. . . .7.)..
EXEC SQL SELECT * FROM GRAPHTAB WHERE GRAPHCOL = G'<AABBCCDD>
<EEFFGGHHIIJJKK>';
```

### Including code in PL/I applications that use SQL

SQL statements or PL/I host variable declaration statements can be included by placing the following SQL statement at the point in the source code where the statements are to be embedded:

```
EXEC SQL INCLUDE member-name ;
```

No PL/I preprocessor directives are permitted within SQL statements. PL/I %INCLUDE statements cannot be used to include SQL statements or declarations of PL/I host variables that are referenced in SQL statements.

## Margins in PL/I applications that use SQL

Code SQL statements within the margins specified by the MARGINS parameter on the CRTSQLPLI command. If EXEC SQL does not start within the specified margins, the SQL precompiler will not recognize the SQL statement. For more information about the CRTSQLPLI command, see Chapter 13, “DB2 UDB for iSeries CL command descriptions for host language precompilers.”

## Names in PL/I applications that use SQL

Any valid PL/I variable name can be used for a host variable and is subject to the following restrictions:

Do not use host variable names or external entry names that begin with 'SQL', 'RDI', or 'DSN'. These names are reserved for the database manager.

## Statement labels in PL/I applications that use SQL

All executable SQL statements, like PL/I statements, can have a label prefix.

## WHENEVER Statement in PL/I applications that use SQL

The target for the GOTO clause in an SQL WHENEVER statement must be a label in the PL/I source code and must be within the scope of any SQL statements affected by the WHENEVER statement.

---

## Using host variables in PL/I applications that use SQL

All host variables used in SQL statements must be explicitly declared.

The PL/I statements that are used to define the host variables should be preceded by a BEGIN DECLARE SECTION statement and followed by an END DECLARE SECTION statement. If a BEGIN DECLARE SECTION and END DECLARE SECTION are specified, all host variable declarations used in SQL statements must be between the BEGIN DECLARE SECTION and the END DECLARE SECTION statements.

All host variables within an SQL statement must be preceded by a colon (:).

The names of host variables must be unique within the program, even if the host variables are in different blocks or procedures.

An SQL statement that uses a host variable must be within the scope of the statement in which the variable was declared.

Host variables must be scalar variables. They cannot be elements of an array.

For more details, see “Declaring host variables in PL/I applications that use SQL.”

## Declaring host variables in PL/I applications that use SQL

The PL/I precompilers only recognize a subset of valid PL/I declarations as valid host variable declarations.

Only the names and data attributes of the variables are used by the precompilers; the alignment, scope, and storage attributes are ignored. Even though alignment, scope, and storage are ignored, there are some restrictions on their use that, if ignored, may result in problems when compiling PL/I source code that is created by the precompiler. These restrictions are:

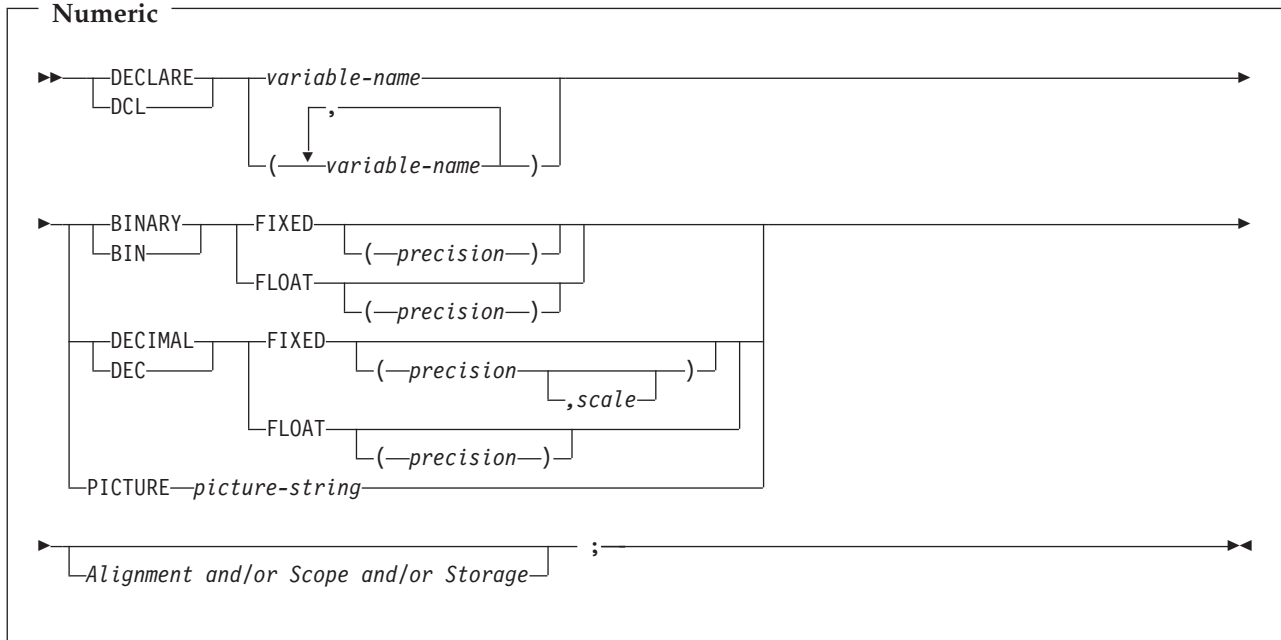
- A declaration with the EXTERNAL scope attribute and the STATIC storage attribute must also have the INITIAL storage attribute.
- If the BASED storage attribute is coded, it must be followed by a PL/I element-locator-expression.

See the following topics for specific types of host variables:

- “Numeric-host variables in PL/I applications that use SQL”
- “Character-host variables in PL/I applications that use SQL”
- “Binary host variables in PL/I applications that use SQL” on page 84
- “LOB host variables in PL/I applications that use SQL” on page 84
- “ROWID host variables in PL/I applications that use SQL” on page 86

### Numeric-host variables in PL/I applications that use SQL

The following figure shows the syntax for valid scalar numeric-host variable declarations.

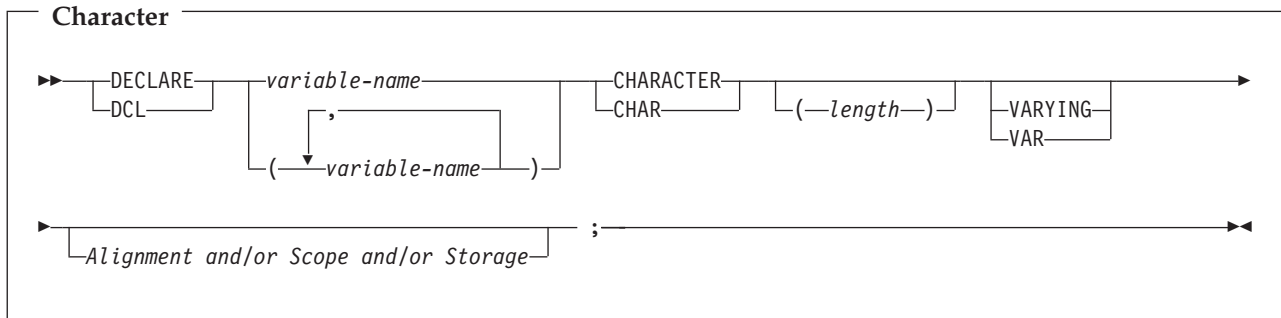


#### Notes:

1. (BINARY, BIN, DECIMAL, or DEC) and (FIXED or FLOAT) and (precision, scale) can be specified in any order.
2. A picture-string in the form '9...9V9...R' indicates a numeric host variable. The R is required. The optional V indicates the implied decimal point.
3. A picture-string in the form 'S9...9V9...9' indicates a sign leading separate host variable. The S is required. The optional V indicates the implied decimal point.

### Character-host variables in PL/I applications that use SQL

The following figure shows the syntax for valid scalar character-host variables.

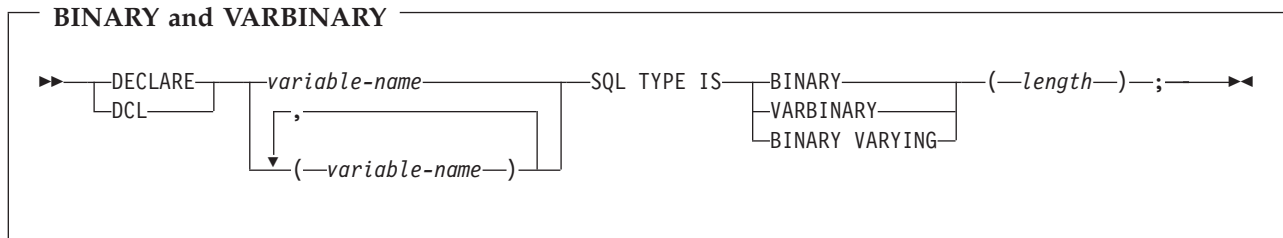


**Notes:**

- 1. *Length* must be an integer constant not greater than 32766 if VARYING or VAR is not specified.
- 2. If VARYING or VAR is specified, *length* must be a constant no greater than 32740.

**Binary host variables in PL/I applications that use SQL**

PL/I does not have variables that correspond to the SQL binary data types. To create host variables that can be used with these data types, use the SQL TYPE IS clause. The SQL precompiler replaces this declaration with a PL/I language structure in the output source member.



**Notes:**

- 1. For BINARY host variables, the length must be in the range 1 to 32766.
- 2. For VARBINARY and BINARY VARYING host variables, the length must be in the range 1 to 32740.
- 3. SQL TYPE IS, BINARY, VARBINARY, BINARY VARYING can be in mixed case.

**BINARY Example**

The following declaration:

```
DCL MY_BINARY SQL TYPE IS BINARY(100);
```

Results in the generation of the following code:

```
DCL MY_BINARY CHARACTER(100);
```

**VARBINARY Example**

The following declaration:

```
DCL MY_VARBINARY SQL TYPE IS VARBINARY(250);
```

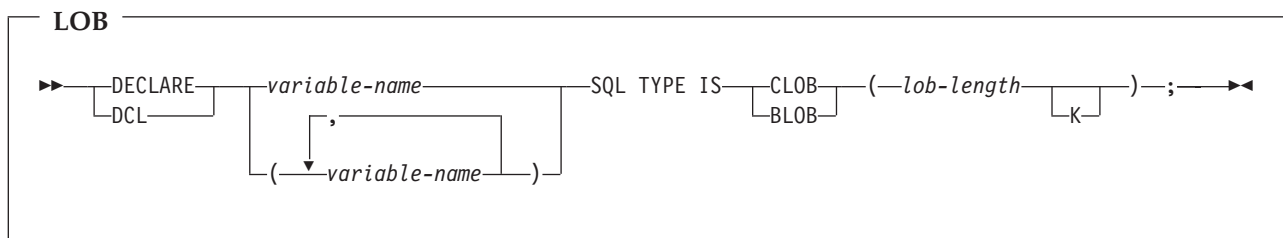
Results in the generation of the following code:

```
DCL MY_VARBINARY CHARACTER(250) VARYING;
```

**LOB host variables in PL/I applications that use SQL**

PL/I does not have variables that correspond to the SQL data types for LOBs (large objects). To create host variables that can be used with these data types, use the SQL TYPE IS clause. The SQL precompiler replaces this declaration with a PL/I language structure in the output source member.

The following figure shows the syntax for valid LOB host variables.



**Notes:**

1. For BLOB and CLOB,  $1 \leq \text{lob-length} \leq 32,766$
2. SQL TYPE IS, BLOB, CLOB can be in mixed case.

*CLOB Example:*

The following declaration:

```
DCL MY_CLOB SQL TYPE IS CLOB(16384);
```

Results in the generation of the following structure:

```
DCL 1 MY_CLOB,  
    3 MY_CLOB_LENGTH BINARY FIXED (31) UNALIGNED,  
    3 MY_CLOB_DATA CHARACTER (16384);
```

*BLOB Example:*

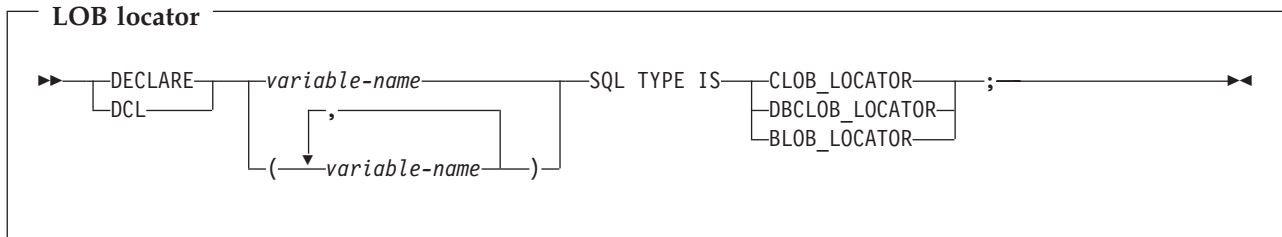
The following declaration:

```
DCL MY_BLOB SQL TYPE IS BLOB(16384);
```

Results in the generation of the following structure:

```
DCL 1 MY_BLOB,  
    3 MY_BLOB_LENGTH BINARY FIXED (31) UNALIGNED,  
    3 MY_BLOB_DATA CHARACTER (16384);
```

The following figure shows the syntax for valid LOB locators.



**Note:** SQL TYPE IS, BLOB\_LOCATOR, CLOB\_LOCATOR, DBCLOB\_LOCATOR can be in mixed case.

*CLOB Locator Example:*

The following declaration:

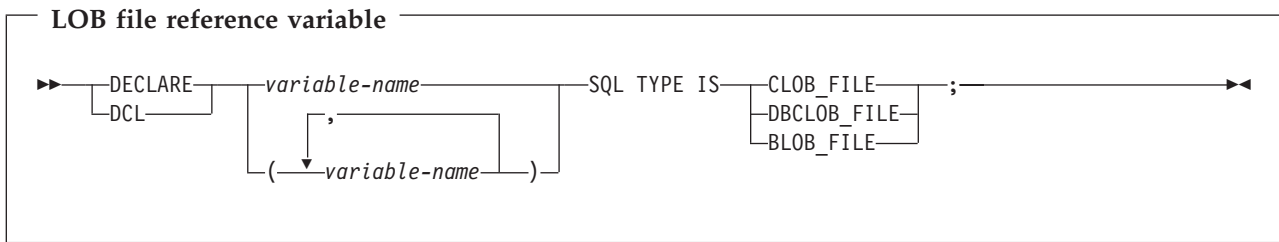
```
DCL MY_LOCATOR SQL TYPE IS CLOB_LOCATOR;
```

Results in the following generation:

```
DCL MY_LOCATOR BINARY FIXED(31) UNALIGNED;
```

BLOB and DBCLOB locators have similar syntax.

The following figure shows the syntax for valid LOB file reference variables.



**Note:** SQL TYPE IS, BLOB\_FILE, CLOB\_FILE, and DBCLOB\_FILE can be in mixed case.

*CLOB File Reference Example:*

The following declaration:

```
DCL MY_FILE SQL TYPE IS CLOB_FILE;
```

Results in the generation of the following structure:

```
DCL 1 MY_FILE,
  3 MY_FILE_NAME_LENGTH BINARY FIXED(31) UNALIGNED,
  3 MY_FILE_DATA_LENGTH BINARY FIXED(31) UNALIGNED,
  3 MY_FILE_FILE_OPTIONS BINARY FIXED(31) UNALIGNED,
  3 MY_FILE_NAME CHAR(255);
```

BLOB and DBCLOB locators have similar syntax.

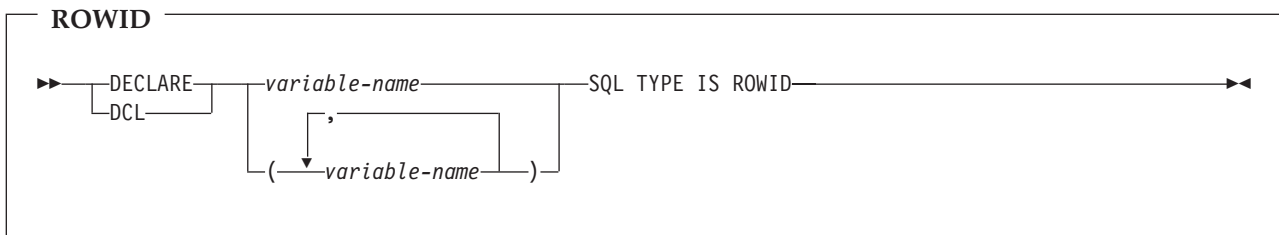
The pre-compiler will generate declarations for the following file option constants:

- SQL\_FILE\_READ (2)
- SQL\_FILE\_CREATE (8)
- SQL\_FILE\_OVERWRITE (16)
- SQL\_FILE\_APPEND (32)

See LOB file reference variables in the SQL Programming Concepts topic for more information about these values.

### ROWID host variables in PL/I applications that use SQL

PL/I does not have a variable that corresponds to the SQL data type ROWID. To create host variables that can be used with this data type, use the SQL TYPE IS clause. The SQL precompiler replaces this declaration with a PL/I language structure in the output source member.



**Note:** SQL TYPE IS ROWID can be in mixed case.

*ROWID Example*

The following declaration:

```
DCL MY_ROWID SQL TYPE IS ROWID;
```

Results in the following generation:

```
DCL MY_ROWID CHARACTER(40) VARYING;
```

---

## Using host structures in PL/I applications that use SQL

In PL/I programs, you can define a **host structure**, which is a named set of elementary PL/I variables. A host structure name can be a group name whose subordinate levels name elementary PL/I variables. For example:

```
DCL 1 A,  
    2 B,  
        3 C1 CHAR(...),  
        3 C2 CHAR(...);
```

In this example, B is the name of a host structure consisting of the elementary items C1 and C2.

You can use the structure name as shorthand notation for a list of scalars. You can qualify a host variable with a structure name (for example, STRUCTURE.FIELD). Host structures are limited to two levels. (For example, in the above host structure example, the A cannot be referred to in SQL.) A structure cannot contain an intermediate level structure. In the previous example, A could not be used as a host variable or referred to in an SQL statement. However, B is the first level structure. B can be referred to in an SQL statement. A host structure for SQL data is two levels deep and can be thought of as a named set of host variables. After the host structure is defined, you can refer to it in an SQL statement instead of listing the several host variables (that is, the names of the host variables that make up the host structure).

For example, you can retrieve all column values from selected rows of the table CORPDATA.EMPLOYEE with:

```
DCL 1 PEMPL,  
    5 EMPNO    CHAR(6),  
    5 FIRSTNME CHAR(12) VAR,  
    5 MIDINIT  CHAR(1),  
    5 LASTNAME CHAR(15) VAR,  
    5 WORKDEPT CHAR(3);  
  
...  
EMPID = '000220';  
...  
EXEC SQL  
  SELECT *  
  INTO  :PEMPL  
  FROM  CORPDATA.EMPLOYEE  
  WHERE EMPNO = :EMPID;
```

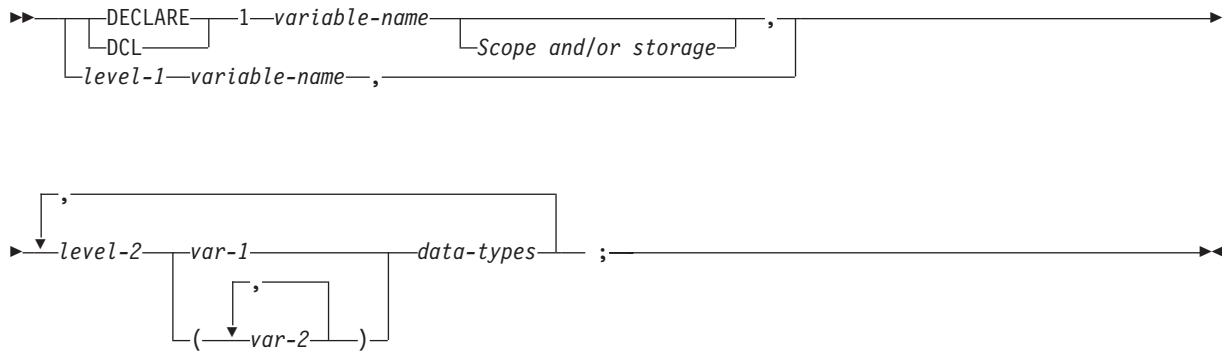
For more information, see the following sections:

- “Host structures in PL/I applications that use SQL”
- “Host structure indicator arrays in PL/I applications that use SQL” on page 88

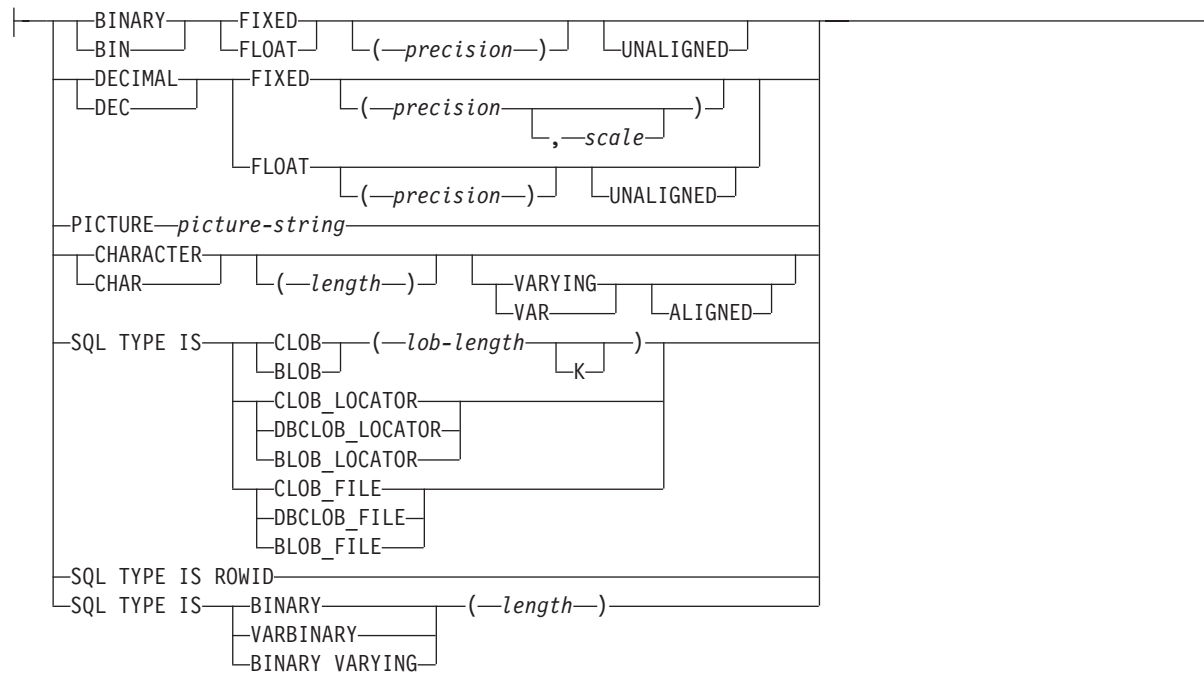
## Host structures in PL/I applications that use SQL

The following figure shows the syntax for valid host structure declarations.

## Host Structures



### data-types:

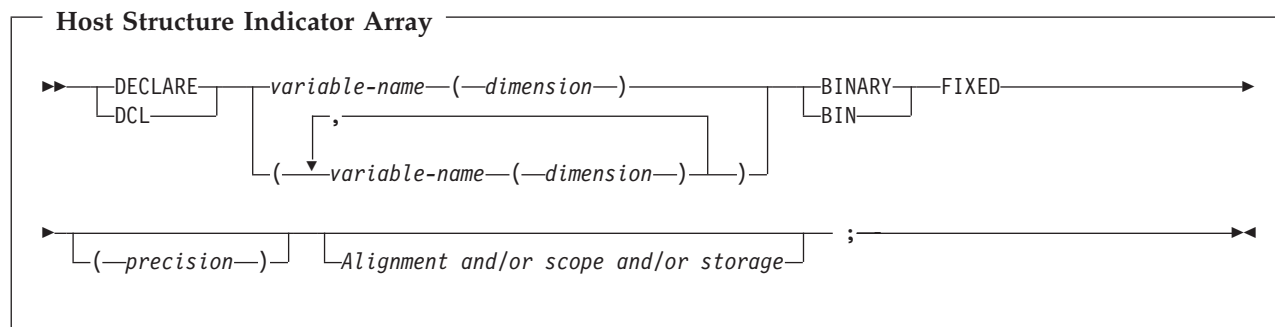


### Notes:

1. Level-1 indicates that there is an intermediate level structure.
2. Level-1 must be an integer constant between 1 and 254.
3. Level-2 must be an integer constant between 2 and 255.
4. For details on declaring numeric, character, LOB, ROWID, and binary host variables, see the notes under numeric-host variables, character-host variables, LOB host variables, ROWID host variables, and binary host variables.

## Host structure indicator arrays in PL/I applications that use SQL

The following figure shows the syntax for valid indicator arrays.



**Note:** Dimension must be an integer constant between 1 and 32766.

## Using host structure arrays in PL/I applications that use SQL

In PL/I programs, you can define a host structure array. In these examples, the following are true:

- B\_ARRAY is the name of a host structure array that contains the items C1\_VAR and C2\_VAR.
- B\_ARRAY cannot be qualified.
- B\_ARRAY can only be used with the blocked forms of the FETCH and INSERT statements.
- All items in B\_ARRAY must be valid host variables.
- C1\_VAR and C2\_VAR are not valid host variables in any SQL statement. A structure cannot contain an intermediate level structure. A\_STRUCT cannot contain the dimension attribute.

```

DCL 1 A_STRUCT,
    2 B_ARRAY(10),
    3 C1_VAR CHAR(20),
    3 C2_FIXED BIN(15) UNALIGNED;
  
```

To retrieve 10 rows from the CORPDATA.DEPARTMENT table, do the following:

```

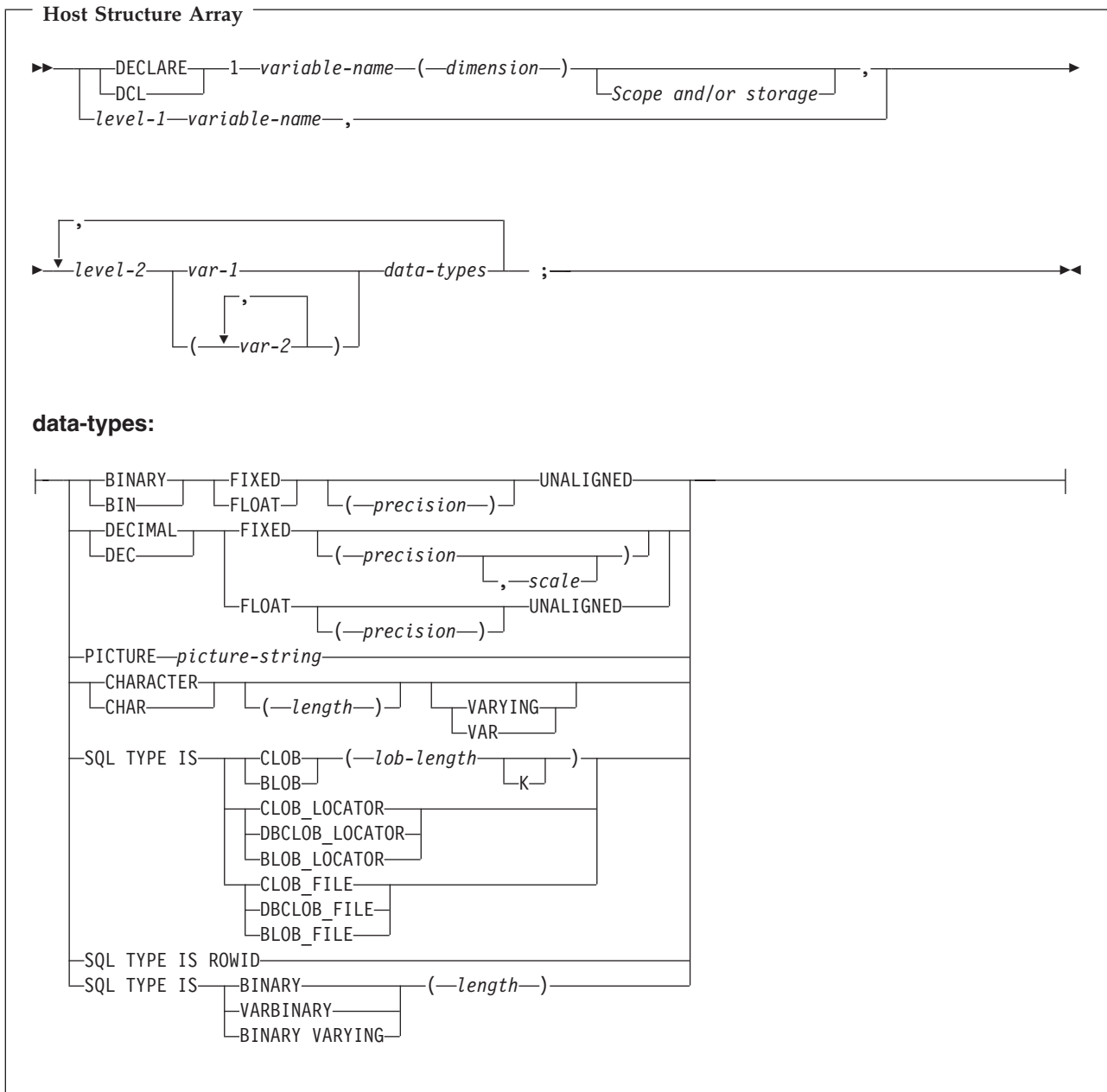
DCL 1 DEPT(10),
    5 DEPTPNO CHAR(3),
    5 DEPTNAME CHAR(29) VAR,
    5 MGRNO CHAR(6),
    5 ADMRDEPT CHAR(3);
DCL 1 IND_ARRAY(10),
    5 INDS(4) FIXED BIN(15);
EXEC SQL
  DECLARE C1 CURSOR FOR
  SELECT *
  FROM CORPDATA.DEPARTMENT;

EXEC SQL
  FETCH C1 FOR 10 ROWS INTO :DEPT :IND_ARRAY;
  
```

For more details, see “Host structure array in PL/I applications that use SQL.”

## Host structure array in PL/I applications that use SQL

The following syntax diagram shows the syntax for valid structure array declarations.



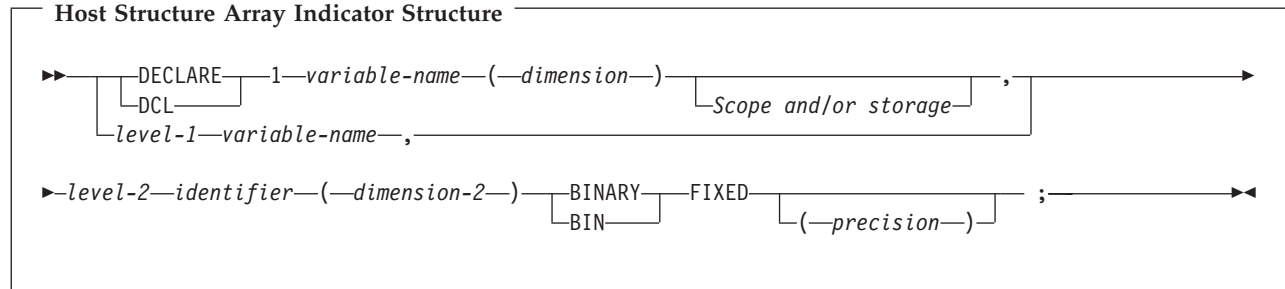
**Notes:**

1. Level-1 indicates that there is an intermediate level structure.
2. Level-1 must be an integer constant between 1 and 254.
3. Level-2 must be an integer constant between 2 and 255.
4. For details on declaring numeric, character, LOB, ROWID, and binary host variables, see the notes under numeric-host variables, character-host variables, LOB host variables, ROWID, and binary host variables.
5. Dimension must be an integer constant between 1 and 32767.

See "Host structure array indicator in PL/I applications that use SQL" on page 91 for more information.

## Host structure array indicator in PL/I applications that use SQL

The following figure shows the syntax diagram for valid host structure array indicator structure declarations.



### Notes:

1. Level-1 indicates that there is an intermediate level structure.
2. Level-1 must be an integer constant between 1 and 254.
3. Level-2 must be an integer constant between 2 and 255.
4. Dimension-1 and dimension-2 must be integer constants between 1 and 32767.

## Using external file descriptions in PL/I applications that use SQL

You can use the PL/I %INCLUDE directive to include the definitions of externally described files in a source program. When used with SQL, only a particular format of the %INCLUDE directive is recognized by the SQL precompiler. That directive format must have the following three elements or parameter values, otherwise the precompiler ignores the directive. The required elements are *file name*, *format name*, and *element type*. There are two optional elements supported by the SQL precompiler: prefix name and COMMA.

The structure is ended normally by the last data element of the record or key structure. However, if in the %INCLUDE directive the COMMA element is specified, then the structure is not ended.

To include the definition of the sample table DEPARTMENT described in DB2 UDB for iSeries Sample Tables in the *DB2 UDB for iSeries Programming Concepts* information, you can code:

```
DCL 1 TDEPT_STRUCTURE,
    %INCLUDE DEPARTMENT(DEPARTMENT,RECORD);
```

In the above example, a host structure named TDEPT\_STRUCTURE would be defined having four fields. The fields would be DEPTNO, DEPTNAME, MGRNO, and ADMRDEPT.

For device files, if INDARA was not specified and the file contains indicators, the declaration cannot be used as a host structure array. The indicator area is included in the generated structure and causes the storage to not be contiguous.

```
DCL 1 DEPT_REC(10),
    %INCLUDE DEPARTMENT(DEPARTMENT,RECORD);

EXEC SQL DECLARE C1 CURSOR FOR
      SELECT * FROM CORPDATA.DEPARTMENT;

EXEC SQL OPEN C1;

EXEC SQL FETCH C1 FOR 10 ROWS INTO :DEPT_REC;
```

**Note:** DATE, TIME, and TIMESTAMP columns will generate host variable definitions that are treated by SQL with the same comparison and assignment rules as a DATE, TIME, and TIMESTAMP column. For example, a date host variable can only be compared with a DATE column or a character string that is a valid representation of a date.

Although decimal and zoned fields with precision greater than 15 and binary with nonzero scale fields are mapped to character field variables in PL/I, SQL considers these fields to be numeric.

Although GRAPHIC and VARGRAPHIC are mapped to character variables in PL/I, SQL considers these to be GRAPHIC and VARGRAPHIC host variables. If the GRAPHIC or VARGRAPHIC column has a UCS-2 CCSID, the generated host variable will have the UCS-2 CCSID assigned to it. If the GRAPHIC or VARGRAPHIC column has a UTF-16 CCSID, the generated host variable will have the UTF-16 CCSID assigned to it.

## Determining equivalent SQL and PL/I data types

The precompiler determines the base SQLTYPE and SQLLEN of host variables based on the following table. If a host variable appears with an indicator variable, the SQLTYPE is the base SQLTYPE plus one.

Table 5. PL/I Declarations Mapped to Typical SQL Data Types

PL/I Data Type	SQLTYPE of Host Variable	SQLLEN of Host Variable	SQL Data Type
BIN FIXED(p) where p is in the range 1 to 15	500	2	SMALLINT
BIN FIXED(p) where p is in the range 16 to 31	496	4	INTEGER
DEC FIXED(p,s)	484	p in byte 1, s in byte 2	DECIMAL(p,s)
BIN FLOAT(p) p is in the range 1 to 24	480	4	FLOAT (single precision)
BIN FLOAT(p) p is in the range 25 to 53	480	8	FLOAT (double precision)
DEC FLOAT(m) m is in the range 1 to 7	480	4	FLOAT (single precision)
DEC FLOAT(m) m is in the range 8 to 16	480	8	FLOAT (double precision)
PICTURE picture string (numeric)	488	p in byte 1, s in byte 2	NUMERIC (p,s)
PICTURE picture string (sign leading separate)	504	p in byte 1, s in byte 2	No exact equivalent, use NUMERIC(p,s).
CHAR(n)	452	n	CHAR(n)
CHAR(n) VARYING	448	n	VARCHAR(n)

The following table can be used to determine the PL/I data type that is equivalent to a given SQL data type.

Table 6. SQL Data Types Mapped to Typical PL/I Declarations

SQL Data Type	PL/I Equivalent	Explanatory Notes
SMALLINT	BIN FIXED(p)	p is a positive integer from 1 to 15.
INTEGER	BIN FIXED(p)	p is a positive integer from 16 to 31.
BIGINT	No exact equivalent	Use DEC FIXED(18).

Table 6. SQL Data Types Mapped to Typical PL/I Declarations (continued)

SQL Data Type	PL/I Equivalent	Explanatory Notes
DECIMAL(p,s) or NUMERIC(p,s)	DEC FIXED(p) or DEC FIXED(p,s) or PICTURE picture-string	<i>s</i> (the scale factor) and <i>p</i> (the precision) are positive integers. <i>p</i> is a positive integer from 1 to 31. <i>s</i> is a positive integer from 0 to <i>p</i> .
FLOAT (single precision)	BIN FLOAT(p) or DEC FLOAT(m)	<i>p</i> is a positive integer from 1 to 24. <i>m</i> is a positive integer from 1 to 7.
FLOAT (double precision)	BIN FLOAT(p) or DEC FLOAT(m)	<i>p</i> is a positive integer from 25 to 53. <i>m</i> is a positive integer from 8 to 16.
CHAR(n)	CHAR(n)	<i>n</i> is a positive integer from 1 to 32766.
VARCHAR(n)	CHAR(n) VARYING	<i>n</i> is a positive integer from 1 to 32740.
CLOB	None	Use SQL TYPE IS to declare a CLOB.
GRAPHIC(n)	Not supported	Not supported.
VARGRAPHIC(n)	Not supported	Not supported.
DBCLOB	Not supported	Not supported
BINARY	None	Use SQL TYPE IS to declare a BINARY.
VARBINARY	None	Use SQL TYPE IS to declare a VARBINARY.
BLOB	None	Use SQL TYPE IS to declare a BLOB.
DATE	CHAR(n)	If the format is *USA, *JIS, *EUR, or *ISO, <i>n</i> must be at least 10 characters. If the format is *YMD, *DMY, or *MDY, <i>n</i> must be at least 8 characters. If the format is *JUL, <i>n</i> must be at least 6 characters.
TIME	CHAR(n)	<i>n</i> must be at least 6; to include seconds, <i>n</i> must be at least 8.
TIMESTAMP	CHAR(n)	<i>n</i> must be at least 19. To include microseconds at full precision, <i>n</i> must be 26; if <i>n</i> is less than 26, truncation occurs on the microseconds part.
DATALINK	Not supported	Not supported
ROWID	None	Use SQL TYPE IS to declare a ROWID.

## Using indicator variables in PL/I applications that use SQL

An indicator variable is a two-byte integer (BIN FIXED(p), where *p* is 1 to 15). You can also specify an indicator structure (defined as an array of halfword integer variables) to support a host structure. On retrieval, an indicator variable is used to show whether its associated host variable has been assigned a null value. On assignment to a column, a negative indicator variable is used to indicate that a null value should be assigned.

See the indicator variables topic in the SQL Reference topic for more information.

Indicator variables are declared in the same way as host variables and the declarations of the two can be mixed in any way that seems appropriate to the programmer.

*Example:*

Given the statement:

```
EXEC SQL FETCH CLS_CURSOR INTO :CLS_CD,  
                                     :DAY :DAY_IND,  
                                     :BGN :BGN_IND,  
                                     :END :END_IND;
```

Variables can be declared as follows:

```
EXEC SQL BEGIN DECLARE SECTION;  
DCL CLS_CD CHAR(7);  
DCL DAY BIN FIXED(15);  
DCL BGN CHAR(8);  
DCL END CHAR(8);  
DCL (DAY_IND, BGN_IND, END_IND) BIN FIXED(15);  
EXEC SQL END DECLARE SECTION;
```

---

## Differences in PL/I because of structure parameter passing techniques

The PL/I precompiler attempts to use the structure parameter passing technique, if possible. This structure parameter passing technique provides better performance for most PL/I programs using SQL. The precompiler generates code where each host variable is a separate parameter when the following conditions are true:

- A PL/I %INCLUDE compiler directive is found that copies external text into the source program.
- The data length of the host variables referred to in the statement is greater than 32703. Because SQL uses 64 bytes of the structure,  $32703 + 64 = 32767$ , the maximum length of a data structure.
- The PL/I precompiler estimates that it could possibly exceed the PL/I limit for user-defined names.
- A sign leading separate host variable is found in the host variable list for the SQL statement.

For more information about the structure parameter passing technique, see Database application design tips: Use structure parameter passing techniques in the DB2 UDB for iSeries Database performance and optimization topic.

---

## Chapter 8. Coding SQL statements in RPG for iSeries applications

The RPG for iSeries licensed program supports both RPG II and RPG III programs. SQL statements can only be used in RPG III programs. RPG II and AutoReport are NOT supported. All referrals to RPG in this guide apply to RPG III or ILE RPG only.



This topic describes the unique application and coding requirements for embedding SQL statements in a RPG for iSeries program. Requirements for host variables are defined.

For more details, see the following sections:

- “Defining the SQL Communications Area in RPG for iSeries applications that use SQL”
- “Defining SQL Descriptor Areas in RPG for iSeries applications that use SQL” on page 96
- “Embedding SQL statements in RPG for iSeries applications that use SQL” on page 97
- “Using host variables in RPG for iSeries applications that use SQL” on page 98
- “Using host structures in RPG for iSeries applications that use SQL” on page 99
- “Using host structure arrays in RPG for iSeries applications that use SQL” on page 100
- “Using external file descriptions in RPG for iSeries applications that use SQL” on page 100
- “Determining equivalent SQL and RPG for iSeries data types” on page 102
- “Using indicator variables in RPG for iSeries applications that use SQL” on page 104
- “Differences in RPG for iSeries because of structure parameter passing techniques” on page 105
- “Correctly ending a called RPG for iSeries program that uses SQL” on page 105

A detailed sample RPG for iSeries program, showing how SQL statements can be used, is provided in Chapter 12, “Sample programs using DB2 UDB for iSeries statements.”

**Note:** Read the “Code disclaimer information” on page 196 for important legal information.

For more information about programming using RPG, see RPG/400® User’s Guide  topic and RPG/400 Reference  topic in the V5R1 Supplemental Manuals Web site.

---

### Defining the SQL Communications Area in RPG for iSeries applications that use SQL

The SQL precompiler automatically places the SQLCA in the input specifications of the RPG for iSeries program prior to the first calculation specification. INCLUDE SQLCA should not be coded in the source program. If the source program specifies INCLUDE SQLCA, the statement will be accepted, but it is redundant. The SQLCA, as defined for RPG for iSeries:

ISQLCA	DS		SQL
I*	SQL Communications area		SQL
I		1 8 SQLAID	SQL
I		B 9 120SQLABC	SQL
I		B 13 160SQLCOD	SQL
I		B 17 180SQLERL	SQL
I		19 88 SQLERM	SQL
I		89 96 SQLERP	SQL
I		97 120 SQLERR	SQL
I		B 97 1000SQLER1	SQL
I		B 101 1040SQLER2	SQL

I	B 105 1080SQLER3	SQL
I	B 109 1120SQLER4	SQL
I	B 113 1160SQLER5	SQL
I	B 117 1200SQLER6	SQL
I	121 131 SQLWRN	SQL
I	121 121 SQLWN0	SQL
I	122 122 SQLWN1	SQL
I	123 123 SQLWN2	SQL
I	124 124 SQLWN3	SQL
I	125 125 SQLWN4	SQL
I	126 126 SQLWN5	SQL
I	127 127 SQLWN6	SQL
I	128 128 SQLWN7	SQL
I	129 129 SQLWN8	SQL
I	130 130 SQLWN9	SQL
I	131 131 SQLWNA	SQL
I	132 136 SQLSTT	SQL
I*	End of SQLCA	SQL

**Note:** Variable names in RPG for iSeries are limited to 6 characters. The standard SQLCA names have been changed to a length of 6. RPG for iSeries does not have a way of defining arrays in a data structure without also defining them in the extension specification. SQLERR is defined as character with SQLER1 through 6 used as the names of the elements.

See SQL Communication Area in the SQL Reference topic for more information.

---

## Defining SQL Descriptor Areas in RPG for iSeries applications that use SQL

The following statements require an SQLDA:

```
EXECUTE...USING DESCRIPTOR descriptor-name
FETCH...USING DESCRIPTOR descriptor-name
OPEN...USING DESCRIPTOR descriptor-name
CALL...USING DESCRIPTOR descriptor-name
DESCRIBE statement-name INTO descriptor-name
DESCRIBE TABLE host-variable INTO descriptor-name
PREPARE statement-name INTO descriptor-name
```

Unlike the SQLCA, there can be more than one SQLDA in a program and an SQLDA can have any valid name.

Dynamic SQL is an advanced programming technique described in Dynamic SQL Applications in the SQL programming information. With dynamic SQL, your program can develop and then run SQL statements while the program is running. A SELECT statement with a variable SELECT list (that is, a list of the data to be returned as part of the query) that runs dynamically requires an SQL descriptor area (SQLDA). This is because you cannot know in advance how many or what type of variables to allocate in order to receive the results of the SELECT.

Because the SQLDA uses pointer variables which are not supported by RPG for iSeries, an INCLUDE SQLDA statement cannot be specified in an RPG for iSeries program. An SQLDA must be set up by a C, COBOL, PL/I, or ILE RPG program and passed to the RPG program in order to use it.

For more information about SQLDA, see SQL Description Area in the *SQL Reference* topic.

---

## Embedding SQL statements in RPG for iSeries applications that use SQL

SQL statements coded in an RPG for iSeries program must be placed in the calculation section. This requires that a C be placed in position 6. SQL statements can be placed in detail calculations, in total calculations, or in an RPG for iSeries subroutine. The SQL statements are run based on the logic of the RPG for iSeries statements.

The keywords EXEC SQL indicate the beginning of an SQL statement. EXEC SQL must occupy positions 8 through 16 of the source statement, preceded by a / in position 7. The SQL statement may start in position 17 and continue through position 74.

The keyword END-EXEC ends the SQL statement. END-EXEC must occupy positions 8 through 16 of the source statement, preceded by a slash (/) in position 7. Positions 17 through 74 must be blank.

Both uppercase and lowercase letters are acceptable in SQL statements.

For more details, see the following sections:

- “Example: Embedding SQL statements in RPG for iSeries applications that use SQL”
- “Comments in RPG for iSeries applications that use SQL”
- “Continuation for SQL statements in RPG for iSeries applications that use SQL”
- “Including code in RPG for iSeries applications that use SQL” on page 98
- “Sequence numbers in RPG for iSeries applications that use SQL” on page 98
- “Names in RPG for iSeries applications that use SQL” on page 98
- “Statement labels in RPG for iSeries applications that use SQL” on page 98
- “WHENEVER statement in RPG for iSeries applications that use SQL” on page 98

### Example: Embedding SQL statements in RPG for iSeries applications that use SQL

An UPDATE statement coded in an RPG for iSeries program might be coded as follows:

```
*...1....+...2....+...3....+...4....+...5....+...6....+...7...*  
C/EXEC SQL UPDATE DEPARTMENT  
C+          SET MANAGER = :MGRNUM  
C+          WHERE DEPTNO = :INTDEP  
C/END-EXEC
```

### Comments in RPG for iSeries applications that use SQL

In addition to SQL comments (--), RPG for iSeries comments can be included within SQL statements wherever a blank is allowed, except between the keywords EXEC and SQL. To embed an RPG for iSeries comment within the SQL statement, place an asterisk (\*) in position 7.

### Continuation for SQL statements in RPG for iSeries applications that use SQL

When additional records are needed to contain the SQL statement, positions 9 through 74 can be used. Position 7 must be a + (plus sign), and position 8 must be blank.

Constants containing DBCS data can be continued across multiple lines by placing the shift-in character in position 75 of the continued line and placing the shift-out character in position 8 of the continuation line. This SQL statement has a valid graphic constant of G'<AABBCCDDEEFFGGHHIIJJKK>'.

```
*...1....+...2....+...3....+...4....+...5....+...6....+...7....+...8
C/EXEC SQL SELECT * FROM GRAPHTAB          WHERE GRAPHCOL = G'<AABB>
C+<CCDDEEFFGGHHIIJJKK>'
C/END-EXEC
```

## Including code in RPG for iSeries applications that use SQL

SQL statements and RPG for iSeries calculation specifications can be included by embedding the SQL statement:

```
*...1....+...2....+...3....+...4....+...5....+...6....+...7....+...8
C/EXEC SQL INCLUDE member-name
C/END-EXEC
```

The /COPY statement can be used to include SQL statements or RPG for iSeries specifications.

## Sequence numbers in RPG for iSeries applications that use SQL

The sequence numbers of the source statements generated by the SQL precompiler are based on the \*NOSEQSRC/\*SEQSRC keywords of the OPTION parameter on the CRTSQLRPG command. When \*NOSEQSRC is specified, the sequence number from the input source member is used. For \*SEQSRC, the sequence numbers start at 000001 and are incremented by 1.

## Names in RPG for iSeries applications that use SQL

Any valid RPG variable name can be used for a host variable and is subject to the following restrictions:

Do not use host variable names or external entry names that begin with 'SQ', 'SQL', 'RDI', or 'DSN'. These names are reserved for the database manager.

## Statement labels in RPG for iSeries applications that use SQL

A TAG statement can precede any SQL statement. Code the TAG statement on the line preceding EXEC SQL.

## WHENEVER statement in RPG for iSeries applications that use SQL

The target for the GOTO clause must be the label of the TAG statement. The scope rules for the GOTO/TAG must be observed.

---

## Using host variables in RPG for iSeries applications that use SQL

All host variables used in SQL statements must be explicitly declared. LOB, ROWID, and binary host variables are not supported in RPG for iSeries.

SQL embedded in RPG for iSeries does not use the SQL BEGIN DECLARE SECTION and END DECLARE SECTION statements to identify host variables. Do not put these statements in the source program.

All host variables within an SQL statement must be preceded by a colon (:).

The names of host variables must be unique within the program.

For more details, see “Declaring host variables in RPG for iSeries applications that use SQL.”

## Declaring host variables in RPG for iSeries applications that use SQL

The SQL RPG for iSeries precompiler only recognizes a subset of RPG for iSeries declarations as valid host variable declarations.

Most variables defined in RPG for iSeries can be used in SQL statements. A partial listing of variables that are not supported includes the following:

- Indicator field names (\*INxx)
- Tables
- UPDATE
- UDAY
- UMONTH
- UYEAR
- Look-ahead fields
- Named constants

Fields used as host variables are passed to SQL, using the CALL/PARM functions of RPG for iSeries. If a field cannot be used in the result field of the PARM, it cannot be used as a host variable.

---

## Using host structures in RPG for iSeries applications that use SQL

The RPG for iSeries data structure name can be used as a **host structure** name if subfields exist in the data structure. The use of the data structure name in an SQL statement implies the list of subfield names making up the data structure.

When subfields are not present for the data structure, then the data structure name is a host variable of character type. This allows character variables larger than 256, because data structures can be up to 9999.

In the following example, BIGCHR is an RPG for iSeries data structure without subfields. SQL treats any referrals to BIGCHR as a character string with a length of 642.

```
*...1....+....2....+....3....+....4....+....5....+....6....+....7...*
IBIGCHR      DS                      642
```

In the next example, PEMPL is the name of the host structure consisting of the subfields EMPNO, FIRSTN, MIDINT, LASTNAME, and DEPTNO. The referral to PEMPL uses the subfields. For example, the first column of EMPLOYEE is placed in *EMPNO*, the second column is placed in *FIRSTN*, and so on.

```
*...1....+....2....+....3....+....4....+....5....+....6....+....7. ...*
IPEMPL      DS
I              01 06 EMPNO
I              07 18 FIRSTN
I              19 19 MIDINT
I              20 34 LASTNA
I              35 37 DEPTNO
...
C              MOVE '000220' EMPNO
...
C/EXEC SQL
C+ SELECT * INTO :PEMPL
C+ FROM CORPDATA.EMPLOYEE
C+ WHERE EMPNO = :EMPNO
C/END-EXEC
```

When writing an SQL statement, referrals to subfields can be qualified. Use the name of the data structure, followed by a period and the name of the subfield. For example, PEMPL.MIDINT is the same as specifying only MIDINT.

---

## Using host structure arrays in RPG for iSeries applications that use SQL

A host structure array is defined as an occurrence data structure. An occurrence data structure can be used on the SQL FETCH statement when fetching multiple rows. In these examples, the following are true:

- All items in BARRAY must be valid host variables.
- All items in BARRAY must be contiguous. The first FROM position must be 1 and there cannot be overlaps in the TO and FROM positions.
- For all statements other than the multiple-row FETCH and blocked INSERT, if an occurrence data structure is used, the current occurrence is used. For the multiple-row FETCH and blocked INSERT, the occurrence is set to 1.

```
*...1....+....2....+....3....+....4....+....5....+....6....+....7. ...*
IBARRAY      DS              10
I              01 20 C1VAR
I              B 21 220C2VAR
```

The following example uses a host structure array called DEPT and a multiple-row FETCH statement to retrieve 10 rows from the DEPARTMENT table.

```
*...1....+....2....+....3....+....4....+....5....+....6....+....7...*
E              INDS          4 4 0
IDEPT         DS              10
I              01 03 DEPTNO
I              04 32 DEPTNM
I              33 38 MGRNO
I              39 41 ADMRD
IINDARR       DS              10
I              B 1 80INDS
...
C/EXEC SQL
C+ DECLARE C1 CURSOR FOR
C+   SELECT *
C+   FROM   CORPDATA.DEPARTMENT
C/END-EXEC
C/EXEC SQL
C+ OPEN C1
C/END-EXEC
C/EXEC SQL
C+   FETCH C1 FOR 10 ROWS INTO :DEPT:INDARR
C/END-EXEC
```

---

## Using external file descriptions in RPG for iSeries applications that use SQL

The SQL precompiler processes the RPG for iSeries source in much the same manner as the ILE RPG for iSeries compiler. This means that the precompiler processes the /COPY statement for definitions of host variables. Field definitions for externally described files are obtained and renamed, if different names are specified. The external definition form of the data structure can be used to obtain a copy of the column names to be used as host variables.

In the following example, the sample table DEPARTMENT is used as a file in an RPG for iSeries program. The SQL precompiler retrieves the field (column) definitions for DEPARTMENT for use as host variables.

```
*...1....+...2....+...3....+...4....+...5....+...6....+...7....*
FTDEPT  IP  E          DISK          KRENAMEDPTREC
F          TDEPT
IDEPTREC
I          DEPTNAME          DEPTN
I          ADMRDEPT          ADMRD
```

**Note:** Code an F-spec for a file in your RPG program only if you use RPG for iSeries statements to do I/O operations to the file. If you use only SQL statements to do I/O operations to the file, you can include the external definition by using an external data structure.

In the following example, the sample table is specified as an external data structure. The SQL precompiler retrieves the field (column) definitions as subfields of the data structure. Subfield names can be used as host variable names, and the data structure name TDEPT can be used as a host structure name. The field names must be changed because they are greater than six characters.

```
*...1....+...2....+...3....+...4....+...5....+...6....+...7....*
ITDEPT  E DSDEPARTMENT          DEPTN
I          DEPTNAME          DEPTN
I          ADMRDEPT          ADMRD
```

**Note:** DATE, TIME, and TIMESTAMP columns will generate host variable definitions which are treated by SQL with the same comparison and assignment rules as a DATE, TIME, and TIMESTAMP column. For example, a date host variable can only be compared against a DATE column or a character string which is a valid representation of a date.

Although varying-length columns generate fixed-length character-host variable definitions, to SQL they are varying-length character variables.

Although GRAPHIC and VARGRAPHIC columns are mapped to character variables in RPG for iSeries, SQL considers these GRAPHIC and VARGRAPHIC variables. If the GRAPHIC or VARGRAPHIC column has a UCS-2 CCSID, the generated host variable will have the UCS-2 CCSID assigned to it. If the GRAPHIC or VARGRAPHIC column has a UTF-16 CCSID, the generated host variable will have the UTF-16 CCSID assigned to it.

For another example, see “External file description considerations for host structure arrays in RPG for iSeries applications that use SQL.”

## External file description considerations for host structure arrays in RPG for iSeries applications that use SQL

Field definitions for externally described files, including renaming of fields, are recognized by the SQL precompiler. The external definition form of the data structure can be used to obtain a copy of the column names to be used as host variables.

In the following example, the DEPARTMENT table is included in the RPG for iSeries program and is used to declare a host structure array. A multiple-row FETCH statement is then used to retrieve 10 rows into the host structure array.

```
*...1....+...2....+...3....+...4....+...5....+...6....*
ITDEPT  E DSDEPARTMENT          10          DEPTN
I          DEPARTMENT          DEPTN
I          ADMRDEPT          ADMRD
```

...

```
C/EXEC SQL
C+  DECLARE C1 CURSOR FOR
C+  SELECT *
C+  FROM CORPDATA.DEPARTMENT
```

C/END-EXEC

...

C/EXEC SQL  
 C+ **FETCH C1 FOR 10 ROWS INTO :TDEPT**  
 C/END-EXEC

## Determining equivalent SQL and RPG for iSeries data types

The precompiler determines the base SQLTYPE and SQLLEN of host variables based on the following table. If a host variable appears with an indicator variable, the SQLTYPE is the base SQLTYPE plus one.

Table 7. RPG for iSeries Declarations Mapped to Typical SQL Data Types

RPG for iSeries Data Type	Col 43	Col 52	Other RPG for iSeries Coding	SQLTYPE of Host Variable	SQLLEN of Host Variable	SQL Data Type
Data Structure subfield	blank	blank	Length = n where n ≤ 256	452	n	CHAR(n)
Data structure (without subfields)	n/a	n/a	Length = n where n ≤ 9999	452	n	CHAR(n)
Input field	blank	blank	Length = n where n ≤ 256	452	n	CHAR(n)
Calculation result field	n/a	blank	Length = n where n ≤ 256	452	n	CHAR(n)
Data Structure subfield	B	0	Length = 2	500	2	SMALLINT
Data Structure subfield	B	0	Length = 4	496	4	INTEGER
Data Structure subfield	B	1-4	Length = 2	500	2	DECIMAL(4,s) where s=column 52
Data Structure subfield	B	1-9	Length = 4	496	4	DECIMAL(9,s) where s=column 52
Data Structure subfield	P	0 to 9	Length = n where n is 1 to 16	484	p in byte 1, s in byte 2	DECIMAL(p,s) where p = n*2-1 and s = column 52
Input field	P	0 to 9	Length = n where n is 1 to 16	484	p in byte 1, s in byte 2	DECIMAL(p,s) where p = n*2-1 and s = column 52
Input field	blank	0 to 9	Length = n where n is 1 to 30	484	p in byte 1, s in byte 2	DECIMAL(p,s) where p = n and s = column 52
Input field	B	0 to 4 if n = 2; 0 to 9 if n = 4	Length = 2 or 4	484	p in byte 1, s in byte 2	DECIMAL(p,s) where p=4 if n=2 or 9 if n=4 and s = column 52

Table 7. RPG for iSeries Declarations Mapped to Typical SQL Data Types (continued)

RPG for iSeries Data Type	Col 43	Col 52	Other RPG for iSeries Coding	SQLTYPE of Host Variable	SQLLEN of Host Variable	SQL Data Type
Calculation result field	n/a	0 to 9	Length = n where n is 1 to 30	484	p in byte 1, s in byte 2	DECIMAL(p,s) where p = n and s = column 52
Data Structure subfield	blank	0 to 9	Length = n where n is 1 to 30	488	p in byte 1, s in byte 2	NUMERIC(p,s) where p = n and s = column 52

Use the information in the following table to determine the RPG for iSeries data type that is equivalent to a given SQL data type.

Table 8. SQL Data Types Mapped to Typical RPG for iSeries Declarations

SQL Data Type	RPG for iSeries Data Type	Notes
SMALLINT	Subfield of a data structure. B in position 43, length must be 2 and 0 in position 52 of the subfield specification.	
INTEGER	Subfield of a data structure. B in position 43, length must be 4 and 0 in position 52 of the subfield specification.	
BIGINT	No exact equivalent	Use P in position 43 and 0 in position 52 of the subfield specification.
DECIMAL	Subfield of a data structure. P in position 43 and 0 through 9 in position 52 of the subfield specification.  OR  Defined as numeric and not a subfield of a data structure.	Maximum length of 16 (precision 30) and maximum scale of 9.
NUMERIC	Subfield of the data structure. Blank in position 43 and 0 through 9 in position 52 of the subfield	Maximum length of 30 (precision 30) and maximum scale of 9.
FLOAT (single precision)	No exact equivalent	Use one of the alternative numeric data types described above.
FLOAT (double precision)	No exact equivalent	Use one of the alternative numeric data types described above.
CHAR(n)	Subfield of a data structure or input field. Blank in positions 43 and 52 of the specification.  OR  Calculation result field defined without decimal places.	n can be from 1 to 256.
CHAR(n)	Data structure name with no subfields in the data structure.	n can be from 1 to 9999.
VARCHAR(n)	No exact equivalent	Use a character host variable large enough to contain the largest expected VARCHAR value.

Table 8. SQL Data Types Mapped to Typical RPG for iSeries Declarations (continued)

SQL Data Type	RPG for iSeries Data Type	Notes
CLOB	Not supported	Not supported
GRAPHIC(n)	Not supported	Not supported
VARGRAPHIC(n)	Not supported	Not supported
DBCLOB	Not supported	Not supported
BINARY	Not supported	Not supported
VARBINARY	Not supported	Not supported
BLOB	Not supported	Not supported
DATE	Subfield of a data structure. Blank in position 52 of the subfield specification.  OR  Field defined without decimal places.	If the format is *USA, *JIS, *EUR, or *ISO, the length must be at least 10. If the format is *YMD, *DMY, or *MDY, the length must be at least 8. If the format is *JUL, the length must be at least 6.
TIME	Subfield of a data structure. Blank in position 52 of the subfield specification.  OR  Field defined without decimal places.	Length must be at least 6; to include seconds, length must be at least 8.
TIMESTAMP	Subfield of a data structure. Blank in position 52 of the subfield specification.  OR  Field defined without decimal places.	Length must be at least 19. To include microseconds at full precision, length must be 26. If length is less than 26, truncation occurs on the microseconds part.
DATALINK	Not supported	Not supported
ROWID	Not supported	Not supported

For more information, see “Assignment rules in RPG for iSeries applications that use SQL.”

## Assignment rules in RPG for iSeries applications that use SQL

RPG for iSeries associates precision and scale with all numeric types. RPG for iSeries defines numeric operations, assuming the data is in packed format. This means that operations involving binary variables include an implicit conversion to packed format before the operation is performed (and back to binary, if necessary). Data is aligned to the implied decimal point when SQL operations are performed.

## Using indicator variables in RPG for iSeries applications that use SQL

An indicator variable is a two-byte integer (see the entry for the SMALLINT SQL data type in Table 7 on page 102).

An indicator structure can be defined by declaring the variable as an array with an element length of 4,0 and declaring the array name as a subfield of a data structure with B in position 43. On retrieval, an indicator variable is used to show whether its associated host variable has been assigned a null value. On assignment to a column, a negative indicator variable is used to indicate that a null value should be assigned.

See the indicator variables topic in the SQL Reference topic for more information.

Indicator variables are declared in the same way as host variables and the declarations of the two can be mixed in any way that seems appropriate to the programmer.

For an example of using indicator variables, see “Example: Using indicator variables in RPG for iSeries applications that use SQL.”

## Example: Using indicator variables in RPG for iSeries applications that use SQL

Given the statement:

```
*...1....+....2....+....3....+....4....+....5....+....6....+....7...*
C/EXEC SQL FETCH CLS_CURSOR INTO :CLSCD,
C+                :DAY :DAYIND,
C+                :BGN :BGNIND,
C+                :END :ENDIND
C/END-EXEC
```

variables can be declared as follows:

```
*...1....+....2....+....3....+....4....+....5....+....6....+....7...*
I          DS
I          1  7  CLSCD
I          B  8  90DAY
I          B 10 110DAYIND
I          12 19  BGN
I          B 20 210BGNIND
I          22 29  END
I          B 30 310ENDIND
```

---

## Differences in RPG for iSeries because of structure parameter passing techniques

The SQL RPG for iSeries precompiler attempts to use the structure parameter passing technique, if possible. The precompiler generates code where each host variable is a separate parameter when the following conditions are true:

- The data length of the host variables, referred to in the statement, is greater than 9935. Because SQL uses 64 bytes of the structure,  $9935 + 64 = 9999$ , the maximum length of a data structure.
- An indicator is specified on the statement where the length of the indexed indicator name plus the required index value is greater than six characters. The precompiler must generate an assignment statement for the indicator with the indicator name in the result field that is limited to six characters (“INDIC,1” requires seven characters).
- The length of a host variable is greater than 256. This can happen when a data structure without subfields is used as a host variable, and its length exceeds 256. Subfields cannot be defined with a length greater than 256.

For more information about the structure parameter passing technique, see Database application design tips: Use structure parameter passing techniques in the Database performance and optimization information.

---

## Correctly ending a called RPG for iSeries program that uses SQL

SQL run time builds and maintains data areas (internal SQLDAs) for each SQL statement which contains host variables. These internal SQLDAs are built the first time the statement is run and then reused on subsequent executions of the statement to increase performance. The internal SQLDAs can be reused as long as there is at least one SQL program active. The SQL precompiler allocates static storage used by SQL run time to manage the internal SQLDAs properly.

If an RPG for iSeries program containing SQL is called from another program which also contains SQL, the RPG for iSeries program should not set the Last Record (LR) indicator on. Setting the LR indicator on causes the static storage to be re-initialized the next time the RPG for iSeries program is run. Re-initializing the static storage causes the internal SQLDAs to be rebuilt, thus causing a performance degradation.

An RPG for iSeries program containing SQL statements that is called by a program that also contains SQL statements, should be ended one of two ways:

- By the RETRN statement
- By setting the RT indicator on.

This allows the internal SQLDAs to be used again and reduces the total run time.

---

## Chapter 9. Coding SQL statements in ILE RPG for iSeries applications

This topic describes the unique application and coding requirements for embedding SQL statements in an ILE RPG for iSeries program. The coding requirements for host variables are defined.

For more details, see the following sections:

- “Defining the SQL Communications Area in ILE RPG for iSeries applications that use SQL”
- “Defining SQL Descriptor Areas in ILE RPG for iSeries applications that use SQL” on page 108
- “Embedding SQL statements in ILE RPG for iSeries applications that use SQL” on page 109
- “Using host variables in ILE RPG for iSeries applications that use SQL” on page 111
- “Using host structures in ILE RPG for iSeries applications that use SQL” on page 116
- “Using host structure arrays in ILE RPG for iSeries applications that use SQL” on page 118
- “Declaring LOB host variables in ILE RPG for iSeries applications that use SQL” on page 114
- “Declaring ROWID variables in ILE RPG for iSeries applications that use SQL” on page 116
- “Using external file descriptions in ILE RPG for iSeries applications that use SQL” on page 119
- “Determining equivalent SQL and ILE RPG data types” on page 120
- “Using indicator variables in ILE RPG for iSeries applications that use SQL” on page 126
- “Example of the SQLDA for a multiple row-area fetch in ILE RPG for iSeries applications that use SQL” on page 127
- “Example of dynamic SQL in an ILE RPG for iSeries application that uses SQL” on page 128

For a detailed ILE RPG program that shows how SQL statements can be used, see “Example: SQL Statements in ILE RPG for iSeries Programs” on page 179.

**Note:** Read the “Code disclaimer information” on page 196 for important legal information.

For more information about programming using ILE RPG, see the ILE RPG Programmer’s Guide  topic and the ILE RPG Reference  topic.

---

### Defining the SQL Communications Area in ILE RPG for iSeries applications that use SQL

The SQL precompiler automatically places the SQLCA in the definition specifications of the ILE RPG for iSeries program prior to the first calculation specification, unless a SET OPTION SQLCA = \*NO statement is found. INCLUDE SQLCA should not be coded in the source program. If the source program specifies INCLUDE SQLCA, the statement will be accepted, but it is redundant. The SQLCA source statements for ILE RPG for iSeries are:

```
D*      SQL Communications area
D SQLCA          DS
D  SQLCAID          8A  INZ(X'0000000000000000')
D  SQLAID          8A  OVERLAY(SQLCAID)
D  SQLCABC         10I  0
D  SQLABC          9B  0 OVERLAY(SQLCABC)
D  SQLCODE         10I  0
D  SQLCOD          9B  0 OVERLAY(SQLCODE)
D  SQLERRML        5I  0
D  SQLERL          4B  0 OVERLAY(SQLERRML)
D  SQLERRMC        70A
```

```

| D SQLERM          70A  OVERLAY (SQLERRMC)
| D SQLERRP        8A
| D SQLERP         8A  OVERLAY (SQLERRP)
| D SQLERR        24A
| D SQLER1        9B 0 OVERLAY (SQLERR:*NEXT)
| D SQLER2        9B 0 OVERLAY (SQLERR:*NEXT)
| D SQLER3        9B 0 OVERLAY (SQLERR:*NEXT)
| D SQLER4        9B 0 OVERLAY (SQLERR:*NEXT)
| D SQLER5        9B 0 OVERLAY (SQLERR:*NEXT)
| D SQLER6        9B 0 OVERLAY (SQLERR:*NEXT)
| D SQLERRD       10I 0 DIM(6)  OVERLAY (SQLERR)
| D SQLWRN        11A
| D SQLWN0        1A  OVERLAY (SQLWRN:*NEXT)
| D SQLWN1        1A  OVERLAY (SQLWRN:*NEXT)
| D SQLWN2        1A  OVERLAY (SQLWRN:*NEXT)
| D SQLWN3        1A  OVERLAY (SQLWRN:*NEXT)
| D SQLWN4        1A  OVERLAY (SQLWRN:*NEXT)
| D SQLWN5        1A  OVERLAY (SQLWRN:*NEXT)
| D SQLWN6        1A  OVERLAY (SQLWRN:*NEXT)
| D SQLWN7        1A  OVERLAY (SQLWRN:*NEXT)
| D SQLWN8        1A  OVERLAY (SQLWRN:*NEXT)
| D SQLWN9        1A  OVERLAY (SQLWRN:*NEXT)
| D SQLWNA        1A  OVERLAY (SQLWRN:*NEXT)
| D SQLWRN        1A  DIM(11) OVERLAY (SQLWRN)
| D SQLSTATE      5A
| D SQLSTT        5A  OVERLAY (SQLSTATE)
| D* End of SQLCA

```

| For more information about SQLCA, see SQL Communication Area in the *SQL Reference* topic.

| If a SET OPTION SQLCA = \*NO statement is found, the SQL precompiler automatically places SQLCODE and SQLSTATE variables in the definition specification. They are defined as follows when the SQLCA is not included:

```

| D SQLCODE      S      10I 0
| D SQLSTATE     S      5A

```

---

## Defining SQL Descriptor Areas in ILE RPG for iSeries applications that use SQL

The following statements require an SQLDA:

```

EXECUTE...USING DESCRIPTOR descriptor-name
FETCH...USING DESCRIPTOR descriptor-name
OPEN...USING DESCRIPTOR descriptor-name
CALL...USING DESCRIPTOR descriptor-name
DESCRIBE statement-name INTO descriptor-name
DESCRIBE TABLE host-variable INTO descriptor-name
PREPARE statement-name INTO descriptor-name

```

Unlike the SQLCA, there can be more than one SQLDA in a program and an SQLDA can have any valid name.

Dynamic SQL is a programming technique described in the SQL programming concepts topic. With dynamic SQL, your program can develop and then run SQL statements while the program is running. A SELECT statement with a variable SELECT list (that is, a list of columns to be returned as part of the query) that runs dynamically requires an SQL descriptor area (SQLDA). This is because you cannot know in advance how many or what type of variables to allocate in order to receive the results of the SELECT.

An INCLUDE SQLDA statement can be specified in an ILE RPG for iSeries program. The format of the statement is:

```
C/EXEC SQL INCLUDE SQLDA
C/END-EXEC
```

The INCLUDE SQLDA generates the following data structure.

```
D*      SQL Descriptor area
D SQLDA      DS
D  SQLDAID      1      8A
D  SQLDABC      9     12B 0
D  SQLN       13     14B 0
D  SQLD       15     16B 0
D  SQL_VAR    80A   DIM(SQL_NUM)
D           17     18B 0
D           19     20B 0
D           21     32A
D           33     48*
D           49     64*
D           65     66B 0
D           67     96A
D*
D SQLVAR      DS
D  SQLTYPE     1      2B 0
D  SQLLEN      3      4B 0
D  SQLRES      5     16A
D  SQLDATA     17     32*
D  SQLIND      33     48*
D  SQLNAMELEN  49     50B 0
D  SQLNAME     51     80A
D* End of SQLDA
```

The user is responsible for the definition of SQL\_NUM. SQL\_NUM must be defined as a numeric constant with the dimension required for SQL\_VAR.

The INCLUDE SQLDA generates two data structures. The second data structure is used to setup and reference the part of the SQLDA which contains the field descriptions.

To set the field descriptions of the SQLDA the program sets up the field description in the subfields of SQLVAR and then assigns SQLVAR to SQL\_VAR(n), where n is the number of the field in the SQLDA. This is repeated until all the field descriptions are set.

When the SQLDA field descriptions are to be referenced the user assigns SQLVAR(n) to SQL\_VAR where n is the number of the field description to be processed.

For more information about SQLDA, see SQL Descriptor Area in the *SQL Reference* topic.

---

## Embedding SQL statements in ILE RPG for iSeries applications that use SQL

SQL statements coded in an ILE RPG program must be placed in the calculation section. This requires that a C be placed in position 6. SQL statements can be placed in detail calculations, in total calculations, or in an RPG subroutines. The SQL statements are run based on the logic of the RPG statements.

The keywords EXEC SQL indicate the beginning of an SQL statement. EXEC SQL must occupy positions 8 through 16 of the source statement, preceded by a / in position 7. The SQL statement may start in position 17 and continue through position 80.

The keyword END-EXEC ends the SQL statement. END-EXEC must occupy positions 8 through 16 of the source statement, preceded by a slash (/) in position 7. Positions 17 through 80 must be blank.

Both uppercase and lowercase letters are acceptable in SQL statements.

An UPDATE statement coded in an ILE RPG for iSeries program might be coded as follows:

```
C/EXEC SQL UPDATE DEPARTMENT
C+         SET MANAGER = :MGRNUM
C+         WHERE DEPTNO = :INTDEP
C/END-EXEC
```

For more details, see the following sections:

- “Comments in ILE RPG for iSeries applications that use SQL”
- “Continuation for SQL statements in ILE RPG for iSeries applications that use SQL”
- “Including code in ILE RPG for iSeries applications that use SQL”
- “Using directives in ILE RPG for iSeries applications that use SQL” on page 111
- “Sequence numbers in ILE RPG for iSeries applications that use SQL” on page 111
- “Names in ILE RPG for iSeries applications that use SQL” on page 111
- “Statement labels in ILE RPG for iSeries applications that use SQL” on page 111
- “WHENEVER statement in ILE RPG for iSeries applications that use SQL” on page 111

## Comments in ILE RPG for iSeries applications that use SQL

In addition to SQL comments (--), ILE RPG for iSeries comments can be included within SQL statements wherever SQL allows a blank character. To embed an ILE RPG for iSeries comment within the SQL statement, place an asterisk (\*) in position 7.

## Continuation for SQL statements in ILE RPG for iSeries applications that use SQL

When additional records are needed to contain the SQL statement, positions 9 through 80 can be used. Position 7 must be a + (plus sign), and position 8 must be blank. Position 80 of the continued line is concatenated with position 9 of the continuation line.

Constants containing DBCS data can be continued across multiple lines by placing the shift-in character in position 81 of the continued line and placing the shift-out character in position 8 of the continuation line.

In this example the SQL statement has a valid graphic constant of G'<AABBCCDDEEFFGGHHIIJJKK>'.

```
C/EXEC SQL SELECT * FROM GRAPHTAB WHERE GRAPHCOL = G'<AABBCCDDEE>
C+<FFGGHHIIJJKK>'
C/END-EXEC
```

## Including code in ILE RPG for iSeries applications that use SQL

| SQL statements and RPG specifications can be included by using the SQL statement:

```
| C/EXEC SQL INCLUDE member-name
| C/END-EXEC
```

| RPG directives are handled by the SQL precompiler according to the value of the RPG preprocessor options parameter (RPGPPOPT).

See “Using directives in ILE RPG for iSeries applications that use SQL” on page 111 for information about using RPG directives to include code.

## Using directives in ILE RPG for iSeries applications that use SQL

- RPG directives are handled by the SQL precompiler according to the value of the RPG preprocessor options parameter (RPGPPOPT). If the RPG preprocessor is used, the SQL precompiler will run using the expanded preprocessed source.
- When the value is \*NONE, the RPG preprocessor is not called to preprocess the RPG source. The only directive handled by the SQL precompiler is /COPY. Nested /COPY statements will not be handled. All other directives will be ignored until the RPG compiler is called. This means that all RPG and SQL statements within conditional logic blocks will be processed unconditionally by the SQL precompiler.
  - When the value is \*LVL1, the RPG preprocessor will be called to preprocess the RPG source. All /COPY statements are expanded, even nested /COPY statements, and the conditional compilation directives will be handled.
  - When the value is \*LVL2, the RPG preprocessor will be called to preprocess the RPG source. All /COPY and /INCLUDE statements are expanded and the conditional compilation directives will be handled.
  - When \*LVL1 or \*LVL2 is used, there is a possibility that the expanded source generated by the RPG preprocessor will become very large and reach a resource limit due to the expansion of the /COPY and /INCLUDE statements. If this happens you must either break up your source into smaller pieces, or not use the RPG preprocessor.

## Sequence numbers in ILE RPG for iSeries applications that use SQL

The sequence numbers of the source statements generated by the SQL precompiler are based on the \*NOSEQSRC/\*SEQSRC keywords of the OPTION parameter on the CRTSQLRPGI command. When \*NOSEQSRC is specified, the sequence number from the input source member is used. For \*SEQSRC, the sequence numbers start at 000001 and are incremented by 1.

## Names in ILE RPG for iSeries applications that use SQL

Any valid ILE RPG for iSeries variable name can be used for a host variable with the following restrictions.

- Do not use host variable names or external entry names that begin with the characters 'SQ', 'SQL', 'RDI', or 'DSN'. These names are reserved for the database manager.
- The length of host variable names is limited to 64.
- The names of host variables should be unique within the program. If the same name is used for more than one variable and the data types are different, the data type of the host variable is unpredictable.

## Statement labels in ILE RPG for iSeries applications that use SQL

A TAG statement can precede any SQL statement. Code the TAG statement on the line preceding EXEC SQL.

## WHENEVER statement in ILE RPG for iSeries applications that use SQL

The target for the GOTO clause must be the label of the TAG statement. The scope rules for the GOTO/TAG must be observed.

---

## Using host variables in ILE RPG for iSeries applications that use SQL

All host variables used in SQL statements must be explicitly declared.

SQL embedded in ILE RPG for iSeries does not use the SQL BEGIN DECLARE SECTION and END DECLARE SECTION statements to identify host variables. Do not put these statements in the source program.

All host variables within an SQL statement must be preceded by a colon (:).

- | The names of host variables must be unique within the program, even if the host variables are in
- | different procedures. However, if a data structure has the QUALIFIED keyword, then the subfields of that
- | data structure can have the same name as a subfield in a different data structure or as a stand-alone
- | variable. The subfield of a data structure with the QUALIFIED keyword must be referenced using the
- | data structure name to qualify the subfield name.

An SQL statement that uses a host variable must be within the scope of the statement in which the variable was declared.

- | If an error stating that a host variable is not defined or not usable is issued, look at the cross-reference in
- | the precompiler listing to see how the precompiler defined the variable. To generate a cross-reference in
- | the listing, run the precompile command with \*XREF specified on the OPTIONS parameter.

For more details, see “Declaring host variables in ILE RPG for iSeries applications that use SQL.”

## **Declaring host variables in ILE RPG for iSeries applications that use SQL**

The SQL ILE RPG for iSeries precompiler only recognizes a subset of valid ILE RPG for iSeries declarations as valid host variable declarations.

Most variables defined in ILE RPG for iSeries can be used in SQL statements. A partial listing of variables that are not supported includes the following:

- Unsigned integers

- Pointer

- Tables

- UPDATE

- UDAY

- UMONTH

- UYEAR

- Look-ahead fields

- Named constants

- Multiple dimension arrays

- Definitions requiring the resolution of %SIZE or %ELEM

- Definitions requiring the resolution of constants unless the constant is used in OCCURS or DIM.

Fields used as host variables are passed to SQL using the CALL/PARM functions of ILE RPG for iSeries. If a field cannot be used in the result field of the PARM, it cannot be used as a host variable.

Date and time host variables are always assigned to corresponding date and time subfields in the structures generated by the SQL precompiler. The generated date and time subfields are declared using the format and separator specified by the DATFMT, DATSEP, TIMFMT, and TIMSEP parameters on the CRTSQLRPGI command or with the SET OPTION statement. Conversion from the user declared host variable format to the precompile specified format occurs on assignment to and from the SQL generated structure. If the DATFMT parameter value is a system format (\*MDY, \*YMD, \*DMY, or \*JUL), then all input and output host variables must contain date values within the range 1940-2039. If any date value is outside of this range, then the DATFMT on the precompile must be specified as one of the IBM SQL formats of \*ISO, \*USA, \*EUR, or \*JIS.

| Graphic host variables will use the RPG CCSID value if one is specified. An SQL DECLARE VARIABLE statement cannot be used to change the CCSID of a host variable whose CCSID has been defined in RPG, or a host variable that is defined as UCS-2 or UTF-16.

| The precompiler will generate an RPG logical (indicator) variable as a character of length 1. This type can be used wherever SQL allows a character host variable. It cannot be used as an SQL indicator variable. It is up to the user to make sure that only values of 1 or 0 are assigned to it.

| The precompiler supports EXTNAME(filename : fmtname), but does not support EXTNAME(filename : fmtname : fieldtype), where fieldtype is \*ALL, \*INPUT, \*OUTPUT, or \*KEY.

| The precompiler supports LIKERECE(intrecname), but does not support the optional second parameter.

| If there is an unnamed subfield, the precompiler will not allow the data structure containing the subfield to be used in the blocked fetch and blocked insert statements. For all other SQL statements where the data structure containing the subfield is used, only the subfields that are named will be used.

| If the PREFIX keyword has a prefix that contains a period, the precompiler will not recognize the externally described file.

### | **Declaring binary host variables in ILE RPG applications that use SQL**

| ILE RPG for iSeries does not have variables that correspond to the SQL binary data types. To create host variables that can be used with these data types, use the SQLTYPE keyword. The SQL precompiler replaces this declaration with an ILE RPG for iSeries language declaration in the output source member. Binary declarations can be either standalone or within a data structure.

#### | **BINARY Example**

| The following declaration:

```
| D MYBINARY S SQLTYPE(BINARY:50)
```

| Results in the generation of the following code:

```
| D MYBINARY S 50A
```

#### | **VARBINARY Example**

| The following declaration:

```
| D MYVARBINARY S SQLTYPE(VARBINARY:100)
```

| Results in the generation of the following code:

```
| D MYVARBINARY S 100A VARYING
```

#### | **Notes:**

- | 1. For BINARY host variables, the length must be in the range 1 to 32766.
- | 2. For VARBINARY host variables, the length must be in the range 1 to 32740.
- | 3. BINARY and VARBINARY host variables are allowed to be declared in host structures.
- | 4. SQLTYPE, BINARY, and VARBINARY can be in mixed case.
- | 5. SQLTYPE must be between positions 44 to 80.
- | 6. When a BINARY or VARBINARY is declared as a standalone host variable, position 24 must contain the character S and position 25 must be blank.
- | 7. The standalone field indicator S in position 24 should be omitted when a BINARY or VARBINARY host variable is declared in a host structure.

## Declaring LOB host variables in ILE RPG for iSeries applications that use SQL

ILE RPG for iSeries does not have variables that correspond to the SQL data types for LOBs (large objects). To create host variables that can be used with these data types, use the SQLTYPE keyword. The SQL precompiler replaces this declaration with an ILE RPG for iSeries language structure in the output source member. LOB declarations can be either standalone or within a data structure.

For more details, see the following sections:

- “LOB host variables in ILE RPG for iSeries applications that use SQL”
- “LOB locators in ILE RPG for iSeries applications that use SQL” on page 115
- “LOB file reference variables in ILE RPG for iSeries applications that use SQL” on page 115

### LOB host variables in ILE RPG for iSeries applications that use SQL: CLOB Example

The following declaration:

```
D MYCLOB          S          SQLTYPE(CLOB:1000)
```

Results in the generation of the following structure:

```
D MYCLOB          DS
D MYCLOB_LEN      10U
D MYCLOB_DATA     1000A
```

### DBCLOB Example

The following declaration:

```
D MYDBCLOB        S          SQLTYPE(DBCLOB:400)
```

Results in the generation of the following structure:

```
D MYDBCLOB        DS
D MYDBCLOB_LEN    10U
D MYDBCLOB_DATA   400G
```

### BLOB Example

The following declaration:

```
D MYBLOB          S          SQLTYPE(BLOB:500)
```

Results in the generation of the following structure:

```
D MYBLOB          DS
D MYBLOB_LEN      10U
D MYBLOB_DATA     500A
```

### Notes:

1. For BLOB, CLOB,  $1 \leq \text{lob-length} \leq 32,766$
2. For DBCLOB,  $1 \leq \text{lob-length} \leq 16,383$
3. LOB host variables are allowed to be declared in host structures.
4. LOB host variables are not allowed in host structure arrays. LOB locators should be used instead.
5. LOB host variables declared in structure arrays cannot be used as standalone host variables.
6. SQLTYPE, BLOB, CLOB, DBCLOB can be in mixed case.
7. SQLTYPE must be between positions 44 to 80.
8. When a LOB is declared as a standalone host variable, position 24 must contain the character 'S' and position 25 must be blank.
9. The standalone field indicator 'S' in position 24 should be omitted when a LOB is declared in a host structure.

10. LOB host variables cannot be initialized.

### **LOB locators in ILE RPG for iSeries applications that use SQL:** *BLOB Locator Example*

The following declaration:

```
D MYBLOB          S          SQLTYPE(BLOB_LOCATOR)
```

Results in the following generation:

```
D MYBLOB          S          10U
```

CLOB and DBCLOB locators have similar syntax.

#### **Notes:**

1. LOB locators are allowed to be declared in host structures.
2. SQLTYPE, BLOB\_LOCATOR, CLOB\_LOCATOR, DBCLOB\_LOCATOR can be in mixed case.
3. SQLTYPE must be between positions 44 to 80.
4. When a LOB locator is declared as a standalone host variable, position 24 must contain the character 'S' and position 25 must be blank.
5. The standalone field indicator 'S' in position 24 should be omitted when a LOB locator is declared in a host structure.
6. LOB locators cannot be initialized.

### **LOB file reference variables in ILE RPG for iSeries applications that use SQL:** *CLOB File Reference Example*

The following declaration:

```
D MY_FILE         S          SQLTYPE(CLOB_FILE)
```

Results in the generation of the following structure:

```
D MY_FILE         DS
D MY_FILE_NL      10U
D MY_FILE_DL      10U
D MY_FILE_FO      10U
D MY_FILE_NAME    255A
```

BLOB and DBCLOB locators have similar syntax.

#### **Notes:**

1. LOB file reference variables are allowed to be declared in host structures.
2. SQLTYPE, BLOB\_FILE, CLOB\_FILE, DBCLOB\_FILE can be in mixed case.
3. SQLTYPE must be between positions 44 to 80.
4. When a LOB file reference is declared as a standalone host variable, position 24 must contain the character 'S' and position 25 must be blank.
5. The standalone field indicator 'S' in position 24 should be omitted when a LOB file reference variable is declared in a host structure.
6. LOB file reference variables cannot be initialized.

The pre-compiler will generate declarations for the following file option constants. You can use these constants to set the xxx\_FO variable when you use file reference host variables. See LOB file reference variables in the SQL Programming Concepts topic for more information about these values.

- SQFRD (2)
- SQFCRT (8)
- SQFOVR (16)

- SQFAPP (32)

## Declaring ROWID variables in ILE RPG for iSeries applications that use SQL

ILE RPG for iSeries does not have a variable that corresponds to the SQL data type ROWID. To create host variables that can be used with this data type, use the SQLTYPE keyword. The SQL precompiler replaces this declaration with an ILE RPG for iSeries language declaration in the output source member. ROWID declarations can be either standalone or within a data structure.

### ROWID Example

The following declaration:

```
D MY_ROWID      S          SQLTYPE(ROWID)
```

Results in the following generation:

```
D MYROWID      S          40A  VARYING
```

### Notes:

1. SQLTYPE, ROWID can be in mixed case.
2. ROWID host variables are allowed to be declared in host structures.
3. SQLTYPE must be between positions 44 and 80.
4. When a ROWID is declared as a standalone host variable, position 24 must contain the character 'S' and position 25 must be blank.
5. The standalone field indicator 'S' in position 24 should be omitted when a ROWID is declared in a host structure.
6. ROWID host variables cannot be initialized.

---

## Using host structures in ILE RPG for iSeries applications that use SQL

The ILE RPG for iSeries data structure name can be used as a **host structure** name if subfields exist in the data structure. The use of the data structure name in an SQL statement implies the list of subfield names making up the data structure.

- | When a data structure contains one or more unnamed subfields, the data structure name cannot be used
- | as a host structure in an SQL statement. The named subfields can be used as host variables.

In the following example, BIGCHR is an ILE RPG for iSeries data structure without subfields. SQL treats any references to BIGCHR as a character string with a length of 642.

```
DBIGCHR      DS          642
```

In the next example, PEMPL is the name of the host structure consisting of the subfields EMPNO, FIRSTN, MIDINT, LASTNAME, and DEPTNO. A reference to PEMPL uses the subfields. For example, the first column of CORPDATA.EMPLOYEE is placed in *EMPNO*, the second column is placed in *FIRSTN*, and so on.

```
DPEMPL      DS
D EMPNO      01      06A
D FIRSTN     07      18A
D MIDINT     19      19A
D LASTNA     20      34A
D DEPTNO     35      37A

...
C          MOVE      '000220'      EMPNO
```

```
...
C/EXEC SQL
```

```

C+ SELECT * INTO :PEMPL
C+ FROM CORPDATA.EMPLOYEE
C+ WHERE EMPNO = :EMPNO
C/END-EXEC

```

| When writing an SQL statement, references to subfields that are not in a QUALIFIED data structure can be qualified. Use the name of the data structure, followed by a period and the name of the subfield. For example, PEMPL.MIDINT is the same as specifying only MIDINT. If the data structure has the QUALIFIED keyword, then the subfield must be referenced using the data structure name to qualify the subfield name.

| In this example, we have two data structures, one QUALIFIED and one not QUALIFIED, that contain the same subfield names:

```

| Dfststruct      DS
| D sub1          4B 0
| D sub2          9B 0
| D sub3          20I 0
| D sub4          9B 0
|
| Dsecstruct      DS          QUALIFIED
| D sub1          4A
| D sub2          12A
| D sub3          20I 0
| D myvar         5A
| D sub5          20A
|
| D myvar         S          10I 0

```

| Referencing *secstruct.sub1* as a host variable will be a character variable with a length of 4.

| *sub2* as a host variable will have an SQL data type of small integer. It picks up its attributes from the data structure that is not QUALIFIED.

| A host variable reference to *myvar* will use the standalone declaration to pick up the data type of integer. If you use *secstruct.myvar*, the character variable in the QUALIFIED structure will be used.

You cannot refer to *sub5* without qualifying it with *secstruct* because it is in a QUALIFIED data structure.

| The precompiler will recognize a host structure defined using the LIKEDS keyword. However, the SQL syntax for a host variable only allows using a single level of qualification in an SQL statement. This means that if a data structure DS has a subfield S1 which is defined like a data structure with a subfield S2, an SQL statement cannot refer to S2 using the fully qualified host variable name of DS.S1.S2. If you use S1.S2 as the host variable reference, the precompiler will recognize it as DS.S1.S2. The following additional restrictions apply:

- | • The top level structure, DS, cannot be an array.
- | • S1.S2 must be unique. That is, there must be no other valid names in the program ending with S1.S2, such as a structure S1 with a subfield S1.S2, or a structure DS3 with a subfield DS3.S0.S1.S2.

| Example:

```

| D CustomerInfo  DS          QUALIFIED
| D   Name       20A
| D   Address    50A
|
| D ProductInfo  DS          QUALIFIED
| D   Number     5A
| D   Description 20A
| D   Cost       9P 2
|
| D SalesTransaction...
| D              DS          QUALIFIED

```

```

| D Buyer LIKEDS(CustomerInfo)
| D Seller LIKEDS(CustomerInfo)
| D NumProducts 10I 0
| D Product LIKEDS(ProductInfo)
| D DIM(10)
|
| C/EXEC SQL
| C+ SELECT * INTO :CustomerInfo.Name, :Buyer.Name FROM MYTABLE
| C/END-EXEC

```

| *CustomerInfo.Name* will be recognized as a reference to the QUALIFIED structure's variable. *Buyer.Name* will be defined as *SalesTransaction.Buyer.Name*.

| You cannot use *SalesTransaction.Buyer.Name* in an SQL statement because only one level of qualification is allowed in SQL syntax. You cannot use *Product.Cost* in an SQL statement because COST is in a dimensioned array.

| If there is a *SalesTransaction2* defined like *SalesTransaction*, then the subfields that are structures cannot be used in SQL statements. Because only one level of qualification is supported by SQL, a reference to *Buyer.Name* is ambiguous.

---

## Using host structure arrays in ILE RPG for iSeries applications that use SQL

| A host structure array is defined as an occurrence data structure or a data structure with the keyword DIM coded. Both types of data structures can be used on the SQL FETCH or INSERT statement when processing multiple rows. The following list of items must be considered when using a data structure with multiple row blocking support.

- | • All subfields must be valid host variables.
- | • All subfields must be contiguous. The first FROM position must be 1 and there cannot be overlaps in the TO and FROM positions.
- | • If the date and time format and separator of date and time subfields within the host structure are not the same as the DATFMT, DATSEP, TIMFMT, and TIMSEP parameters on the CRTSQLRPGI command (or in the SET OPTION statement), then the host structure array is not usable.

For all statements, other than the blocked FETCH and blocked INSERT, if an occurrence data structure is used, the current occurrence is used. For the blocked FETCH and blocked INSERT, the occurrence is set to 1.

The following example uses a host structure array called DEPARTMENT and a blocked FETCH statement to retrieve 10 rows from the DEPARTMENT table.

```

DDEPARTMENT          DS          OCCURS(10)
D DEPTNO             01          03A
D DEPTNM             04          32A
D MGRNO              33          38A
D ADMRD              39          41A

DIND_ARRAY           DS          OCCURS(10)
D INDS                4B 0 DIM(4)
...
C/EXEC SQL
C+ DECLARE C1 CURSOR FOR
C+   SELECT *
C+   FROM CORPDATA.DEPARTMENT
C/END-EXEC
...

```

```

C/EXEC SQL
C+   FETCH C1 FOR 10 ROWS
C+   INTO :DEPARTMENT:IND_ARRAY
C/END-EXEC

```

| Blocked FETCH and blocked INSERT are the only SQL statements that allow a data structure with the DIM keyword. A host variable reference with a subscript like *MyStructure(index).MySubfield* is not supported by SQL.

| Example:

```

| Dfststruct      DS              DIM(10)  QUALIFIED
| D sub1          4B 0
| D sub2          9B 0
| D sub3          20I 0
| D sub4          9B 0

```

```

| C/EXEC SQL
| C+   FETCH C1 FOR 10 ROWS INTO :fststruct
| C/END-EXEC

```

---

## Using external file descriptions in ILE RPG for iSeries applications that use SQL

Field definitions for externally described files, including renaming of fields, are recognized by the SQL precompiler. The external definition form of the data structure can be used to obtain a copy of the column names to be used as host variables.

How date and time field definition are retrieved and processed by the SQL precompiler depends on whether \*NOCVTDT or \*CVTDT is specified on the OPTION parameter of the CRTSQLRPGI command. If \*NOCVTDT is specified, then date and time field definitions are retrieved including the format and separator. If \*CVTDT is specified, then the format and separator is ignored when date and time field definitions are retrieved, and the precompiler assumes that the variable declarations are date/time host variables in character format. \*CVTDT is a compatibility option for the ILE RPG for iSeries precompiler.

| If the GRAPHIC or VARGRAPHIC column has a UCS-2 CCSID, the generated host variable will have the UCS-2 CCSID assigned to it. If the GRAPHIC or VARGRAPHIC column has a UTF-16 CCSID, the generated host variable will have the UTF-16 CCSID assigned to it.

In the following example, the sample table DEPARTMENT is used as a file in an ILE RPG for iSeries program. The SQL precompiler retrieves the field (column) definitions for DEPARTMENT for use as host variables.

```
FDEPARTMENTIP  E          DISK  RENAME(ORIGREC:DEPTREC)
```

**Note:** Code an F-spec for a file in your ILE RPG for iSeries program only if you use ILE RPG for iSeries statements to do I/O operations to the file. If you use only SQL statements to do I/O operations to the file, you can include the external definition of the file (table) by using an external data structure.

In the following example, the sample table is specified as an external data structure. The SQL precompiler retrieves the field (column) definitions as subfields of the data structure. Subfield names can be used as host variable names, and the data structure name TDEPT can be used as a host structure name. The example shows that the field names can be renamed if required by the program.

```

DTDEPT          E DS          EXTNAME(DEPARTMENT)
D DEPTN          E          EXTFLD(DEPTNAME)
D ADMRD          E          EXTFLD(ADMRDEPT)

```

For more details, see “External file description considerations for host structure arrays in ILE RPG for iSeries applications that use SQL.”

## External file description considerations for host structure arrays in ILE RPG for iSeries applications that use SQL

For device files, if INDARA was not specified and the file contains indicators, the declaration is not used as a host structure array. The indicator area is included in the structure that is generated and would cause the storage to be separated.

If OPTION(\*NOCVTDT) is specified and the date and time format and separator of date and time field definitions within the file are not the same as the DATFMT, DATSEP, TIMFMT, and TIMSEP parameters on the CRTSQLRPGI command, then the host structure array is not usable.

In the following example, the DEPARTMENT table is included in the ILE RPG for iSeries program and used to declare a host structure array. A blocked FETCH statement is then used to retrieve 10 rows into the host structure array.

```
DDEPARTMENT      E DS                      OCCURS(10)
```

```
C/EXEC SQL
C+  DECLARE C1 CURSOR FOR
C+    SELECT *
C+    FROM CORPDATA.DEPARTMENT
C/END-EXEC
```

...

```
C/EXEC SQL
C+  FETCH C1 FOR 10 ROWS
C+    INTO :DEPARTMENT
C/END-EXEC
```

---

## Determining equivalent SQL and ILE RPG data types

The precompiler will determine the base SQLTYPE and SQLLEN of host variables according to the following table. If a host variable appears with an indicator variable, the SQLTYPE is the base SQLTYPE plus one.

Table 9. ILE RPG for iSeries Declarations Mapped to Typical SQL Data Types

RPG Data Type	RPG Coding	SQLTYPE of Host Variable	SQLLEN of Host Variable	SQL Data Type
Data structure (without subfields)	Length = n where $n \leq 32766$ .	452	n	CHAR(n)
Zoned data	<ul style="list-style-type: none"> <li>Defined on Definition specification as subfield with data type S or blank.</li> <li>Defined on Definition specification with data type S.</li> <li>Defined on Input specification with data type S or blank.</li> </ul>	488	p in byte 1, s in byte 2	NUMERIC(p, s) where p is the number of digits and s is the number of decimal places

Table 9. ILE RPG for iSeries Declarations Mapped to Typical SQL Data Types (continued)

RPG Data Type	RPG Coding	SQLTYPE of Host Variable	SQLLEN of Host Variable	SQL Data Type
Packed data	<ul style="list-style-type: none"> <li>Defined on Definition specification with decimal positions (pos 69-70) not blank.</li> <li>Defined on Definition specification subfield with data type P.</li> <li>Defined on Definition specification with data type P or blank.</li> <li>Defined on Input specification with data type P.</li> </ul>	484	p in byte 1, s in byte 2	DECIMAL(p, s) where p is the number of digits and s is the number of decimal places
2-byte binary with zero decimal positions	<ul style="list-style-type: none"> <li>Defined on Definition specification as subfield with from and to positions and data type B and byte length 2.</li> <li>Defined on Definition specification with data type B and digits from 1 to 4.</li> <li>Defined on Input specification with data type B and byte length 2</li> </ul>	500	2	SMALLINT
4-byte binary with zero decimal positions	<ul style="list-style-type: none"> <li>Defined on Definition specification as subfield with from and to positions and data type B and byte length 4.</li> <li>Defined on Definition specification with data type B and digits from 5 to 9.</li> <li>Defined on Input specification with data type B and byte length 4.</li> </ul>	496	4	INTEGER
2-byte integer	<ul style="list-style-type: none"> <li>Defined on Definition specification as subfield with from and to positions and data type I and byte length 2.</li> <li>Defined on Definition specification with data type I and digits 5.</li> <li>Defined on Input specification with data type I and byte length 2.</li> </ul>	500	2	SMALLINT

Table 9. ILE RPG for iSeries Declarations Mapped to Typical SQL Data Types (continued)

RPG Data Type	RPG Coding	SQLTYPE of Host Variable	SQLLEN of Host Variable	SQL Data Type
4-byte integer	<ul style="list-style-type: none"> <li>Defined on Definition specification as subfield with from and to positions and data type I and byte length 4.</li> <li>Defined on Definition specification with data type I and digits 10.</li> <li>Defined on Input specification with data type I and byte length 4.</li> </ul>	496	4	INTEGER
8-byte integer	<ul style="list-style-type: none"> <li>Defined on Definition specification as subfield with from and to positions and data type I and byte length 8.</li> <li>Defined on Definition specification with data type I and digits 20.</li> <li>Defined on Input specification with data type I and byte length 8.</li> </ul>	492	8	BIGINT
short float	Data type = F, length = 4.	480	4	FLOAT (single precision)
long float	Data type = F, length = 8.	480	8	FLOAT (double precision)
Character	Data type = A or blank, decimal positions blank, length between 1 and 32766.	452	n	CHAR (n) where n is the length
Character varying length greater than 254	Data type = A or blank, decimal positions blank, VARYING keyword on Definition specification or format *VAR on Input specification.	448	n	VARCHAR (n) where n is the length
Character varying length between 1 and 254	Data type = A or blank, decimal positions blank, VARYING keyword on Definition specification or format *VAR on Input specification.	456	n	VARCHAR (n) where n is the length
graphic	<ul style="list-style-type: none"> <li>Defined on Definition specification as subfield with from and to positions and data type G and byte-length b.</li> <li>Defined on Definition specification with data type G and length n.</li> <li>Defined on Input specification with data type G and byte-length b</li> </ul>	468	m	GRAPHIC(m) where m = n or m = b/2

Table 9. ILE RPG for iSeries Declarations Mapped to Typical SQL Data Types (continued)

RPG Data Type	RPG Coding	SQLTYPE of Host Variable	SQLLEN of Host Variable	SQL Data Type
varying graphic	<ul style="list-style-type: none"> <li>Defined on Definition specification as subfield with from and to positions and data type G and byte-length b and VARYING keyword.</li> <li>Defined on Definition specification with data type G and length n and VARYING keyword.</li> <li>Defined on Input specification with data type G and byte-length b and format *VAR.</li> </ul>	464	m	VARGRAPHIC(m) where $m = n$ or $m = (b-2)/2$
UCS-2	<ul style="list-style-type: none"> <li>Defined on Definition specification as subfield with from and to positions and data type C and byte-length b.</li> <li>Defined on Definition specification with data type C and length n.</li> <li>Defined on Input specification with data type C and byte-length b.</li> </ul>	468	m	GRAPHIC(m) with CCSID 13488 where $m = n$ or $m = b/2$
varying UCS-2	<ul style="list-style-type: none"> <li>Defined on Definition specification as subfield with from and to positions and data type C and byte-length b and VARYING keyword.</li> <li>Defined on Definition specification with data type C and length n and VARYING keyword.</li> <li>Defined on Input specification with data type C and byte-length b and format *VAR.</li> </ul>	464	m	VARGRAPHIC(m) with CCSID 13488 where $m = n$ or $m = b/2$
Date	<ul style="list-style-type: none"> <li>Defined on Definition specification with data type D, format f and separator s from DATFMT keyword.</li> <li>Defined on Input specification with data type D and format in pos 31-34, separator in pos 35.</li> </ul>	384	n	DATE DATFMT(f) DATSEP(s)

Table 9. ILE RPG for iSeries Declarations Mapped to Typical SQL Data Types (continued)

RPG Data Type	RPG Coding	SQLTYPE of Host Variable	SQLLEN of Host Variable	SQL Data Type
Time	<ul style="list-style-type: none"> <li>Defined on Definition specification with data type T, format f and separator s from TIMFMT keyword.</li> <li>Defined on Input specification with data type T and format in pos 31-34, separator in pos 35.</li> </ul>	388	n	TIME TIMFMT(f) TIMSEP(s)
Timestamp	Data type Z.	392	n	TIMESTAMP

**Notes:**

- SQL will create the date/time subfield using the DATE/TIME format specified on the CRTSQLRPGI command. The conversion to the host variable DATE/TIME format will occur when the mapping is done between the host variables and the SQL generated subfields.

The following table can be used to determine the RPG data type that is equivalent to a given SQL data type.

Table 10. SQL Data Types Mapped to Typical RPG Declarations

SQL Data Type	RPG Data Type	Notes
SMALLINT	Definition specification. I in position 40, length must be 5 and 0 in position 42.  OR  Definition specification. B in position 40, length must be ≤ 4 and 0 in position 42.	
INTEGER	Definition specification. I in position 40, length must be 10 and 0 in position 42.  OR  Definition specification. B in position 40, length must be ≤ 9 and ≥ 5 and 0 in position 42.	
BIGINT	Definition specification. I in position 40, length must be 20 and 0 in position 42.	
DECIMAL	Definition specification. P in position 40 or blank in position 40 for a non-subfield, 0 through 30 in position 41,42.  OR  Defined as numeric on non-definition specification.	Maximum length of 16 (precision 30) and maximum scale of 30.

Table 10. SQL Data Types Mapped to Typical RPG Declarations (continued)

SQL Data Type	RPG Data Type	Notes
NUMERIC	Definition specification. S in position 40 or blank in position 40 for a subfield, 0 through 30 in position 41,42.	Maximum length of 30 (precision 30) and maximum scale of 30.
FLOAT (single precision)	Definition specification. F in position 40, length must be 4.	
FLOAT (double precision)	Definition specification. F in position 40, length must be 8.	
CHAR(n)	Definition specification. A or blank in positions 40 and blanks in position 41,42.  OR  Input field defined without decimal places. OR  Calculation result field defined without decimal places.	n can be from 1 to 32766.
CHAR(n)	Data structure name with no subfields in the data structure.	n can be from 1 to 32766.
VARCHAR(n)	Definition specification. A or blank in position 40 and VARYING in positions 44-80.	n can be from 1 to 32740.
CLOB	Not supported	Use SQLTYPE keyword to declare a CLOB.
GRAPHIC(n)	Definition specification. G in position 40.  OR  Input field defined with G in position 36.	n can be 1 to 16383.
VARGRAPHIC(n)	Definition specification. G in position 40 and VARYING in positions 44-80.	n can be from 1 to 16370.
DBCLOB	Not supported	Use SQLTYPE keyword to declare a DBCLOB.
BINARY	Not supported	Use SQLTYPE keyword to declare a BINARY.
VARBINARY	Not supported	Use SQLTYPE keyword to declare a VARBINARY.
BLOB	Not supported	Use SQLTYPE keyword to declare a BLOB.

Table 10. SQL Data Types Mapped to Typical RPG Declarations (continued)

SQL Data Type	RPG Data Type	Notes
DATE	A character field  OR  Definition specification with a D in position 40. OR  Input field defined with D in position 36.	If the format is *USA, *JIS, *EUR, or *ISO, the length must be at least 10. If the format is *YMD, *DMY, or *MDY, the length must be at least 8. If the format is *JUL, the length must be at least 6.
TIME	A character field  OR  Definition specification with a T in position 40. OR  Input field defined with T in position 36.	Length must be at least 6; to include seconds, length must be at least 8.
TIMESTAMP	A character field  OR  Definition specification with a Z in position 40. OR  Input field defined with Z in position 36.	Length must be at least 19; to include microseconds, length must be at least 26. If length is less than 26, truncation occurs on the microsecond part.
DATALINK	Not supported	
ROWID	Not supported	Use SQLTYPE keyword to declare a ROWID.

For more details, see “Notes on ILE RPG for iSeries variable declaration and usage.”

## Notes on ILE RPG for iSeries variable declaration and usage

### Assignment rules in ILE RPG for iSeries applications that use SQL

ILE RPG for iSeries associates precision and scale with all numeric types. ILE RPG for iSeries defines numeric operations, assuming the data is in packed format. This means that operations involving binary variables include an implicit conversion to packed format before the operation is performed (and back to binary, if necessary). Data is aligned to the implied decimal point when SQL operations are performed.

### Using indicator variables in ILE RPG for iSeries applications that use SQL

An indicator variable is a binary field with length less than 5 (2 bytes).

An indicator array can be defined by declaring the variable element length of 4,0 and specifying the DIM on the definition specification.

On retrieval, an indicator variable is used to show if its associated host variable has been assigned a null value. On assignment to a column, a negative indicator variable is used to indicate that a null value should be assigned.

See the indicator variables topic in the SQL Reference topic for more information.

Indicator variables are declared in the same way as host variables and the declarations of the two can be mixed in any way that seems appropriate to the programmer.

For an example of using indicator variables in ILE RPG, see “Example: Using indicator variables in ILE RPG for iSeries applications that use SQL.”

## Example: Using indicator variables in ILE RPG for iSeries applications that use SQL

Given the statement:

```
C/EXEC SQL FETCH CLS_CURSOR INTO :CLSCD,
C+           :DAY :DAYIND,
C+           :BGN :BGNIND,
C+           :END :ENDIND
C/END-EXEC
```

variables can be declared as follows:

```
D CLSCD      S          7
D DAY       S          2B 0
D DAYIND    S          2B 0
D BGN       S          8A
D BGNIND    S          2B 0
D END       S          8
D ENDIND    S          2B 0
```

---

## Example of the SQLDA for a multiple row-area fetch in ILE RPG for iSeries applications that use SQL

```
C/EXEC SQL INCLUDE SQLDA
C/END-EXEC
DDEPARTMENT DS          OCCURS(10)
D DEPTNO    01         03A
D DEPTNM    04         32A
D MGRNO     33         38A
D ADMRD     39         41A
...

DIND_ARRAY DS          OCCURS(10)
D INDS      4B 0 DIM(4)
...
C* setup number of sqlda entries and length of the sqlda
C          eval      sqld = 4
C          eval      sqln = 4
C          eval      sqldabc = 336
C*
C* setup the first entry in the sqlda
C*
C          eval      sqltype = 453
C          eval      sqlllen = 3
C          eval      sql_var(1) = sqlvar
C*
C* setup the second entry in the sqlda
C*
C          eval      sqltype = 453
C          eval      sqlllen = 29
C          eval      sql_var(2) = sqlvar
```

```

...
C*
C* setup the forth entry in the sqlda
C*
C          eval      sqltype = 453
C          eval      sqllen  = 3
C          eval      sql_var(4) = sqlvar

```

```

...
C/EXEC SQL
C+ DECLARE C1 FOR
C+   SELECT *
C+   FROM   CORPDATA.DEPARTMENT
C/END-EXEC

```

```

...
C/EXEC SQL
C+   FETCH C1 FOR 10 ROWS
C+   USING DESCRIPTOR :SQLDA
C+   INTO :DEPARTMENT:IND_ARRAY
C/END-EXEC

```

---

## Example of dynamic SQL in an ILE RPG for iSeries application that uses SQL

```

D*****
D* Declare program variables.          *
D* STMT initialized to the             *
D* listed SQL statement.              *
D*****
D EMPNUM      S          6A
D NAME        S          15A
D STMT        S          500A  INZ('SELECT LASTNAME      -
D                                     FROM CORPDATA.EMPLOYEE WHERE -
D                                     EMPNO = ?')

```

...

```

C*****
C* Prepare STMT as initialized in declare section *
C*****
C/EXEC SQL
C+ PREPARE S1 FROM :STMT
C/END-EXEC
C*
C*****
C* Declare Cursor for STMT *
C*****
C/EXEC SQL
C+ DECLARE C1 CURSOR FOR S1
C/END-EXEC
C*
C*****
C* Assign employee number to use in select statement *
C*****
C          eval      EMPNUM = '000110'

C*****
C* Open Cursor *
C*****
C/EXEC SQL
C+ OPEN C1 USING :EMPNUM
C/END-EXEC
C*
C*****
C* Fetch record and put value of *

```

```
C* LASTNAME into NAME *  
C*****  
C/EXEC SQL  
C+ FETCH C1 INTO :NAME  
C/END-EXEC  
...
```

```
C*****  
C* Program processes NAME here *  
C*****  
...  
C*****  
C* Close cursor *  
C*****  
C/EXEC SQL  
C+ CLOSE C1  
C/END-EXEC
```



---



## Chapter 10. Coding SQL statements in REXX applications

REXX procedures do not have to be preprocessed. At runtime, the REXX interpreter passes statements that it does not understand to the current active command environment for processing. The command environment can be changed to \*EXECSQL to send all unknown statements to the database manager in two ways:

1. CMDENV parameter on the STRREXPRC CL command
2. address positional parameter on the ADDRESS REXX command

For more details, see the following sections:

- “Using the SQL Communications Area in REXX applications”
- “Using SQL Descriptor Areas in REXX applications” on page 132
- “Embedding SQL statements in REXX applications” on page 133
- “Using host variables in REXX applications that use SQL” on page 136
- “Using indicator variables in REXX applications that use SQL” on page 138

For more information about the STRREXPRC CL command or the ADDRESS REXX command, see the REXX/400 Programmer’s Guide  topic and the REXX/400 Reference  topic.

For a detailed sample REXX program that shows how SQL statements can be used, see “Example: SQL Statements in REXX Programs” on page 185.

**Note:** Read the “Code disclaimer information” on page 196 for important legal information.

---

### Using the SQL Communications Area in REXX applications

The fields that make up the SQL Communications Area (SQLCA) are automatically included by the SQL/REXX interface. An INCLUDE SQLCA statement is not required and is not allowed. The SQLCODE and SQLSTATE fields of the SQLCA contain SQL return codes. These values are set by the database manager after each SQL statement is run. An application can check the SQLCODE or SQLSTATE value to determine whether the last SQL statement was successful.

The SQL/REXX interface uses the SQLCA in a manner consistent with the typical SQL usage. However, the SQL/REXX interface maintains the fields of the SQLCA in separate variables rather than in a contiguous data area. The variables that the SQL/REXX interface maintains for the SQLCA are defined as follows:

<b>SQLCODE</b>	The primary SQL return code.
<b>SQLERRMC</b>	Error and warning message tokens.
<b>SQLERRP</b>	Product code and, if there is an error, the name of the module that returned the error.
<b>SQLERRD.<i>n</i></b>	Six variables ( <i>n</i> is a number between 1 and 6) containing diagnostic information.
<b>SQLWARN.<i>n</i></b>	Eleven variables ( <i>n</i> is a number between 0 and 10) containing warning flags.
<b>SQLSTATE</b>	The alternate SQL return code.

For more information about SQLCA, see SQL Communication Area in the *SQL Reference* topic.

---

## Using SQL Descriptor Areas in REXX applications

The following statements require an SQLDA:

```
EXECUTE...USING DESCRIPTOR descriptor-name
FETCH...USING DESCRIPTOR descriptor-name
OPEN...USING DESCRIPTOR descriptor-name
CALL...USING DESCRIPTOR descriptor-name
DESCRIBE statement-name INTO descriptor-name
DESCRIBE TABLE host-variable INTO descriptor-name
```

Unlike the SQLCA, more than one SQLDA can be in a procedure, and an SQLDA can have any valid name. Each SQLDA consists of a set of REXX variables with a common stem, where the name of the stem is the *descriptor-name* from the appropriate SQL statements. This must be a simple stem; that is, the stem itself must not contain any periods. The SQL/REXX interface automatically provides the fields of the SQLDA for each unique descriptor name. An INCLUDE SQLDA statement is not required and is not allowed.

The SQL/REXX interface uses the SQLDA in a manner consistent with the typical SQL usage. However, the SQL/REXX interface maintains the fields of the SQLDA in separate variables rather than in a contiguous data area.

For more information about SQLDA, see SQL Descriptor Area in the SQL Reference topic.

The following variables are returned to the application after a DESCRIBE, a DESCRIBE TABLE, or a PREPARE INTO statement:

### **stem.n.SQLNAME**

The name of the nth column in the result table.

The following variables must be provided by the application before an EXECUTE...USING DESCRIPTOR, an OPEN...USING DESCRIPTOR, a CALL...USING DESCRIPTOR, or a FETCH...USING DESCRIPTOR statement. They are returned to the application after a DESCRIBE, a DESCRIBE TABLE, or a PREPARE INTO statement:

### **stem.SQLD**

Number of variable elements that the SQLDA actually contains.

### **stem.n.SQLTYPE**

An integer representing the data type of the nth element (for example, the first element is in stem.1.SQLTYPE).

The following data types are not allowed:

400/401	NUL-terminated graphic string
404/405	BLOB host variable
408/409	CLOB host variable
412/413	DBCLOB host variable
460/461	NUL-terminated character string
476/477	PASCAL L-string
496/497	Large integer (where scale is greater than 0)
500/501	Small integer (where scale is greater than 0)
504/505	DISPLAY SIGN LEADING SEPARATE

	904/905	ROWID
	908/909	VARBINARY host variable
	912/913	BINARY host variable
	916/917	BLOB file reference variable
	920/921	CLOB file reference variable
	924/925	DBCLOB file reference variable
	960/961	BLOB locator
	964/965	CLOB locator
	968/969	DBCLOB locator

**stem.n.SQLLEN**

If SQLTYPE does not indicate a DECIMAL or NUMERIC data type, the maximum length of the data contained in stem.n.SQLDATA.

**stem.n.SQLLEN.SQLPRECISION**

If the data type is DECIMAL or NUMERIC, this contains the precision of the number.

**stem.n.SQLLEN.SQLSCALE**

If the type is DECIMAL or NUMERIC, this contains the scale of the number.

**stem.n.SQLCCSID**

The CCSID of the nth column of the data.

The following variables must be provided by the application before an EXECUTE...USING DESCRIPTOR or an OPEN...USING DESCRIPTOR statement, and they are returned to the application after a FETCH...USING DESCRIPTOR statement. They are not used after a DESCRIBE, a DESCRIBE TABLE, or a PREPARE INTO statement:

**stem.n.SQLDATA**

This contains the input value supplied by the application, or the output value fetched by SQL.

This value is converted to the attributes specified in SQLTYPE, SQLLEN, SQLPRECISION, and SQLSCALE.

**stem.n.SQLIND**

If the input or output value is null, this is a negative number.

---

## Embedding SQL statements in REXX applications

An SQL statement can be placed anywhere a REXX command can be placed.

Each SQL statement in a REXX procedure must begin with EXECSQL (in any combination of uppercase and lowercase letters), followed by either:

- The SQL statement enclosed in single or double quotes, or
- A REXX variable containing the statement. Note that a colon must not precede a REXX variable when it contains an SQL statement.

For example:

```
EXECSQL "COMMIT"
```

is equivalent to:

```
rexvar = "COMMIT"
EXECSQL rexvar
```

The command follows normal REXX rules. For example, it can optionally be followed by a semicolon (;) to allow a single line to contain more than one REXX statement. REXX also permits command names to be included within single quotes, for example:

```
'EXECSQL COMMIT'
```

The SQL/REXX interface supports the following SQL statements:

ALTER SEQUENCE	EXECUTE IMMEDIATE
ALTER TABLE	FETCH <sup>2</sup>
CALL <sup>3</sup>	GRANT
CLOSE	INSERT <sup>2, 3</sup>
COMMENT ON	LABEL ON
COMMIT	LOCK TABLE
CREATE ALIAS	OPEN
CREATE DISTINCT TYPE	PREPARE
CREATE FUNCTION	REFRESH
CREATE INDEX	RELEASE SAVEPOINT
CREATE PROCEDURE	RENAME
CREATE SCHEMA	REVOKE
CREATE SEQUENCE	ROLLBACK
CREATE TABLE	SAVEPOINT
CREATE TRIGGER	SET ENCRYPTION PASSWORD
CREATE VIEW	SET OPTION <sup>4</sup>
DECLARE CURSOR <sup>3</sup>	SET PATH
DECLARE GLOBAL TEMPORARY TABLE	SET SCHEMA
DELETE <sup>3</sup>	SET TRANSACTION
DESCRIBE	SET variable <sup>3</sup>
DESCRIBE TABLE	UPDATE <sup>3</sup>
DROP	VALUES INTO <sup>3</sup>
EXECUTE	

The following SQL statements are not supported by the SQL/REXX interface:

BEGIN DECLARE SECTION	GET DIAGNOSTICS
CONNECT	HOLD LOCATOR
DECLARE PROCEDURE	INCLUDE
DECLARE STATEMENT	RELEASE
DECLARE VARIABLE	SELECT INTO
DISCONNECT	SET CONNECTION
END DECLARE SECTION	SET RESULT SETS
FREE LOCATOR	SIGNAL
	WHENEVER <sup>5</sup>

For more details, see the following sections:

- “Comments in REXX applications that use SQL” on page 135
- “Continuation of SQL statements in REXX applications that use SQL” on page 135
- “Including code in REXX applications that use SQL” on page 135
- “Margins in REXX applications that use SQL” on page 135
- “Names in REXX applications that use SQL” on page 135

2. The blocked form of this statement is not supported.

3. These statements cannot be run directly if they contain host variables; they must be the object of a PREPARE and then an EXECUTE.

4. The SET OPTION statement can be used in a REXX procedure to change some of the processing options used for running SQL statements. These options include the commitment control level and date format. See the SQL Reference topic for more information about the SET OPTION statement.

5. See “Handling errors and warnings in REXX applications that use SQL” on page 135 for more information.

- “Nulls in REXX applications that use SQL”
- “Statement labels in REXX applications that use SQL”
- “Handling errors and warnings in REXX applications that use SQL”

## Comments in REXX applications that use SQL

Neither SQL comments (--) nor REXX comments are allowed in strings representing SQL statements.

## Continuation of SQL statements in REXX applications that use SQL

The string containing an SQL statement can be split into several strings on several lines, separated by commas or concatenation operators, according to standard REXX usage.

## Including code in REXX applications that use SQL

Unlike the other host languages, support is not provided for including externally defined statements.

## Margins in REXX applications that use SQL

There are no special margin rules for the SQL/REXX interface.

## Names in REXX applications that use SQL

Any valid REXX name not ending in a period (.) can be used for a host variable. The name must be 64 characters or less.

Variable names should not begin with the characters 'SQL', 'RDI', 'DSN', 'RXSQL', or 'QRW'.

## Nulls in REXX applications that use SQL

Although the term *null* is used in both REXX and SQL, the term has different meanings in the two languages. REXX has a null string (a string of length zero) and a null clause (a clause consisting only of blanks and comments). The SQL null value is a special value that is distinct from all non-null values and denotes the absence of a (non-null) value.

## Statement labels in REXX applications that use SQL

REXX command statements can be labeled as usual.

## Handling errors and warnings in REXX applications that use SQL

The WHENEVER statement is not supported by the SQL/REXX interface. Any of the following may be used instead:

- A test of the REXX SQLCODE or SQLSTATE variables after each SQL statement to detect error and warning conditions issued by the database manager, but not for those issued by the SQL/REXX interface.
- A test of the REXX RC variable after each SQL statement to detect error and warning conditions. Each use of the EXEC SQL command sets the RC variable to:

0	Statement completed successfully.
+10	A SQL warning occurred.
-10	An SQL error occurred
-100	An SQL/REXX interface error occurred.

This can be used to detect errors and warnings issued by either the database manager or by the SQL/REXX interface.

- The SIGNAL ON ERROR and SIGNAL ON FAILURE facilities can be used to detect errors (negative RC values), but not warnings.

---

## Using host variables in REXX applications that use SQL

REXX does not provide for variable declarations. LOB, ROWID, and binary host variables are not supported in REXX. New variables are recognized by their appearance in assignment statements. Therefore, there is no declare section, and the BEGIN DECLARE SECTION and END DECLARE SECTION statements are not supported.

All host variables within an SQL statement must be preceded by a colon (:).

The SQL/REXX interface performs substitution in compound variables before passing statements to the database manager. For example:

```
a = 1
b = 2
EXECSQL 'OPEN c1 USING :x.a.b'
```

causes the contents of x.1.2 to be passed to SQL.

For more details, see the following sections:

- “Determining data types of input host variables in REXX applications that use SQL”
- “The format of output host variables in REXX applications that use SQL” on page 137
- “Avoiding REXX conversion in REXX applications that use SQL” on page 138

## Determining data types of input host variables in REXX applications that use SQL

All data in REXX is in the form of strings. The data type of input host variables (that is, host variables used in a 'USING host variable' clause in an EXECUTE or OPEN statement) is inferred by the database manager at run time from the contents of the variable according to Table 11.

These rules define either numeric, character, or graphic values. A numeric value can be used as input to a numeric column of any type. A character value can be used as input to a character column of any type, or to a date, time, or timestamp column. A graphic value can be used as input to a graphic column of any type.

Table 11. Determining Data Types of Host Variables in REXX

Host Variable Contents	Assumed Data Type	SQL Type Code	SQL Type Description
A number with neither decimal point nor exponent. It can have a leading plus or minus sign.	Signed integers	496/497	INTEGER
A number that includes a decimal point, but no exponent,  or a number that does not include a decimal point or an exponent and is greater than 2147483647 or smaller than -2147483647.  It can have a leading plus or minus sign. <i>m</i> is the total number of digits in the number. <i>n</i> is the number of digits to the left of the decimal point (if any).	Packed decimal	484/485	DECIMAL( <i>m</i> , <i>n</i> )
A number that is in scientific or engineering notation (that is, followed immediately by an 'E' or 'e', an optional plus or minus sign, and a series of digits). It can have a leading plus or minus sign.	Floating point	480/481	DOUBLE PRECISION

Table 11. Determining Data Types of Host Variables in REXX (continued)

Host Variable Contents	Assumed Data Type	SQL Type Code	SQL Type Description
<p>A string with leading and trailing apostrophes (') or quotation marks ("), which has length n after removing the two delimiters,</p> <p>or a string with a leading X or x followed by an apostrophe (') or quotation mark ("), and a trailing apostrophe (') or quotation mark ("). The string has a length of 2n after removing the X or x and the two delimiters. Each remaining pair of characters is the hexadecimal representation of a single character.</p> <p>or a string of length n, which cannot be recognized as character, numeric, or graphic through other rules in this table</p>	Varying-length character string	448/449	VARCHAR(n)
<p>A string with a leading and trailing apostrophe (') or quotation marks (") preceded by: <sup>6</sup></p> <ul style="list-style-type: none"> <li>• A string that starts with a G, g, N or n. This is followed by an apostrophe or quote and a shift-out (x'0E'). This is followed by n graphic characters, each 2 characters long. The string must end with a shift-in (X'0F') and an apostrophe or quote (whichever the string started with).</li> <li>• A string with a leading GX, Gx, gX, or gx, followed by an apostrophe or quote and a shift-out (x'0E'). This is followed by n graphic characters, each 2 characters long. The string must end with a shift-in (X'0F') and an apostrophe or quote (whichever the string started with). The string has a length of 4n after removing the GX and the delimiters. Each remaining group of 4 characters is the hexadecimal representation of a single graphic character.</li> </ul>	Varying-length graphic string	464/465	VARGRAPHIC(n)
Undefined Variable	Variable for which a value has not been assigned	None	Data that is not valid was detected.

## The format of output host variables in REXX applications that use SQL

It is not necessary to determine the data type of an *output host variable* (that is, a host variable used in an 'INTO host variable' clause in a FETCH statement). Output values are assigned to host variables as follows:

- Character values are assigned without leading and trailing apostrophes.
- Graphic values are assigned without a leading G or apostrophe, without a trailing apostrophe, and without shift-out and shift-in characters.
- Numeric values are translated into strings.
- Integer values do not retain any leading zeros. Negative values have a leading minus sign.

6. The byte immediately following the leading apostrophe is a X'0E' shift-out, and the byte immediately preceding the trailing apostrophe is a X'0F' shift-in.

- Decimal values retain leading and trailing zeros according to their precision and scale. Negative values have a leading minus sign. Positive values do not have a leading plus sign.
- Floating-point values are in scientific notation, with one digit to the left of the decimal place. The 'E' is in uppercase.

## Avoiding REXX conversion in REXX applications that use SQL

To guarantee that a string is not converted to a number or assumed to be of graphic type, strings should be enclosed in the following: `''''`. Simply enclosing the string in apostrophes does not work. For example:

```
stringvar = '100'
```

causes REXX to set the variable *stringvar* to the string of characters 100 (without the apostrophes). This is evaluated by the SQL/REXX interface as the number 100, and it is passed to SQL as such.

On the other hand,

```
stringvar = ''''100''''
```

causes REXX to set the variable *stringvar* to the string of characters '100' (with the apostrophes). This is evaluated by the SQL/REXX interface as the string 100, and it is passed to SQL as such.

---

## Using indicator variables in REXX applications that use SQL

An indicator variable is an integer. On retrieval, an indicator variable is used to show if its associated host variable was assigned a null value. On assignment to a column, a negative indicator variable is used to indicate that a null value should be assigned.

Unlike other languages, a valid value must be specified in the host variable even if its associated indicator variable contains a negative value.

See the indicator variables topic in the SQL Reference topic for more information.

---

## Chapter 11. Preparing and running a program with SQL statements

This topic describes some of the tasks for preparing and running an application program. For more details, see the following sections:

- “Basic processes of the SQL precompiler”
- “Non-ILE SQL precompiler commands” on page 145
- “ILE SQL precompiler commands” on page 146
- “Interpreting compile errors in applications that use SQL” on page 148
- “Binding an application that uses SQL” on page 149
- “Displaying SQL precompiler options” on page 150
- “Running a program with embedded SQL” on page 150

**Note:** Read the “Code disclaimer information” on page 196 for important legal information.

---

### Basic processes of the SQL precompiler

You must precompile and compile an application program containing embedded SQL statements before you can run it.

**Note:** SQL statements in a REXX procedure are not precompiled and compiled. Precompiling of such programs is done by the SQL precompiler. The SQL precompiler scans each statement of the application program source and does the following:

- **Looks for SQL statements and for the definition of host variable names.** The variable names and definitions are used to verify the SQL statements. You can examine the listing after the SQL precompiler completes processing to see if any errors occurred.
- **Verifies that each SQL statement is valid and free of syntax errors.** The validation procedure supplies error messages in the output listing that help you correct any errors that occur.
- **Validates the SQL statements using the description in the database.** During the precompile, the SQL statements are checked for valid table, view, and column names. If a specified table or view does not exist, or you are not authorized to the table or view at the time of the precompile or compile, the validation is done at run time. If the table or view does not exist at run time, an error occurs.

#### Notes:

1. Overrides are processed when retrieving external definitions. For more information, see the Database Programming topic, and the File Management topic.
  2. You need some authority (at least \*OBJOPR) to any tables or views referred to in the SQL statements in order to validate the SQL statements. The actual authority required to process any SQL statement is checked at run time. For more information about any SQL statement, see the SQL Reference topic.
  3. When the RDB parameter is specified on the CRTSQLxxx commands, the precompiler accesses the specified relational database to obtain the table and view descriptions.
- **Prepares each SQL statement for compilation in the host language.** For most SQL statements, the SQL precompiler inserts a comment and a CALL statement to one of the SQL interface modules. For some SQL statements (for example, DECLARE statements), the SQL precompiler produces no host language statement except a comment.
  - **Produces information about each precompiled SQL statement.** The information is stored internally in a temporary source file member, where it is available for use during the bind process.

To get complete diagnostic information when you precompile, specify either of the following:

- OPTION(\*SOURCE \*XREF) for CRTSQLxxx (where xxx=CBL, PLI, or RPG)
- OPTION(\*XREF) OUTPUT(\*PRINT) for CRTSQLxxx (where xxx=CI, CPPI, CBLI, or RPGI)

For more details, see the following sections:

- “Input to the SQL precompiler”
- “Source file CCSIDs in the SQL precompiler”
- “Output from the SQL precompiler” on page 141

## Input to the SQL precompiler

Application programming statements and embedded SQL statements are the primary input to the SQL precompiler. In PL/I, C, and C++ programs, the SQL statements must use the margins that are specified in the MARGINS parameter of the CRTSQLPLI, CRTSQLCI, and CRTSQLCPPI commands.

The SQL precompiler assumes that the host language statements are syntactically correct. If the host language statements are not syntactically correct, the precompiler may not correctly identify SQL statements and host variable declarations. There are limits on the forms of source statements that can be passed through the precompiler. Literals and comments that are not accepted by the application language compiler, can interfere with the precompiler source scanning process and cause errors.

You can use the SQL INCLUDE statement to get secondary input from the file that is specified by the INCFILE parameter of the CRTSQLxxx<sup>7</sup>. The SQL INCLUDE statement causes input to be read from the specified member until it reaches the end of the member. The included member may not contain other precompiler INCLUDE statements, but can contain both application program and SQL statements.

If mixed DBCS constants are specified in the application program source, the source file must be a mixed CCSID.

You can specify many of the precompiler options in the input source member by using the SQL SET OPTION statement. See the SQL Reference topic for the SET OPTION syntax.

| The RPG preprocessor options (RPGPPORT) parameter of the CRTSQLRPGI command has two options to  
| call the RPG preprocessor. If \*LVL1 or \*LVL2 is specified, the RPG compiler will be called to preprocess  
| the source member before the SQL precompile is run. Preprocessing the SQL source member will allow  
| many compiler directives to be handled before the SQL precompile. The preprocessed source will be  
| placed in file QSQLPRE in QTEMP. This source will be used as the input for the SQL precompile. The  
| CCSID used by the SQL precompile is the CCSID of QSQLPRE.

## Source file CCSIDs in the SQL precompiler

The SQL precompiler will read the source records by using the CCSID of the source file. When processing SQL INCLUDE statements, the include source will be converted to the CCSID of the original source file if necessary. If the include source cannot be converted to the CCSID of the original source file, an error will occur.

The SQL precompiler will process SQL statements using the source CCSID. This affects variant characters the most. For example, the not sign (¬) is located at 'BA'X in CCSID 500. This means that if the CCSID of your source file is 500, SQL expects the not sign (¬) to be located at 'BA'X.

If the source file CCSID is 65535, SQL processes variant characters as if they had a CCSID of 37. This means that SQL looks for the not sign (¬) at '5F'X.

---

7. The xxx in this command refers to the host language indicators: CBL for the COBOL for iSeries language, CBLI for the ILE COBOL for iSeries language, PLI for the iSeries PL/I language, CI for the ILE C for iSeries language, RPG for the RPG for iSeries language, RPGI for the ILE RPG for iSeries language, CPPI for the ILE C++/400 language.

## Output from the SQL precompiler

The following sections describe the various kinds of output supplied by the precompiler:

- “Listing”
- “Temporary source file members created by the SQL precompiler”
- “Sample SQL precompiler output” on page 142

### Listing

The output listing is sent to the printer file that is specified by the PRTFILE parameter of the CRTSQLxxx command. The following items are written to the printer file:

- Precompiler options  
Options specified in the CRTSQLxxx command.
- Precompiler source  
This output supplies precompiler source statements with the record numbers that are assigned by the precompiler, if the listing option is in effect.
- Precompiler cross-reference  
If \*XREF was specified in the OPTION parameter, this output supplies a cross-reference listing. The listing shows the precompiler record numbers of SQL statements that contain the referred to host names and column names.
- Precompiler diagnostics  
This output supplies diagnostic messages, showing the precompiler record numbers of statements in error.  
The output to the printer file will use a CCSID value of 65535. The data will not be converted when it is written to the printer file.

### Temporary source file members created by the SQL precompiler

Source statements processed by the precompiler are written to an output source file. In the precompiler-changed source code, SQL statements have been converted to comments and calls to the SQL runtime. Includes that are processed by SQL are expanded.

The output source file is specified on the CRTSQLxxx command in the TOSRCFILE parameter. For languages other than C and C++, the default file is QSQLTEMP (QSQLTEMP1 for ILE RPG for iSeries) in the QTEMP library. For C and C++ when \*CALC is specified as the output source file, QSQLTEMP will be used if the source file's record length is 92 or less. For a C or C++ source file where the record length is greater than 92, the output source file name will be generated as QSQLTxxxxx, where xxxxx is the record length. The name of the output source file member is the same as the name specified in the PGM or OBJ parameter of the CRTSQLxxx command. This member cannot be changed before being used as input to the compiler. When SQL creates the output source file, it uses the CCSID value of the source file as the CCSID value for the new file.

If the precompile generates output in a source file in QTEMP, the file can be moved to a permanent library after the precompile if you want to compile at a later time. You cannot change the records of the source member, or the attempted compile fails.

The source member that is generated by SQL as the result of the precompile should never be edited and reused as an input member to another precompile step. The additional SQL information that is saved with the source member during the first precompile will cause the second precompile to work incorrectly. Once this information is attached to a source member, it stays with the member until the member is deleted.

The SQL precompiler uses the CRTSRCPF command to create the output source file. If the defaults for this command have changed, then the results may be unpredictable. If the source file is created by the

user, not the SQL precompiler, the file's attributes may be different as well. It is recommended that the user allow SQL to create the output source file. Once it has been created by SQL, it can be reused on later precompiles.

See "Sample SQL precompiler output" for an example of COBOL precompiler output.

### Sample SQL precompiler output

The precompiler output can provide information about your program source. To generate the listing:

- For non-ILE precompilers, specify the \*SOURCE (\*SRC) and \*XREF options on the OPTION parameter of the CRTSQLxxx command.
- For ILE precompilers, specify OPTION(\*XREF) and OUTPUT(\*PRINT) on the CRTSQLxxx command.

The format of the precompiler output is:

```

5722ST1 V5R3M0 040528          Create SQL COBOL Program          CBLTEST1          08/06/02 11:14:21  Page  1
Source type.....COBOL
Program name.....CORPDATA/CBLTEST1
Source file.....CORPDATA/SRC
Member.....CBLTEST1
To source file.....QTEMP/QSQLTEMP
1 Options.....*SRC          *XREF          *SQL
Target release.....V5R3M0
INCLUDE file.....*SRCFILE
Commit.....*CHG
Allow copy of data.....*YES
Close SQL cursor.....*ENDPGM
Allow blocking.....*READ
Delay PREPARE.....*NO
Generation level.....10
Printer file.....*LIBL/QSYSPRT
Date format.....*JOB
Date separator.....*JOB
Time format.....*HMS
Time separator .....*JOB
Replace.....*YES
Relational database.....*LOCAL
User .....*CURRENT
RDB connect method.....*DUW
Default Collection.....*NONE
Dynamic default
collection.....*NO
Package name.....*PGMLIB/*PGM
Path.....*NAMING
SQL rules.....*DB2
User profile.....*NAMING
Dynamic User Profile.....*USER
Sort Sequence.....*JOB
Language ID.....*JOB
IBM SQL flagging.....*NOFLAG
ANS flagging.....*NONE
Text.....*SRCMBRTXT
Source file CCSID.....65535
Job CCSID.....65535
Decimal result options:
Maximum precision.....31
Maximum scale.....31
Minimum divide scale...0
Compiler options.....*NONE
2 Source member changed on 06/06/00 10:16:44

```

**1** A list of the options you specified when the SQL precompiler was called.

**2** The date the source member was last changed.

Figure 2. Sample COBOL Precompiler Output Format (Part 1 of 4)

**1** Record \*...+... 1 ...+... 2 ...+... 3 ...+... 4 ...+... 5 ...+... 6 ...+... 7 ...+... 8

**2** SEQNBR **3** Last Change

```

1 IDENTIFICATION DIVISION. 100
2 PROGRAM-ID. CBLTEST1. 200
3 ENVIRONMENT DIVISION. 300
4 CONFIGURATION SECTION. 400
5 SOURCE-COMPUTER. IBM-AS400. 500
6 OBJECT-COMPUTER. IBM-AS400. 600
7 INPUT-OUTPUT SECTION. 700
8 FILE-CONTROL. 800
9 SELECT OUTFILE, ASSIGN TO PRINTER-QPRINT, 900
10 FILE STATUS IS FSTAT. 1000
11 DATA DIVISION. 1100
12 FILE SECTION. 1200
13 FD OUTFILE 1300
14 DATA RECORD IS REC-1, 1400
15 LABEL RECORDS ARE OMITTED. 1500
16 01 REC-1. 1600
17 05 CC PIC X. 1700
18 05 DEPT-NO PIC X(3). 1800
19 05 FILLER PIC X(5). 1900
20 05 AVERAGE-EDUCATION-LEVEL PIC ZZZ. 2000
21 05 FILLER PIC X(5). 2100
22 05 AVERAGE-SALARY PIC ZZZZ9.99. 2200
23 01 ERROR-RECORD. 2300
24 05 CC PIC X. 2400
25 05 ERROR-CODE PIC S9(5). 2500
26 05 ERROR-MESSAGE PIC X(70). 2600
27 WORKING-STORAGE SECTION. 2700
28 EXEC SQL 2800
29 INCLUDE SQLCA 2900
30 END-EXEC. 3000
31 77 FSTAT PIC XX. 3100
32 01 AVG-RECORD. 3200
33 05 WORKDEPT PIC X(3). 3300
34 05 AVG-EDUC PIC S9(4) USAGE COMP-4. 3400
35 05 AVG-SALARY PIC S9(6)V99 COMP-3. 3500
36 PROCEDURE DIVISION. 3600
37 ***** 3700
38 * This program will get the average education level and the * 3800
39 * average salary by department. * 3900
40 ***** 4000
41 A000-MAIN-PROCEDURE. 4100
42 OPEN OUTPUT OUTFILE. 4200
43 ***** 4300
44 * Set-up WHENEVER statement to handle SQL errors. * 4400
45 ***** 4500
46 EXEC SQL 4600
47 WHENEVER SQLERROR GO TO B000-SQL-ERROR 4700
48 END-EXEC. 4800
49 ***** 4900
50 * Declare cursor * 5000
51 ***** 5100
52 EXEC SQL 5200
53 DECLARE CURS CURSOR FOR 5300
54 SELECT WORKDEPT, AVG(EDLEVEL), AVG(SALARY) 5400
55 FROM CORPDATA.EMPLOYEE 5500
56 GROUP BY WORKDEPT 5600
57 END-EXEC. 5700
58 ***** 5800
59 * Open cursor * 5900
60 ***** 6000
61 EXEC SQL 6100
62 OPEN CURS 6200
63 END-EXEC. 6300

```

**1** Record number assigned by the precompiler when it reads the source record. Record numbers are used to identify the source record in error messages and SQL run-time processing.

**2** Sequence number taken from the source record. The sequence number is the number seen when you use the source entry utility (SEU) to edit the source member.

**3** Date when the source record was last changed. If Last Change is blank, it indicates that the record has not been changed since it was created.

Figure 2. Sample COBOL Precompiler Output Format (Part 2 of 4)

```

5722ST1 V5R3M0 040528          Create SQL COBOL Program          CBLTEST1          08/06/02 11:14:21 Page 3
Record *...+... 1 ...+... 2 ...+... 3 ...+... 4 ...+... 5 ...+... 6 ...+... 7 ...+... 8 SEQNBR Last change
64      *****
65      * Fetch all result rows *
66      *****
67      PERFORM A010-FETCH-PROCEDURE THROUGH A010-FETCH-EXIT
68      UNTIL SQLCODE IS = 100.
69      *****
70      * Close cursor *
71      *****
72      EXEC SQL
73      CLOSE CURS
74      END-EXEC.
75      CLOSE OUTFILE.
76      STOP RUN.
77      *****
78      * Fetch a row and move the information to the output record. *
79      *****
80      A010-FETCH-PROCEDURE.
81      MOVE SPACES TO REC-1.
82      EXEC SQL
83      FETCH CURS INTO :AVG-RECORD
84      END-EXEC.
85      IF SQLCODE IS = 0
86      MOVE WORKDEPT TO DEPT-NO
87      MOVE AVG-SALARY TO AVERAGE-SALARY
88      MOVE AVG-EDUC TO AVERAGE-EDUCATION-LEVEL
89      WRITE REC-1 AFTER ADVANCING 1 LINE.
90      A010-FETCH-EXIT.
91      EXIT.
92      *****
93      * An SQL error occurred. Move the error number to the error *
94      * record and stop running. *
95      *****
96      B000-SQL-ERROR.
97      MOVE SPACES TO ERROR-RECORD.
98      MOVE SQLCODE TO ERROR-CODE.
99      MOVE "AN SQL ERROR HAS OCCURRED" TO ERROR-MESSAGE.
100     WRITE ERROR-RECORD AFTER ADVANCING 1 LINE.
101     CLOSE OUTFILE.
102     STOP RUN.
***** E N D O F S O U R C E *****

```

Figure 2. Sample COBOL Precompiler Output Format (Part 3 of 4)

<b>1</b>	<b>2</b>	<b>3</b>
Data Names	Define	Reference
AVERAGE-EDUCATION-LEVEL	20	IN REC-1
AVERAGE-SALARY	22	IN REC-1
AVG-EDUC	34	SMALL INTEGER PRECISION(4,0) IN AVG-RECORD
AVG-RECORD	32	STRUCTURE 83
AVG-SALARY	35	DECIMAL(8,2) IN AVG-RECORD
BIRTHDATE	55	DATE(10) COLUMN IN CORPDATA.EMPLOYEE
BONUS	55	DECIMAL(9,2) COLUMN IN CORPDATA.EMPLOYEE
B000-SQL-ERROR	****	LABEL 47
CC	17	CHARACTER(1) IN REC-1
CC	24	CHARACTER(1) IN ERROR-RECORD
COMM	55	DECIMAL(9,2) COLUMN IN CORPDATA.EMPLOYEE
CORPDATA	****	<b>4</b> COLLECTION <b>5</b> 55
CURS	53	CURSOR 62 73 83
DEPT-NO	18	CHARACTER(3) IN REC-1
EDLEVEL	****	COLUMN 54
EDLEVEL	55	SMALL INTEGER PRECISION(4,0) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
EMPLOYEE	****	TABLE IN CORPDATA <b>7</b> 55
EMPNO	55	CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
ERROR-CODE	25	NUMERIC(5,0) IN ERROR-RECORD
ERROR-MESSAGE	26	CHARACTER(70) IN ERROR-RECORD
ERROR-RECORD	23	STRUCTURE
FIRSTNME	55	VARCHAR(12) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
FSTAT	31	CHARACTER(2)
HIREDATE	55	DATE(10) COLUMN IN CORPDATA.EMPLOYEE
JOB	55	CHARACTER(8) COLUMN IN CORPDATA.EMPLOYEE
LASTNAME	55	VARCHAR(15) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
MIDINIT	55	CHARACTER(1) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
PHONENO	55	CHARACTER(4) COLUMN IN CORPDATA.EMPLOYEE
REC-1	16	
SALARY	****	COLUMN 54
SALARY	55	DECIMAL(9,2) COLUMN IN CORPDATA.EMPLOYEE
SEX	55	CHARACTER(1) COLUMN IN CORPDATA.EMPLOYEE
WORKDEPT	33	CHARACTER(3) IN AVG-RECORD
WORKDEPT	****	COLUMN 54 56
WORKDEPT	55	CHARACTER(3) COLUMN IN CORPDATA.EMPLOYEE

No errors found in source  
102 Source records processed  
\*\*\*\*\* END OF LISTING \*\*\*\*\*

**1** Data names are the symbolic names used in source statements.

**2** The define column specifies the line number at which the name is defined. The line number is generated by the SQL precompiler. \*\*\*\* means that the object was not defined or the precompiler did not recognize the declarations.

**3** The reference column contains two types of information:

- What the symbolic name is defined as **4**
- The line numbers where the symbolic name occurs **5**

If the symbolic name refers to a valid host variable, the data-type **6** or data-structure **7** is also noted.

Figure 2. Sample COBOL Precompiler Output Format (Part 4 of 4)

## Non-ILE SQL precompiler commands

DB2 UDB Query Manager and SQL Development Kit includes non-ILE precompiler commands for the following host languages: CRTSQLCBL (for COBOL for iSeries), CRTSQLPLI (for iSeries PL/I), and CRTSQLRPG (for RPG III, which is part of RPG for iSeries). Some options only apply to certain languages. For example, the options \*APOST and \*QUOTE are unique to COBOL. They are not included

in the commands for the other languages. Refer to Chapter 13, “DB2 UDB for iSeries CL command descriptions for host language precompilers,” on page 191 for more information.

For more details, see “Compiling a non-ILE application program that uses SQL.”

## Compiling a non-ILE application program that uses SQL

The SQL precompiler automatically calls the host language compiler after the successful completion of a precompile, unless \*NOGEN is specified. The CRTxxxPGM command is run specifying the program name, source file name, precompiler created source member name, text, and USRPRF.

Within these languages, the following parameters are passed:

- For COBOL, the \*QUOTE or \*APOST is passed on the CRTCBPLPGM command.
- For RPG and COBOL, SAAFLAG (\*FLAG) is passed on the CRTxxxPGM command.
- For RPG and COBOL, the SRTSEQ and LANGID parameter from the CRTSQLxxx command is specified on the CRTxxxPGM command.
- For RPG and COBOL, the CVTOPT (\*DATETIME \*VARCHAR) is always specified on the CRTxxxPGM command.
- For COBOL and RPG, the TGTRLS parameter value from the CRTSQLxxx command is specified on the CRTxxxPGM command. TGTRLS is not specified on the CRTPLIPGM command. The program can be saved or restored to the level specified on the TGTRLS parameter of the CRTSQLPLI command.
- For PL/I, the MARGINS are set in the temporary source file.
- For all languages, the REPLACE parameter from the CRTSQLxxx command is specified on the CRTxxxPGM command.

If a package is created as part of the precompile process, the REPLACE parameter value from the CRTSQLxxx command is specified on the CRTSQLPKG command.

- For all languages, if USRPRF(\*USER) or system naming (\*SYS) with USRPRF(\*NAMING) is specified, then USRPRF(\*USER) is specified on the CRTxxxPGM command. If USRPRF(\*OWNER) or SQL naming (\*SQL) with USRPRF(\*NAMING) is specified, then USRPRF(\*OWNER) is specified on the CRTxxxPGM command.

Defaults are used for all other parameters with CRTxxxPGM commands.

You can interrupt the call to the host language compiler by specifying \*NOGEN on the OPTION parameter of the precompiler command. \*NOGEN specifies that the host language compiler will not be called. Using the object name in the CRTSQLxxx command as the member name, the precompiler created the source member in the output source file (specified as the TOSRCFILE parameter on the CRTSQLxxx command). You now can explicitly call the host language compilers, specify the source member in the output source file, and change the defaults. If the precompile and compile were done as separate steps, the CRTSQLPKG command can be used to create the SQL package for a distributed program.

**Note:** You must not change the source member in QTEMP/QSQLTEMP prior to issuing the CRTxxxPGM command or the compile will fail.

---

## ILE SQL precompiler commands

In the DB2 UDB Query Manager and SQL Development Kit, the following ILE precompiler commands exist: CRTSQLCI, CRTSQLCPPI, CRTSQLCBLI, and CRTSQLRPGI. There is a precompiler command for each of the host languages: ILE C for iSeries, ILE C++ for iSeries, ILE COBOL for iSeries, and ILE RPG for iSeries. Separate commands, by language, let you specify the required parameters and take the default for the remaining parameters. The defaults are applicable only to the language you are using. For example, the options \*APOST and \*QUOTE are unique to COBOL. They are not included in the commands for the other languages. Refer to Chapter 13, “DB2 UDB for iSeries CL command descriptions for host language precompilers,” on page 191 for more information.

For more details, see the following sections:

- “Compiling an ILE application program that uses SQL”

## Compiling an ILE application program that uses SQL

The SQL precompiler automatically calls the host language compiler after the successful completion of a precompile for the CRTSQLxxx commands, unless \*NOGEN is specified. If the \*MODULE option is specified, the SQL precompiler issues the CRTxxxMOD command to create the module. If the \*PGM option is specified, the SQL precompiler issues the CRTBNDxxx command to create the program. If the \*SRVPGM option is specified, the SQL precompiler issues the CRTxxxMOD command to create the module, followed by the Create Service Program (CRTSRVPGM) command to create the service program. The CRTSQLCPPI command only creates \*MODULE objects.

Within these languages, the following parameters are passed:

- If DBGVIEW(\*SOURCE) is specified on the CRTSQLxxx command, then DBGVIEW(\*ALL) is specified on both the CRTxxxMOD and CRTBNDxxx commands.
- If OUTPUT(\*PRINT) is specified on the CRTSQLxxx command, it is passed on both the CRTxxxMOD and CRTBNDxxx commands.

If OUTPUT(\*NONE) is specified on the CRTSQLxxx command, it is not specified on either the CRTxxxMOD command or the CRTBNDxxx command.

- The TGTRLS parameter value from the CRTSQLxxx command is specified on the CRTxxxMOD, CRTBNDxxx, and Create Service Program (CRTSRVPGM) commands.
- The REPLACE parameter value from the CRTSQLxxx command is specified on the CRTxxxMOD, CRTBNDxxx, and CRTSRVPGM commands.

If a package is created as part of the precompile process, the REPLACE parameter value from the CRTSQLxxx command is specified on the CRTSQLPKG command.

- If OBJTYPE is either \*PGM or \*SRVPGM, and USRPRF(\*USER) or system naming (\*SYS) with USRPRF(\*NAMING) is specified, USRPRF(\*USER) is specified on the CRTBNDxxx or the CRTSRVPGM commands.

If OBJTYPE is either \*PGM or \*SRVPGM, and USRPRF(\*OWNER) or SQL naming (\*SQL) with USRPRF(\*NAMING) is specified, USRPRF(\*OWNER) is specified on the CRTBNDxxx or the CRTSRVPGM commands.

- For C and C++, the MARGINS are set in the temporary source file.

If the precompiler calculates that the total length of the LOB host variables is close to 15M, the TERASPACE(\*YES \*TSIFC) option is specified on the CRTCMOD, CRTBND, or CRTCPPMOD commands.

- For COBOL, the \*QUOTE or \*APOST is passed on the CRTBND CBL or the CRT CBLMOD commands.
- FOR RPG and COBOL, the SRTSEQ and LANGID parameter from the CRTSQLxxx command is specified on the CRTxxxMOD and CRTBNDxxx commands.
- For COBOL, CVTOPT(\*VARCHAR \*DATETIME \*PICGGRAPHIC \*FLOAT) is always specified on the CRT CBLMOD and CRTBND CBL commands. If OPTION(\*NOCVTDT) is specified (the shipped command default), the additional options \*DATE \*TIME \*TIMESTAMP are also specified for the CVTOPT.
- For RPG, if OPTION(\*CVTDT) is specified, then CVTOPT(\*DATETIME) is specified on the CRTRPGMOD and CRTBNDRPG commands.

You can interrupt the call to the host language compiler by specifying \*NOGEN on the OPTION parameter of the precompiler command. \*NOGEN specifies that the host language compiler is not called. Using the specified program name in the CRTSQLxxx command as the member name, the precompiler creates the source member in the output source file (TOSRCFILE parameter). You can now explicitly call the host language compiler, specify the source member in the output source file, and change the defaults. If the precompile and compile were done as separate steps, the CRTSQLPKG command can be used to create the SQL package for a distributed program.

If the program or service program is created later, the USRPRF parameter may not be set correctly on the CRTBNDxxx, Create Program (CRTPGM), or Create Service Program (CRTSRVPGM) command. The SQL program runs predictably only after the USRPRF parameter is corrected. If system naming is used, then the USRPRF parameter must be set to \*USER. If SQL naming is used, then the USRPRF parameter must be set to \*OWNER.

---

## Setting compiler options using the precompiler commands

The COMPILEOPT string is available on the precompiler command and on the SET OPTION statement to allow additional parameters to be used on the compiler command. The COMPILEOPT string is added to the compiler command built by the precompiler. This allows specifying compiler parameters without requiring a two step process of precompiling and then compiling. Do not specify parameters in the COMPILEOPT string that the SQL precompiler passes. Doing so will cause the compiler command to fail with a duplicate parameter error. It is possible that the SQL precompiler will pass additional parameters to the compiler in the future. This could lead to a duplicate parameter error, requiring your COMPILEOPT string to be changed at that time.

If "INCDIR(" is anywhere in the COMPILEOPT string, the precompiler will call the compiler using the SRCSTMF parameter.

```
EXEC SQL SET OPTION COMPILEOPT ='OPTION(*SHOWINC *EXPMAC)
      INCDIR('/QSYS.LIB/MYLIB.LIB/MYFILE.MBR '');
```

---

## Interpreting compile errors in applications that use SQL

**Attention:** If you separate precompile and compile steps, and the source program refers to externally described files, the referred to files must not be changed between precompile and compile. Otherwise, results that are not predictable may occur because the changes to the field definitions are not changed in the temporary source member.

Examples of externally described files are:

- COPY DDS in COBOL
- %INCLUDE in PL/I
- #pragma mapinc and #include in C or C++
- Externally-described files and externally-described data structures in RPG

When the SQL precompiler does not recognize host variables, try compiling the source. The compiler will not recognize the EXEC SQL statements, ignore these errors. Verify that the compiler interprets the host variable declaration as defined by the SQL precompiler for that language.

For more details, see “Error and warning messages during a compile of application programs that use SQL.”

## Error and warning messages during a compile of application programs that use SQL

The conditions described in the following topics could produce an error or warning message during an attempted compile process:

- “Error and warning messages during a compile of application programs that use SQL”
- “Error and warning messages during a PL/I, C, or C++ Compile” on page 149
- “Error and warning messages during a COBOL compile” on page 149
- “Error and warning messages during an RPG compile” on page 149

## Error and warning messages during a PL/I, C, or C++ Compile

If EXEC SQL starts before the left margin (as specified with the MARGINS parameter, the default), the SQL precompiler will not recognize the statement as an SQL statement. Consequently, it will be passed as is to the compiler.

## Error and warning messages during a COBOL compile

If EXEC SQL starts before column 12, the SQL precompiler will not recognize the statement as an SQL statement. Consequently, it will be passed as is to the compiler.

## Error and warning messages during an RPG compile

If EXEC SQL is not coded in positions 8 through 16, and preceded with the '/' character in position 7, the SQL precompiler will not recognize the statement as an SQL statement. Consequently, it will be passed as is to the compiler.

For more information, see the specific programming examples in Chapter 5, "Coding SQL statements in C and C++ applications," through Chapter 10, "Coding SQL statements in REXX applications."

---

## Binding an application that uses SQL

Before you can run your application program, a relationship between the program and any specified tables and views must be established. This process is called **binding**. The result of binding is an **access plan**.

The access plan is a control structure that describes the actions necessary to satisfy each SQL request. An access plan contains information about the program and about the data the program intends to use.

For a nondistributed SQL program, the access plan is stored in the program. For a distributed SQL program (where the RDB parameter was specified on the CRTSQLxxx command), the access plan is stored in the SQL package at the specified relational database.

SQL automatically attempts to bind and create access plans when the program object is created. For non-ILE compiles, this occurs as the result of a successful CRTxxxPGM. For ILE compiles, this occurs as the result of a successful CRTBNDxxx, CRTPGM, or CRTSRVPGM command. If DB2 UDB for iSeries detects at run time that an access plan is not valid (for example, the referenced tables are in a different library) or detects that changes have occurred to the database that may improve performance (for example, the addition of indexes), a new access plan is automatically created. Binding does three things:

1. **It revalidates the SQL statements using the description in the database.** During the bind process, the SQL statements are checked for valid table, view, and column names. If a specified table or view does not exist at the time of the precompile or compile, the validation is done at run time. If the table or view does not exist at run time, a negative SQLCODE is returned.
2. **It selects the index needed to access the data your program wants to process.** In selecting an index, table sizes, and other factors are considered, when it builds an access plan. It considers all indexes available to access the data and decides which ones (if any) to use when selecting a path to the data.
3. **It attempts to build access plans.** If all the SQL statements are valid, the bind process then builds and stores access plans in the program.

If the characteristics of a table or view your program accesses have changed, the access plan may no longer be valid. When you attempt to run a program that contains an access plan that is not valid, the system automatically attempts to rebuild the access plan. If the access plan cannot be rebuilt, a negative SQLCODE is returned. In this case, you might have to change the program's SQL statements and reissue the CRTSQLxxx command to correct the situation.

For example, if a program contains an SQL statement that refers to COLUMNA in TABLEA and the user deletes and recreates TABLEA so that COLUMNA no longer exists, when you call the program, the automatic rebind will be unsuccessful because COLUMNA no longer exists. In this case you must change the program source and reissue the CRTSQLxxx command.

For more details, see “Program references in applications that use SQL.”

## Program references in applications that use SQL

All schemas, tables, views, SQL packages, and indexes referenced in SQL statements in an SQL program are placed in the object information repository (OIR) of the library when the program is created.

You can use the CL command Display Program References (DSPPGMREF) to display all object references in the program. If the SQL naming convention is used, the library name is stored in the OIR in one of three ways:

1. If the SQL name is fully qualified, the collection name is stored as the name qualifier.
2. If the SQL name is not fully qualified and the DFTRDBCOL parameter is not specified, the authorization ID of the statement is stored as the name qualifier.
3. If the SQL name is not fully qualified and the DFTRDBCOL parameter is specified, the schema name specified on the DFTRDBCOL parameter is stored as the name qualifier.

If the system naming convention is used, the library name is stored in the OIR in one of three ways:

1. If the object name is fully qualified, the library name is stored as the name qualifier.
2. If the object is not fully qualified and the DFTRDBCOL parameter is not specified, \*LIBL is stored.
3. If the SQL name is not fully qualified and the DFTRDBCOL parameter is specified, the schema name specified on the DFTRDBCOL parameter is stored as the name qualifier.

---

## Displaying SQL precompiler options

When the SQL application program is successfully compiled, the Display Module (DSPMOD), the Display Program (DSPPGM), or the Display Service Program (DSPSRVPGM) command can be used to determine some of the options that were specified on the SQL precompile. This information may be needed when the source of the program has to be changed. These same SQL precompiler options can then be specified on the CRTSQLxxx command when the program is compiled again.

The Print SQL Information (PRTSQLINF) command can also be used to determine some of the options that were specified on the SQL precompile.

---

## Running a program with embedded SQL

Running a host language program with embedded SQL statements, after the precompile and compile have been successfully done, is the same as running any host program. Type:

```
CALL pgm-name
```

on the system command line. For more information about running programs, see CL Programming  .

**Note:** After installing a new release, users may encounter message CPF2218 in QHST using any Structured Query Language (SQL) program if the user does not have \*CHANGE authority to the program. Once a user with \*CHANGE authority calls the program, the access plan is updated and the message will be issued.

For more details, see the following sections:

- “Running a program with embedded SQL: OS/400 DDM considerations” on page 151
- “Running a program with embedded SQL: override considerations” on page 151
- “Running a program with embedded SQL: SQL return codes” on page 151

## Running a program with embedded SQL: OS/400 DDM considerations

SQL does not support remote file access through DDM (distributed data management) files. SQL does support remote access through DRDA<sup>®</sup> (Distributed Relational Database Architecture<sup>™</sup>.)

## Running a program with embedded SQL: override considerations

You can use overrides (specified by the OVRDBF command) to direct a reference to a different table or view or to change certain operational characteristics of the program or SQL Package. The following parameters are processed if an override is specified:

TOFILE  
MBR  
SEQONLY  
INHWRT  
WAITRCD

All other override parameters are ignored. Overrides of statements in SQL packages are accomplished by doing both of the following:

1. Specifying the OVRSCOPE(\*JOB) parameter on the OVRDBF command
2. Sending the command to the application server by using the Submit Remote Command (SBMRMTCMD) command

To override tables and views that are created with long names, you can create an override using the system name that is associated with the table or view. When the long name is specified in an SQL statement, the override is found using the corresponding system name.

An alias is actually created as a DDM file. You can create an override that refers to an alias name (DDM file). In this case, an SQL statement that refers to the file that has the override actually uses the file to which the alias refers.

For more information about overrides, see the Database Programming topic, and the File Management topic.

## Running a program with embedded SQL: SQL return codes

A list of SQL return codes is provided in SQL Messages and Codes topic in the iSeries Information Center.



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## Chapter 12. Sample programs using DB2 UDB for iSeries statements

This topic contains a sample application showing how to code SQL statements in each of the languages supported by the DB2 UDB for iSeries system.

**Note:** Read the “Code disclaimer information” on page 196 for important legal information.

### Examples of programs that use SQL statements

Programs that provide examples of how to code embedded SQL statements are provided for the following programming languages:

- ILE C and C++
- COBOL and ILE COBOL
- PL/I
- RPG for iSeries
- ILE RPG for iSeries
- REXX

The sample application gives raises based on commission.

Each sample program produces the same report, which is shown at the end of this topic. The first part of the report shows, by project, all employees working on the project who received a raise. The second part of the report shows the new salary expense for each project.

### Notes about the sample programs:

The following notes apply to all the sample programs:

SQL statements can be entered in upper or lowercase.

- 1** This host language statement retrieves the external definitions for the SQL table PROJECT. These definitions can be used as host variables or as a host structure.

#### Notes:

1. In RPG for iSeries, field names in an externally described structure that are longer than 6 characters must be renamed.
2. REXX does not support the retrieval of external definitions.
- 2** The SQL INCLUDE SQLCA statement is used to include the SQLCA for PL/I, C, and COBOL programs. For RPG programs, the SQL precompiler automatically places the SQLCA data structure into the source at the end of the Input specification section. For REXX, the SQLCA fields are maintained in separate variables rather than in a contiguous data area mapped by the SQLCA.
- 3** This SQL WHENEVER statement defines the host language label to which control is passed if an SQLERROR (SQLCODE < 0) occurs in an SQL statement. This WHENEVER SQLERROR statement applies to all the following SQL statements until the next WHENEVER SQLERROR statement is encountered. REXX does not support the WHENEVER statement. Instead, REXX uses the SIGNAL ON ERROR facility.
- 4** This SQL UPDATE statement updates the SALARY column, which contains the employee salary by the percentage in the host variable PERCENTAGE (PERCNT for RPG). The updated rows are

those that have employee commissions greater than 2000. For REXX, this is PREPARE and EXECUTE since UPDATE cannot be run directly if there is a host variable.

- 5 This SQL COMMIT statement commits the changes made by the SQL UPDATE statement. Record locks on all changed rows are released.

**Note:** The program was precompiled using COMMIT(\*CHG). (For REXX, \*CHG is the default.)

- 6 This SQL DECLARE CURSOR statement defines cursor C1, which joins two tables, EMPLOYEE and EMPPROJECT, and returns rows for employees who received a raise (commission > 2000). Rows are returned in ascending order by project number and employee number (PROJNO and EMPNO columns). For REXX, this is a PREPARE and DECLARE CURSOR since the DECLARE CURSOR statement cannot be specified directly with a statement string if it has host variables.
- 7 This SQL OPEN statement opens cursor C1 so that the rows can be fetched.
- 8 This SQL WHENEVER statement defines the host language label to which control is passed when all rows are fetched (SQLCODE = 100). For REXX, the SQLCODE must be explicitly checked.
- 9 This SQL FETCH statement returns all columns for cursor C1 and places the returned values into the corresponding elements of the host structure.
- 10 After all rows are fetched, control is passed to this label. The SQL CLOSE statement closes cursor C1.
- 11 This SQL DECLARE CURSOR statement defines cursor C2, which joins the three tables, EMPPROJECT, PROJECT, and EMPLOYEE. The results are grouped by columns PROJNO and PROJNAME. The COUNT function returns the number of rows in each group. The SUM function calculates the new salary cost for each project. The ORDER BY 1 clause specifies that rows are retrieved based on the contents of the final results column (EMPPROJECT.PROJNO). For REXX, this is a PREPARE and DECLARE CURSOR since the DECLARE CURSOR statement cannot be specified directly with a statement string if it has host variables.
- 12 This SQL FETCH statement returns the results columns for cursor C2 and places the returned values into the corresponding elements of the host structure described by the program.
- 13 This SQL WHENEVER statement with the CONTINUE option causes processing to continue to the next statement regardless if an error occurs on the SQL ROLLBACK statement. Errors are not expected on the SQL ROLLBACK statement; however, this prevents the program from going into a loop if an error does occur. SQL statements until the next WHENEVER SQLERROR statement is encountered. REXX does not support the WHENEVER statement. Instead, REXX uses the SIGNAL OFF ERROR facility.
- 14 This SQL ROLLBACK statement restores the table to its original condition if an error occurred during the update.

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All sample code is provided by IBM for illustrative purposes only. These examples have not been thoroughly tested under all conditions. IBM, therefore, cannot guarantee or imply reliability, serviceability, or function of these programs.

All programs contained herein are provided to you "AS IS" without any warranties of any kind. The implied warranties of non-infringement, merchantability and fitness for a particular purpose are expressly disclaimed.

---

## Example: SQL Statements in ILE C and C++ Programs

This sample program is written in the C programming language. The same program would work in C++ if the following conditions are true:

- An SQL BEGIN DECLARE SECTION statement was added before line 18
- An SQL END DECLARE SECTION statement was added after line 42

**Note:** Read the “Code disclaimer information” on page 196 for important legal information.

```

5722ST1 V5R3M0 040528          Create SQL ILE C Object          CEX          08/06/02 15:52:26  Page 1
Source type.....C
Object name.....CORPDATA/CEX
Source file.....CORPDATA/SRC
Member.....CEX
To source file.....QTEMP/QSQLTEMP
Options.....*XREF
Listing option.....*PRINT
Target release.....V5R3M0
INCLUDE file.....*SRCFILE
Commit.....*CHG
Allow copy of data.....*YES
Close SQL cursor.....*ENDACTGRP
Allow blocking.....*READ
Delay PREPARE.....*NO
Generation level.....10
Margins.....*SRCFILE
Printer file.....*LIBL/QSYSPRT
Date format.....*JOB
Date separator.....*JOB
Time format.....*HMS
Time separator.....*JOB
Replace.....*YES
Relational database.....*LOCAL
User.....*CURRENT
RDB connect method.....*DUW
Default collection.....*NONE
Dynamic default
  collection.....*NO
Package name.....*OBJLIB/*OBJ
Path.....*NAMING
SQL rules.....*DB2
Created object type.....*PGM
Debugging view.....*NONE
User profile.....*NAMING
Dynamic user profile.....*USER
Sort Sequence.....*JOB
Language ID.....*JOB
IBM SQL flagging.....*NOFLAG
ANS flagging.....*NONE
Text.....*SRCMBRTXT
Source file CCSID.....65535
Job CCSID.....65535
Decimal result options:
  Maximum precision.....31
  Maximum scale.....31
  Minimum divide scale....0
Compiler options.....*NONE
Source member changed on 06/06/00 17:15:17

```

Record	*...+... 1 ...+... 2 ...+... 3 ...+... 4 ...+... 5 ...+... 6 ...+... 7 ...+... 8	SEQNBR	Last change
1	#include "string.h"	100	
2	#include "stdlib.h"	200	
3	#include "stdio.h"	300	
4		400	
5	main()	500	
6	{	600	
7	/* A sample program which updates the salaries for those employees */	700	
8	/* whose current commission total is greater than or equal to the */	800	
9	/* value of 'commission'. The salaries of those who qualify are */	900	
10	/* increased by the value of 'percentage' retroactive to 'raise_date'*/	1000	
11	/* A report is generated showing the projects which these employees */	1100	
12	/* have contributed to ordered by project number and employee ID. */	1200	
13	/* A second report shows each project having an end date occurring */	1300	
14	/* after 'raise_date' (is potentially affected by the retroactive */	1400	
15	/* raises) with its total salary expenses and a count of employees */	1500	
16	/* who contributed to the project. */	1600	
17		1700	

Figure 3. Sample C Program Using SQL Statements (Part 1 of 5)

5722ST1	V5R3M0	040528	Create SQL ILE C Object	CEX	08/06/02 15:52:26	Page	2
Record	*...+... 1	...+... 2	...+... 3	...+... 4	...+... 5	...+... 6	...+... 7
	18	19	20	21	22	23	24
	1800	1900	2000	2100	2200	2300	2400
	2500	2600	2700	2800	2900	3000	3100
	3200	3300	3400	3500	3600	3700	3800
	3900	4000	4100	4200	4300	4400	4500
	4600	4700	4800	4900	5000	5100	5200
	5300	5400	5500	5600	5700	5800	5900
	6000	6100	6200	6300	6400	6500	6600
	6700	6800	6900	7000	7100	7200	7300
	7400	7500	7600	7700	7800	7900	8000
	8100	8200	8300	8400	8500	8600	8700
	8800	8900	9000	9100	9200	9300	9400
	9500						

```

18 short work_days = 253; /* work days during in one year */
19 float commission = 2000.00; /* cutoff to qualify for raise */
20 float percentage = 1.04; /* raised salary as percentage */
21 char raise_date?(12??) = "1982-06-01"; /* effective raise date */
22
23 /* File declaration for qprint */
24 FILE *qprint;
25
26 /* Structure for report 1 */
27 1 #pragma mapinc ("project", "CORPDATA/PROJECT(PROJECT)", "both", "p z")
28 #include "project"
29 struct {
30     CORPDATA_PROJECT_PROJECT_both_t Proj_struct;
31     char empno?(7??);
32     char name?(30??);
33     float salary;
34 } rpt1;
35
36 /* Structure for report 2 */
37 struct {
38     char projno?(7??);
39     char project_name?(37??);
40     short employee_count;
41     double total_proj_cost;
42 } rpt2;
43
44 2 exec sql include SQLCA;
45
46 qprint=fopen("QPRINT","w");
47
48 /* Update the selected projects by the new percentage. If an error */
49 /* occurs during the update, ROLLBACK the changes. */
50 3 EXEC SQL WHENEVER SQLERROR GO TO update_error;
51 4 EXEC SQL
52     UPDATE CORPDATA/EMPLOYEE
53     SET SALARY = SALARY * :percentage
54     WHERE COMM >= :commission ;
55
56 /* Commit changes */
57 5 EXEC SQL
58     COMMIT;
59 EXEC SQL WHENEVER SQLERROR GO TO report_error;
60
61 /* Report the updated statistics for each employee assigned to the */
62 /* selected projects. */
63
64 /* Write out the header for Report 1 */
65 fprintf(qprint," REPORT OF PROJECTS AFFECTED \
66 BY RAISES");
67 fprintf(qprint,"\n\nPROJECT EMPID EMPLOYEE NAME ");
68 fprintf(qprint," SALARY\n");
69
70 6 exec sql
71     declare c1 cursor for
72     select distinct projno, empproject.empno,
73         lastname||', '||firstme, salary
74     from corpdata/empproject, corpdata/employee
75     where empproject.empno = employee.empno and comm >= :commission
76     order by projno, empno;
77 7 EXEC SQL
78     OPEN C1;
79
80 /* Fetch and write the rows to QPRINT */
81 8 EXEC SQL WHENEVER NOT FOUND GO TO done1;
82
83 do {
84 10 EXEC SQL
85     FETCH C1 INTO :Proj_struct.PROJNO, :rpt1.empno,
86     :rpt1.name,:rpt1.salary;
87     fprintf(qprint,"\n%6s %6s %-30s %8.2f",
88     rpt1.Proj_struct.PROJNO,rpt1.empno,
89     rpt1.name,rpt1.salary);
90 }
91 while (SQLCODE==0);
92
93 done1:
94 EXEC SQL
95     CLOSE C1;

```

Figure 3. Sample C Program Using SQL Statements (Part 2 of 5)

```

5722ST1 V5R3M0 040528          Create SQL ILE C Object          CEX          08/06/02 15:52:26 Page 3
Record *...+... 1 ...+... 2 ...+... 3 ...+... 4 ...+... 5 ...+... 6 ...+... 7 ...+... 8 SEQNBR Last change
 96                                     9600
 97 /* For all projects ending at a date later than the 'raise_date' */ 9700
 98 /* (i.e. those projects potentially affected by the salary raises) */ 9800
 99 /* generate a report containing the project number, project name */ 9900
100 /* the count of employees participating in the project and the */ 10000
101 /* total salary cost of the project. */ 10100
102                                     10200
103 /* Write out the header for Report 2 */ 10300
104 fprintf(qprint,"\n\n\n          ACCUMULATED STATISTICS\ 10400
105 BY PROJECT"); 10500
106 fprintf(qprint, "\n\nPROJECT          \ 10600
107 NUMBER OF TOTAL"); 10700
108 fprintf(qprint, "\n\nNUMBER PROJECT NAME          \ 10800
109 EMPLOYEES COST\n"); 10900
110                                     11000
111 11 EXEC SQL 11100
112 DECLARE C2 CURSOR FOR 11200
113 SELECT EMPPROJECT.PROJNO, PROJNAME, COUNT(*), 11300
114 SUM ( ( DAYS(EMENDATE) - DAYS(EMSTDATE) ) * EMPTIME * 11400
115 (DECIMAL( SALARY / :work_days ,8,2))) 11500
116 FROM CORPDATA/EMPPROJECT, CORPDATA/PROJECT, CORPDATA/EMPLOYEE 11600
117 WHERE EMPPROJECT.PROJNO=PROJECT.PROJNO AND 11700
118 EMPPROJECT.EMPNO =EMPLOYEE.EMPNO AND 11800
119 PRENDATE > :raise_date 11900
120 GROUP BY EMPPROJECT.PROJNO, PROJNAME 12000
121 ORDER BY 1; 12100
122 EXEC SQL 12200
123 OPEN C2; 12300
124                                     12400
125 /* Fetch and write the rows to QPRINT */ 12500
126 EXEC SQL WHENEVER NOT FOUND GO TO done2; 12600
127                                     12700
128 do { 12800
129 12 EXEC SQL 12900
130 FETCH C2 INTO :rpt2; 13000
131 fprintf(qprint,"\n%6s %-36s %6d %9.2f", 13100
132 rpt2.projno,rpt2.project_name,rpt2.employee_count, 13200
133 rpt2.total_proj_cost); 13300
134 } 13400
135 while (SQLCODE==0); 13500
136                                     13600
137 done2: 13700
138 EXEC SQL 13800
139 CLOSE C2; 13900
140 goto finished; 14000
141                                     14100
142 /* Error occured while updating table. Inform user and rollback */ 14200
143 /* changes. */ 14300
144 update_error: 14400
145 13 EXEC SQL WHENEVER SQLERROR CONTINUE; 14500
146 fprintf(qprint,"*** ERROR Occurred while updating table. SQLCODE=" 14600
147 "%5d\n",SQLCODE); 14700
148 14 EXEC SQL 14800
149 ROLLBACK; 14900
150 goto finished; 15000
151                                     15100
152 /* Error occured while generating reports. Inform user and exit. */ 15200
153 report_error: 15300
154 fprintf(qprint,"*** ERROR Occurred while generating reports. " 15400
155 "SQLCODE=%5d\n",SQLCODE); 15500
156 goto finished; 15600
157                                     15700
158 /* All done */ 15800
159 finished: 15900
160 fclose(qprint); 16000
161 exit(0); 16100
162                                     16200
163 } 16300
* * * * * E N D O F S O U R C E * * * * *

```

Figure 3. Sample C Program Using SQL Statements (Part 3 of 5)

## CROSS REFERENCE

Data Names	Define	Reference
commission	19	FLOAT(24) 54 75
done1	****	LABEL 81
done2	****	LABEL 126
employee_count	40	SMALL INTEGER PRECISION(4,0) IN rpt2
empno	31	VARCHAR(7) IN rpt1 85
name	32	VARCHAR(30) IN rpt1 86
percentage	20	FLOAT(24) 53
project_name	39	VARCHAR(37) IN rpt2
projno	38	VARCHAR(7) IN rpt2
raise_date	21	VARCHAR(12) 119
report_error	****	LABEL 59
rpt1	34	
rpt2	42	STRUCTURE 130
salary	33	FLOAT(24) IN rpt1 86
total_proj_cost	41	FLOAT(53) IN rpt2
update_error	****	LABEL 50
work_days	18	SMALL INTEGER PRECISION(4,0) 115
ACTNO	74	SMALL INTEGER PRECISION(4,0) COLUMN (NOT NULL) IN CORPDATA.EMPPROJECT
BIRTHDATE	74	DATE(10) COLUMN IN CORPDATA.EMPLOYEE
BONUS	74	DECIMAL(9,2) COLUMN IN CORPDATA.EMPLOYEE
COMM	****	COLUMN 54 75
COMM	74	DECIMAL(9,2) COLUMN IN CORPDATA.EMPLOYEE
CORPDATA	****	COLLECTION 52 74 74 116 116 116
C1	71	CURSOR 78 85 95
C2	112	CURSOR 123 130 139
DEPTNO	27	VARCHAR(3) IN Proj_struct
DEPTNO	116	CHARACTER(3) COLUMN (NOT NULL) IN CORPDATA.PROJECT
EDLEVEL	74	SMALL INTEGER PRECISION(4,0) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
EMENDATE	74	DATE(10) COLUMN IN CORPDATA.EMPPROJECT
EMENDATE	****	COLUMN 114
EMPLOYEE	****	TABLE IN CORPDATA 52 74 116
EMPLOYEE	****	TABLE 75 118
EMPNO	****	COLUMN IN EMPPROJECT 72 75 76 118
EMPNO	****	COLUMN IN EMPLOYEE 75 118
EMPNO	74	CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.EMPPROJECT
EMPNO	74	CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
EMPPROJECT	****	TABLE 72 75 113 117 118 120
EMPPROJECT	****	TABLE IN CORPDATA 74 116
EMPTIME	74	DECIMAL(5,2) COLUMN IN CORPDATA.EMPPROJECT
EMPTIME	****	COLUMN 114
EMSTDATE	74	DATE(10) COLUMN IN CORPDATA.EMPPROJECT
EMSTDATE	****	COLUMN 114
FIRSTNME	****	COLUMN 73
FIRSTNME	74	VARCHAR(12) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
HIREDATE	74	DATE(10) COLUMN IN CORPDATA.EMPLOYEE
JOB	74	CHARACTER(8) COLUMN IN CORPDATA.EMPLOYEE
LASTNAME	****	COLUMN 73
LASTNAME	74	VARCHAR(15) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE

Figure 3. Sample C Program Using SQL Statements (Part 4 of 5)

```
MAJPROJ          27      VARCHAR(6) IN Proj_struct
MAJPROJ          116     CHARACTER(6) COLUMN IN CORPDATA.PROJECT
MIDINIT          74      CHARACTER(1) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
Proj_struct      30      STRUCTURE IN rpt1
PHONENO          74      CHARACTER(4) COLUMN IN CORPDATA.EMPLOYEE
PRENDATE         27      DATE(10) IN Proj_struct
PRENDATE         ****     COLUMN
                119
PRENDATE         116     DATE(10) COLUMN IN CORPDATA.PROJECT
PROJECT          ****     TABLE IN CORPDATA
                116
PROJECT          ****     TABLE
                117
PROJNAME         27      VARCHAR(24) IN Proj_struct
PROJNAME         ****     COLUMN
                113 120
PROJNAME         116     VARCHAR(24) COLUMN (NOT NULL) IN CORPDATA.PROJECT
PROJNO           27      VARCHAR(6) IN Proj_struct
                85
PROJNO           ****     COLUMN
                72 76
PROJNO           74      CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.EMPPROJECT
PROJNO           ****     COLUMN IN EMPPROJECT
                113 117 120
PROJNO           ****     COLUMN IN PROJECT
                117
PROJNO           116     CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.PROJECT
PRSTAFF          27      DECIMAL(5,2) IN Proj_struct
PRSTAFF          116     DECIMAL(5,2) COLUMN IN CORPDATA.PROJECT
PRSTDATE         27      DATE(10) IN Proj_struct
PRSTDATE         116     DATE(10) COLUMN IN CORPDATA.PROJECT
RESPEMP          27      VARCHAR(6) IN Proj_struct
RESPEMP          116     CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.PROJECT
SALARY           ****     COLUMN
                53 53 73 115
SALARY           74      DECIMAL(9,2) COLUMN IN CORPDATA.EMPLOYEE
SEX              74      CHARACTER(1) COLUMN IN CORPDATA.EMPLOYEE
WORKDEPT         74      CHARACTER(3) COLUMN IN CORPDATA.EMPLOYEE
No errors found in source
163 Source records processed
***** END OF LISTING *****
```

| *Figure 3. Sample C Program Using SQL Statements (Part 5 of 5)*

---

## Example: SQL Statements in COBOL and ILE COBOL Programs

**Note:** Read the “Code disclaimer information” on page 196 for important legal information.

```

5722ST1 V5R3M0 040528          Create SQL COBOL Program          CBLEX          08/06/02 11:09:13 Page 1
Source type.....COBOL
Program name.....CORPDATA/CBLEX
Source file.....CORPDATA/SRC
Member.....CBLEX
To source file.....QTEMP/QSQLTEMP
Options.....*SRC          *XREF
Target release.....V5R3M0
INCLUDE file.....*SRCFILE
Commit.....*CHG
Allow copy of data.....*YES
Close SQL cursor.....*ENDPGM
Allow blocking.....*READ
Delay PREPARE.....*NO
Generation level.....10
Printer file.....*LIBL/QSYSPRT
Date format.....*JOB
Date separator.....*JOB
Time format.....*HMS
Time separator.....*JOB
Replace.....*YES
Relational database.....*LOCAL
User.....*CURRENT
RDB connect method.....*DUW
Default collection.....*NONE
Dynamic default
  collection.....*NO
Package name.....*PGMLIB/*PGM
Path.....*NAMING
Created object type.....*PGM
SQL rules.....*DB2
User profile.....*NAMING
Dynamic user profile.....*USER
Sort Sequence.....*JOB
Language ID.....*JOB
IBM SQL flagging.....*NOFLAG
ANS flagging.....*NONE
Text.....*SRCMBRTXT
Source file CCSID.....65535
Job CCSID.....65535
Decimal result options:
  Maximum precision.....31
  Maximum scale.....31
  Minimum divide scale...0
Compiler options.....*NONE
Source member changed on 07/01/96 09:44:58
1
2
3      *****
4      * A sample program which updates the salaries for those *
5      * employees whose current commission total is greater than or *
6      * equal to the value of COMMISSION. The salaries of those who *
7      * qualify are increased by the value of PERCENTAGE retroactive *
8      * to RAISE-DATE. A report is generated showing the projects *
9      * which these employees have contributed to ordered by the *
10     * project number and employee ID. A second report shows each *
11     * project having an end date occurring after RAISE-DATE *
12     * (i.e. potentially affected by the retroactive raises ) with *
13     * its total salary expenses and a count of employees who *
14     * contributed to the project. *
15     *****
16
17     IDENTIFICATION DIVISION.
18
19     PROGRAM-ID. CBLEX.
20     ENVIRONMENT DIVISION.
21     CONFIGURATION SECTION.
22     SOURCE-COMPUTER. IBM-AS400.
23     OBJECT-COMPUTER. IBM-AS400.
24     INPUT-OUTPUT SECTION.
25
26     FILE-CONTROL.
27         SELECT PRINTFILE ASSIGN TO PRINTER-QPRINT
28         ORGANIZATION IS SEQUENTIAL.
29
30     DATA DIVISION.
31

```

Figure 4. Sample COBOL Program Using SQL Statements (Part 1 of 7)

```

5722ST1 V5R3M0 040528          Create SQL COBOL Program          CBLEX          08/06/02 11:09:13          Page 2
Record *...+... 1 ...+... 2 ...+... 3 ...+... 4 ...+... 5 ...+... 6 ...+... 7 ...+... 8 SEQNBR Last change
32 FILE SECTION.
33
34 FD PRINTFILE
35 BLOCK CONTAINS 1 RECORDS
36 LABEL RECORDS ARE OMITTED.
37 01 PRINT-RECORD PIC X(132).
38
39 WORKING-STORAGE SECTION.
40 77 WORK-DAYS PIC S9(4) BINARY VALUE 253.
41 77 RAISE-DATE PIC X(11) VALUE "1982-06-01".
42 77 PERCENTAGE PIC S999V99 PACKED-DECIMAL.
43 77 COMMISSION PIC S99999V99 PACKED-DECIMAL VALUE 2000.00.
44
45 *****
46 * Structure for report 1. *
47 *****
48
49 1 01 RPT1.
50 COPY DDS-PROJECT OF CORPDATA-PROJECT.
51 05 EMPNO PIC X(6).
52 05 NAME PIC X(30).
53 05 SALARY PIC S9(6)V99 PACKED-DECIMAL.
54
55 *****
56 * Structure for report 2. *
57 *****
58
59 01 RPT2.
60 15 PROJNO PIC X(6).
61 15 PROJECT-NAME PIC X(36).
62 15 EMPLOYEE-COUNT PIC S9(4) BINARY.
63 15 TOTAL-PROJ-COST PIC S9(10)V99 PACKED-DECIMAL.
64
65
66 2 EXEC SQL
67 INCLUDE SQLCA
68 END-EXEC.
69 77 CODE-EDIT PIC ---99.
70
71 *****
72 * Headers for reports. *
73 *****
74
75 01 RPT1-HEADERS.
76 05 RPT1-HEADER1.
77 10 FILLER PIC X(21) VALUE SPACES.
78 10 FILLER PIC X(111)
79 VALUE "REPORT OF PROJECTS AFFECTED BY RAISES".
80 05 RPT1-HEADER2.
81 10 FILLER PIC X(9) VALUE "PROJECT".
82 10 FILLER PIC X(10) VALUE "EMPID".
83 10 FILLER PIC X(35) VALUE "EMPLOYEE NAME".
84 10 FILLER PIC X(40) VALUE "SALARY".
85 01 RPT2-HEADERS.
86 05 RPT2-HEADER1.
87 10 FILLER PIC X(21) VALUE SPACES.
88 10 FILLER PIC X(111)
89 VALUE "ACCUMULATED STATISTICS BY PROJECT".
90 05 RPT2-HEADER2.
91 10 FILLER PIC X(9) VALUE "PROJECT".
92 10 FILLER PIC X(38) VALUE SPACES.
93 10 FILLER PIC X(16) VALUE "NUMBER OF".
94 10 FILLER PIC X(10) VALUE "TOTAL".
95 05 RPT2-HEADER3.
96 10 FILLER PIC X(9) VALUE "NUMBER".
97 10 FILLER PIC X(38) VALUE "PROJECT NAME".
98 10 FILLER PIC X(16) VALUE "EMPLOYEES".
99 10 FILLER PIC X(65) VALUE "COST".
100 01 RPT1-DATA.
101 05 PROJNO PIC X(6).
102 05 FILLER PIC XXX VALUE SPACES.
103 05 EMPNO PIC X(6).
104 05 FILLER PIC X(4) VALUE SPACES.
105 05 NAME PIC X(30).
106 05 FILLER PIC X(3) VALUE SPACES.
107 05 SALARY PIC ZZZZ9.99.
108 05 FILLER PIC X(96) VALUE SPACES.

```

Figure 4. Sample COBOL Program Using SQL Statements (Part 2 of 7)

```

5722ST1 V5R3M0 040528          Create SQL COBOL Program          CBLEX          08/06/02 11:09:13 Page 3
Record *...+... 1 ...+... 2 ...+... 3 ...+... 4 ...+... 5 ...+... 6 ...+... 7 ...+... 8 SEQNBR Last change
109      01 RPT2-DATA.
110          05 PROJNO PIC X(6).
111          05 FILLER PIC XXX VALUE SPACES.
112          05 PROJECT-NAME PIC X(36).
113          05 FILLER PIC X(4) VALUE SPACES.
114          05 EMPLOYEE-COUNT PIC ZZ9.
115          05 FILLER PIC X(5) VALUE SPACES.
116          05 TOTAL-PROJ-COST PIC ZZZZZZ9.99.
117          05 FILLER PIC X(56) VALUE SPACES.
118
119      PROCEDURE DIVISION.
120
121      A000-MAIN.
122          MOVE 1.04 TO PERCENTAGE.
123          OPEN OUTPUT PRINTFILE.
124
125      *****
126      * Update the selected employees by the new percentage. If an *
127      * error occurs during the update, ROLLBACK the changes, *
128      *****
129
130      3 EXEC SQL
131          WHENEVER SQLERROR GO TO E010-UPDATE-ERROR
132      END-EXEC.
133      4 EXEC SQL
134          UPDATE CORPDATA/EMPLOYEE
135             SET SALARY = SALARY * :PERCENTAGE
136             WHERE COMM >= :COMMISSION
137      END-EXEC.
138
139      *****
140      * Commit changes. *
141      *****
142
143      5 EXEC SQL
144          COMMIT
145      END-EXEC.
146
147      EXEC SQL
148          WHENEVER SQLERROR GO TO E020-REPORT-ERROR
149      END-EXEC.
150
151      *****
152      * Report the updated statistics for each employee receiving *
153      * a raise and the projects that s/he participates in *
154      *****
155
156      *****
157      * Write out the header for Report 1. *
158      *****
159
160      write print-record from rpt1-header1
161          before advancing 2 lines.
162      write print-record from rpt1-header2
163          before advancing 1 line.
164      6 exec sql
165          declare c1 cursor for
166             SELECT DISTINCT projno, empproject.empno,
167                lastname||", "||firstnme ,salary
168             from corpdata/empproject, corpdata/employee
169             where empproject.empno =employee.empno and
170                comm >= :commission
171             order by projno, empno
172      end-exec.
173      7 EXEC SQL
174          OPEN C1
175      END-EXEC.
176
177      PERFORM B000-GENERATE-REPORT1 THRU B010-GENERATE-REPORT1-EXIT
178          UNTIL SQLCODE NOT EQUAL TO ZERO.
179

```

Note: **8** and **9** are located on Part 5 of this figure.

Figure 4. Sample COBOL Program Using SQL Statements (Part 3 of 7)

```

5722ST1 V5R3M0 040528          Create SQL COBOL Program          CBLEX          08/06/02 11:09:13 Page 4
Record *...+... 1 ...+... 2 ...+... 3 ...+... 4 ...+... 5 ...+... 6 ...+... 7 ...+... 8 SEQNBR Last change
180 10 A100-DONE1.
181 EXEC SQL
182 CLOSE C1
183 END-EXEC.
184
185 *****
186 * For all projects ending at a date later than the RAISE- *
187 * DATE ( i.e. those projects potentially affected by the *
188 * salary raises generate a report containing the project *
189 * project number, project name, the count of employees *
190 * participating in the project and the total salary cost *
191 * for the project *
192 *****
193
194 *****
195 * Write out the header for Report 2. *
196 *****
197
198 MOVE SPACES TO PRINT-RECORD.
199 WRITE PRINT-RECORD BEFORE ADVANCING 2 LINES.
200 WRITE PRINT-RECORD FROM RPT2-HEADER1
201 BEFORE ADVANCING 2 LINES.
202 WRITE PRINT-RECORD FROM RPT2-HEADER2
203 BEFORE ADVANCING 1 LINE.
204 WRITE PRINT-RECORD FROM RPT2-HEADER3
205 BEFORE ADVANCING 2 LINES.
206
207 EXEC SQL
208 11 DECLARE C2 CURSOR FOR
209 SELECT EMPPROJACT.PROJNO, PROJNAME, COUNT(*),
210 SUM ( (DAYS(EMENDATE)-DAYS(EMSTDATE)) *
211 EMPTIME * DECIMAL((SALARY / :WORK-DAYS),8,2))
212 FROM CORPDATA/EMPPROJACT, CORPDATA/PROJECT,
213 CORPDATA/EMPLOYEE
214 WHERE EMPPROJACT.PROJNO=PROJECT.PROJNO AND
215 EMPPROJACT.EMPNO =EMPLOYEE.EMPNO AND
216 PRENDATE > :RAISE-DATE
217 GROUP BY EMPPROJACT.PROJNO, PROJNAME
218 ORDER BY 1
219
220 END-EXEC.
221 EXEC SQL
222 OPEN C2
223 END-EXEC.
224
225 PERFORM C000-GENERATE-REPORT2 THRU C010-GENERATE-REPORT2-EXIT
226 UNTIL SQLCODE NOT EQUAL TO ZERO.
227
228 A200-DONE2.
229 EXEC SQL
230 CLOSE C2
231 END-EXEC
232
233 *****
234 * All done. *
235 *****
236
237 A900-MAIN-EXIT.
238 CLOSE PRINTFILE.
239 STOP RUN.
240

```

Figure 4. Sample COBOL Program Using SQL Statements (Part 4 of 7)

```

5722ST1 V5R3M0 040528          Create SQL COBOL Program          CBLEX          08/06/02 11:09:13  Page    5
Record *...+... 1 ...+... 2 ...+... 3 ...+... 4 ...+... 5 ...+... 6 ...+... 7 ...+... 8  SEQNBR Last change
241 *****
242 * Fetch and write the rows to PRINTFILE. *
243 *****
244
245 B000-GENERATE-REPORT1.
246 8 EXEC SQL
247     WHENEVER NOT FOUND GO TO A100-DONE1
248 END-EXEC.
249 9 EXEC SQL
250     FETCH C1 INTO :PROJECT.PROJNO, :RPT1.EMPNO,
251                :RPT1.NAME, :RPT1.SALARY
252 END-EXEC.
253 MOVE CORRESPONDING RPT1 TO RPT1-DATA.
254 MOVE PROJNO OF RPT1 TO PROJNO OF RPT1-DATA.
255 WRITE PRINT-RECORD FROM RPT1-DATA
256     BEFORE ADVANCING 1 LINE.
257
258 B010-GENERATE-REPORT1-EXIT.
259 EXIT.
260
261 *****
262 * Fetch and write the rows to PRINTFILE. *
263 *****
264
265 C000-GENERATE-REPORT2.
266 EXEC SQL
267     WHENEVER NOT FOUND GO TO A200-DONE2
268 END-EXEC.
269 12 EXEC SQL
270     FETCH C2 INTO :RPT2
271 END-EXEC.
272 MOVE CORRESPONDING RPT2 TO RPT2-DATA.
273 WRITE PRINT-RECORD FROM RPT2-DATA
274     BEFORE ADVANCING 1 LINE.
275
276 C010-GENERATE-REPORT2-EXIT.
277 EXIT.
278
279 *****
280 * Error occured while updating table. Inform user and *
281 * rollback changes. *
282 *****
283
284 E010-UPDATE-ERROR.
285 13 EXEC SQL
286     WHENEVER SQLERROR CONTINUE
287 END-EXEC.
288 MOVE SQLCODE TO CODE-EDIT.
289 STRING "*** ERROR Occurred while updating table. SQLCODE="
290     CODE-EDIT DELIMITED BY SIZE INTO PRINT-RECORD.
291 WRITE PRINT-RECORD.
292 14 EXEC SQL
293     ROLLBACK
294 END-EXEC.
295 STOP RUN.
296
297 *****
298 * Error occured while generating reports. Inform user and *
299 * exit. *
300 *****
301
302 E020-REPORT-ERROR.
303 MOVE SQLCODE TO CODE-EDIT.
304 STRING "*** ERROR Occurred while generating reports. SQLCODE
305 -      =" CODE-EDIT DELIMITED BY SIZE INTO PRINT-RECORD.
306 WRITE PRINT-RECORD.
307 STOP RUN.
          * * * * * E N D O F S O U R C E * * * * *

```

Figure 4. Sample COBOL Program Using SQL Statements (Part 5 of 7)

Data Names	Define	Reference
ACTNO	168	SMALL INTEGER PRECISION(4,0) COLUMN (NOT NULL) IN CORPDATA.EMPPROJECT
A100-DONE1	****	LABEL 247
A200-DONE2	****	LABEL 267
BIRTHDATE	134	DATE(10) COLUMN IN CORPDATA.EMPLOYEE
BONUS	134	DECIMAL(9,2) COLUMN IN CORPDATA.EMPLOYEE
CODE-EDIT	69	
COMM	****	COLUMN 136 170
COMM	134	DECIMAL(9,2) COLUMN IN CORPDATA.EMPLOYEE
COMMISSION	43	DECIMAL(7,2) 136 170
CORPDATA	****	COLLECTION 134 168 168 213 213 214
C1	165	CURSOR 174 182 250
C2	209	CURSOR 222 230 270
DEPTNO	50	CHARACTER(3) IN PROJECT
DEPTNO	213	CHARACTER(3) COLUMN (NOT NULL) IN CORPDATA.PROJECT
EDLEVEL	134	SMALL INTEGER PRECISION(4,0) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
EMENDATE	168	DATE(10) COLUMN IN CORPDATA.EMPPROJECT
EMENDATE	****	COLUMN 211
EMPLOYEE	****	TABLE IN CORPDATA 134 168 214
EMPLOYEE	****	TABLE 169 216
EMPLOYEE-COUNT	63	SMALL INTEGER PRECISION(4,0) IN RPT2
EMPLOYEE-COUNT	114	IN RPT2-DATA
EMPNO	51	CHARACTER(6) IN RPT1 250
EMPNO	103	CHARACTER(6) IN RPT1-DATA
EMPNO	134	CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
EMPNO	****	COLUMN IN EMPPROJECT 166 169 171 216
EMPNO	****	COLUMN IN EMPLOYEE 169 216
EMPNO	168	CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.EMPPROJECT
EMPPROJECT	****	TABLE 166 169 210 215 216 218
EMPPROJECT	****	TABLE IN CORPDATA 168 213
EMPTIME	168	DECIMAL(5,2) COLUMN IN CORPDATA.EMPPROJECT
EMPTIME	****	COLUMN 212
EMSTDATE	168	DATE(10) COLUMN IN CORPDATA.EMPPROJECT
EMSTDATE	****	COLUMN 211
E010-UPDATE-ERROR	****	LABEL 131
E020-REPORT-ERROR	****	LABEL 148
FIRSTNME	134	VARCHAR(12) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
FIRSTNME	****	COLUMN 167
HIREDATE	134	DATE(10) COLUMN IN CORPDATA.EMPLOYEE
JOB	134	CHARACTER(8) COLUMN IN CORPDATA.EMPLOYEE
LASTNAME	134	VARCHAR(15) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
LASTNAME	****	COLUMN 167
MAJPROJ	50	CHARACTER(6) IN PROJECT
MAJPROJ	213	CHARACTER(6) COLUMN IN CORPDATA.PROJECT
MIDINIT	134	CHARACTER(1) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
NAME	52	CHARACTER(30) IN RPT1 251
NAME	105	CHARACTER(30) IN RPT1-DATA

Figure 4. Sample COBOL Program Using SQL Statements (Part 6 of 7)

```

CROSS REFERENCE
PERCENTAGE          42      DECIMAL(5,2)
                        135
PHONENO             134      CHARACTER(4) COLUMN IN CORPDATA.EMPLOYEE
PRENDATE           50       DATE(10) IN PROJECT
PRENDATE           ****    COLUMN
                        217
PRENDATE           213      DATE(10) COLUMN IN CORPDATA.PROJECT
PRINT-RECORD       37       CHARACTER(132)
PROJECT            50       STRUCTURE IN RPT1
PROJECT            ****    TABLE IN CORPDATA
                        213
PROJECT            ****    TABLE
                        215
PROJECT-NAME        62       CHARACTER(36) IN RPT2
PROJECT-NAME       112      CHARACTER(36) IN RPT2-DATA
PROJNAME           50       VARCHAR(24) IN PROJECT
PROJNAME           ****    COLUMN
                        210 218
PROJNAME           213      VARCHAR(24) COLUMN (NOT NULL) IN CORPDATA.PROJECT
PROJNO             50       CHARACTER(6) IN PROJECT
                        250
PROJNO             61       CHARACTER(6) IN RPT2
PROJNO            101      CHARACTER(6) IN RPT1-DATA
PROJNO            110      CHARACTER(6) IN RPT2-DATA
PROJNO            ****    COLUMN
                        166 171
PROJNO            168      CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.EMPPROJECT
PROJNO            ****    COLUMN IN EMPPROJECT
                        210 215 218
PROJNO            ****    COLUMN IN PROJECT
                        215
PROJNO            213      CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.PROJECT
PRSTAFF           50       DECIMAL(5,2) IN PROJECT
PRSTAFF           213      DECIMAL(5,2) COLUMN IN CORPDATA.PROJECT
PRSTDATE          50       DATE(10) IN PROJECT
PRSTDATE          213      DATE(10) COLUMN IN CORPDATA.PROJECT
RAISE-DATE        41       CHARACTER(11)
                        217
RESPEMP           50       CHARACTER(6) IN PROJECT
RESPEMP           213      CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.PROJECT
RPT1              49
RPT1-DATA         100
RPT1-HEADERS     75
RPT1-HEADER1     76       IN RPT1-HEADERS
RPT1-HEADER2     80       IN RPT1-HEADERS
RPT2              60       STRUCTURE
                        270
RPT2-DATA        109
SS REFERENCE
RPT2-HEADERS     85
RPT2-HEADER1     86       IN RPT2-HEADERS
RPT2-HEADER2     90       IN RPT2-HEADERS
RPT2-HEADER3     95       IN RPT2-HEADERS
SALARY           53       DECIMAL(8,2) IN RPT1
                        251
SALARY           107      IN RPT1-DATA
SALARY           ****    COLUMN
                        135 135 167 212
SALARY           134      DECIMAL(9,2) COLUMN IN CORPDATA.EMPLOYEE
SEX              134      CHARACTER(1) COLUMN IN CORPDATA.EMPLOYEE
TOTAL-PROJ-COST  64       DECIMAL(12,2) IN RPT2
TOTAL-PROJ-COST  116      IN RPT2-DATA
WORK-DAYS        40       SMALL INTEGER PRECISION(4,0)
                        212
WORKDEPT         134      CHARACTER(3) COLUMN IN CORPDATA.EMPLOYEE

```

```

No errors found in source
307 Source records processed

```

```

***** END OF LISTING *****

```

## Example: SQL Statements in PL/I

**Note:** Read the “Code disclaimer information” on page 196 for important legal information.

```
5722ST1 V5R3M0 040528          Create SQL PL/I Program          PLIEX          08/06/02 12:53:36  Page  1
Source type.....PLI
Program name.....CORPDATA/PLIEX
Source file.....CORPDATA/SRC
Member.....PLIEX
To source file.....QTEMP/QSQLTEMP
Options.....*SRC      *XREF
Target release.....V5R3M0
INCLUDE file.....*SRCFILE
Commit.....*CHG
Allow copy of data.....*YES
Close SQL cursor.....*ENDPGM
Allow blocking.....*READ
Delay PREPARE.....*NO
Generation level.....10
Margins.....*SRCFILE
Printer file.....*LIBL/QSYSPRT
Date format.....*JOB
Date separator.....*JOB
Time format.....*HMS
Time separator.....*JOB
Replace.....*YES
Relational database.....*LOCAL
User.....*CURRENT
RDB connect method.....*DUM
Default collection.....*NONE
Dynamic default
  collection.....*NO
Package name.....*PGMLIB/*PGM
Path.....*NAMING
SQL rules.....*DB2
User profile.....*NAMING
Dynamic user profile.....*USER
Sort sequence.....*JOB
Language ID.....*JOB
IBM SQL flagging.....*NOFLAG
ANS flagging.....*NONE
Text.....*SRCMBRTXT
Source file CCSID.....65535
Job CCSID.....65535
Decimal result options:
  Maximum precision.....31
  Maximum scale.....31
  Minimum divide scale...0
Compiler options.....*NONE
Source member changed on 07/01/96 12:53:08

   1  /* A sample program which updates the salaries for those employees */           100
   2  /* whose current commission total is greater than or equal to the */           200
   3  /* value of COMMISSION. The salaries of those who qualify are */             300
   4  /* increased by the value of PERCENTAGE, retroactive to RAISE_DATE. */         400
   5  /* A report is generated showing the projects which these employees */         500
   6  /* have contributed to, ordered by project number and employee ID. */         600
   7  /* A second report shows each project having an end date occurring */         700
   8  /* after RAISE_DATE (i.e. is potentially affected by the retroactive */         800
   9  /* raises) with its total salary expenses and a count of employees */         900
  10  /* who contributed to the project. */                                       1000
  11  /*****/                                                                    1100
  12                                                                                   1200
```

Figure 5. Sample PL/I Program Using SQL Statements (Part 1 of 6)

5722ST1	V5R3M0 040528	Create SQL PL/I Program	PLIEX	08/06/02 12:53:36	Page 2
Record	*...+... 1 ...+... 2 ...+... 3 ...+... 4 ...+... 5 ...+... 6 ...+... 7 ...+... 8	SEQNBR	Last change		
13				1300	
14	PLIEX: PROC;			1400	
15				1500	
16	DCL RAISE_DATE CHAR(10);			1600	
17	DCL WORK_DAYS FIXED BIN(15);			1700	
18	DCL COMMISSION FIXED DECIMAL(8,2);			1800	
19	DCL PERCENTAGE FIXED DECIMAL(5,2);			1900	
20				2000	
21	/* File declaration for sysprint */			2100	
22	DCL SYSPRINT FILE EXTERNAL OUTPUT STREAM PRINT;			2200	
23				2300	
24	/* Structure for report 1 */			2400	
25	DCL 1 RPT1,			2500	
26	1 %INCLUDE PROJECT (PROJECT, RECORD,,COMMA);			2600	
27	15 EMPNO CHAR(6),			2700	
28	15 NAME CHAR(30),			2800	
29	15 SALARY FIXED DECIMAL(8,2);			2900	
30				3000	
31	/* Structure for report 2 */			3100	
32	DCL 1 RPT2,			3200	
33	15 PROJNO CHAR(6),			3300	
34	15 PROJECT_NAME CHAR(36),			3400	
35	15 EMPLOYEE_COUNT FIXED BIN(15),			3500	
36	15 TOTL_PROJ_COST FIXED DECIMAL(10,2);			3600	
37				3700	
38	2 EXEC SQL INCLUDE SQLCA;			3800	
39				3900	
40	COMMISSION = 2000.00;			4000	
41	PERCENTAGE = 1.04;			4100	
42	RAISE_DATE = '1982-06-01';			4200	
43	WORK_DAYS = 253;			4300	
44	OPEN FILE(SYSPRINT);			4400	
45				4500	
46	/* Update the selected employee's salaries by the new percentage. */			4600	
47	/* If an error occurs during the update, ROLLBACK the changes. */			4700	
48	3 EXEC SQL WHENEVER SQLERROR GO TO UPDATE_ERROR;			4800	
49	4 EXEC SQL			4900	
50	UPDATE CORPDATA/EMPLOYEE			5000	
51	SET SALARY = SALARY * :PERCENTAGE			5100	
52	WHERE COMM >= :COMMISSION ;			5200	
53				5300	
54	/* Commit changes */			5400	
55	5 EXEC SQL			5500	
56	COMMIT;			5600	
57	EXEC SQL WHENEVER SQLERROR GO TO REPORT_ERROR;			5700	
58				5800	
59	/* Report the updated statistics for each project supported by one */			5900	
60	/* of the selected employees. */			6000	
61				6100	
62	/* Write out the header for Report 1 */			6200	
63	put file(sysprint)			6300	
64	edit('REPORT OF PROJECTS AFFECTED BY EMPLOYEE RAISES')			6400	
65	(col(22),a);			6500	
66	put file(sysprint)			6600	
67	edit('PROJECT','EMPID','EMPLOYEE NAME','SALARY')			6700	
68	(skip(2),col(1),a,col(10),a,col(20),a,col(55),a);			6800	
69				6900	
70	6 exec sql			7000	
71	declare c1 cursor for			7100	
72	select DISTINCT projno, EMPPROJACT.empno,			7200	
73	lastname  ', '  firstnme, salary			7300	
74	from CORPDATA/EMPPROJACT, CORPDATA/EMPLOYEE			7400	
75	where EMPPROJACT.empno = EMPLOYEE.empno and			7500	
76	comm >= :COMMISSION			7600	
77	order by projno, empno;			7700	
78	7 EXEC SQL			7800	
79	OPEN C1;			7900	
80				8000	

Figure 5. Sample PL/I Program Using SQL Statements (Part 2 of 6)

Record	5722ST1 V5R3M0 040528	Create SQL PL/I Program	PLIEX	08/06/02 12:53:36	Page 3
	*...+... 1 ...+... 2 ...+... 3 ...+... 4 ...+... 5 ...+... 6 ...+... 7 ...+... 8			SEQNBR	Last change
81	/* Fetch and write the rows to SYSPRINT */			8100	
82	<b>8</b> EXEC SQL WHENEVER NOT FOUND GO TO DONE1;			8200	
83				8300	
84	DO UNTIL (SQLCODE ^= 0);			8400	
85	<b>9</b> EXEC SQL			8500	
86	FETCH C1 INTO :RPT1.PROJNO, :rpt1.EMPNO, :RPT1.NAME,			8600	
87	:RPT1.SALARY;			8700	
88	PUT FILE(SYSPRINT)			8800	
89	EDIT(RPT1.PROJNO,RPT1.EMPNO,RPT1.NAME,RPT1.SALARY)			8900	
90	(SKIP,COL(1),A,COL(10),A,COL(20),A,COL(54),F(8,2));			9000	
91	END;			9100	
92				9200	
93	DONE1:			9300	
94	<b>10</b> EXEC SQL			9400	
95	CLOSE C1;			9500	
96				9600	
97	/* For all projects ending at a date later than 'raise_date' */			9700	
98	/* (i.e. those projects potentially affected by the salary raises) */			9800	
99	/* generate a report containing the project number, project name */			9900	
100	/* the count of employees participating in the project and the */			10000	
101	/* total salary cost of the project. */			10100	
102				10200	
103	/* Write out the header for Report 2 */			10300	
104	PUT FILE(SYSPRINT) EDIT('ACCUMULATED STATISTICS BY PROJECT')			10400	
105	(SKIP(3),COL(22),A);			10500	
106	PUT FILE(SYSPRINT)			10600	
107	EDIT('PROJECT','NUMBER OF','TOTAL')			10700	
108	(SKIP(2),COL(1),A,COL(48),A,COL(63),A);			10800	
109	PUT FILE(SYSPRINT)			10900	
110	EDIT('NUMBER','PROJECT NAME','EMPLOYEES','COST')			11000	
111	(SKIP,COL(1),A,COL(10),A,COL(48),A,COL(63),A,SKIP);			11100	
112				11200	
113	<b>11</b> EXEC SQL			11300	
114	DECLARE C2 CURSOR FOR			11400	
115	SELECT EMPPROJECT.PROJNO, PROJNAME, COUNT(*),			11500	
116	SUM( (DAYS(EMENDATE) - DAYS(EMSTDATE)) * EMPTIME *			11600	
117	DECIMAL(( SALARY / :WORK_DAYS ),8,2) )			11700	
118	FROM CORPDATA/EMPPROJECT, CORPDATA/PROJECT, CORPDATA/EMPLOYEE			11800	
119	WHERE EMPPROJECT.PROJNO=PROJECT.PROJNO AND			11900	
120	EMPPROJECT.EMPNO =EMPLOYEE.EMPNO AND			12000	
121	PRENDATE > :RAISE_DATE			12100	
122	GROUP BY EMPPROJECT.PROJNO, PROJNAME			12200	
123	ORDER BY 1;			12300	
124	EXEC SQL			12400	
125	OPEN C2;			12500	
126				12600	
127	/* Fetch and write the rows to SYSPRINT */			12700	
128	EXEC SQL WHENEVER NOT FOUND GO TO DONE2;			12800	
129				12900	
130	DO UNTIL (SQLCODE ^= 0);			13000	
131	<b>12</b> EXEC SQL			13100	
132	FETCH C2 INTO :RPT2;			13200	
133	PUT FILE(SYSPRINT)			13300	
134	EDIT(RPT2.PROJNO,RPT2.PROJECT_NAME,EMPLOYEE_COUNT,			13400	
135	TOTL_PROJ_COST)			13500	
136	(SKIP,COL(1),A,COL(10),A,COL(50),F(4),COL(62),F(8,2));			13600	
137	END;			13700	
138				13800	
139	DONE2:			13900	
140	EXEC SQL			14000	
141	CLOSE C2;			14100	
142	GO TO FINISHED;			14200	
143				14300	
144	/* Error occurred while updating table. Inform user and rollback */			14400	
145	/* changes. */			14500	
146	UPDATE_ERROR:			14600	
147	<b>13</b> EXEC SQL WHENEVER SQLERROR CONTINUE;			14700	
148	PUT FILE(SYSPRINT) EDIT('*** ERROR Occurred while updating table.'			14800	
149	' SQLCODE=' ,SQLCODE) (A,F(5));			14900	

Figure 5. Sample PL/I Program Using SQL Statements (Part 3 of 6)

```

5722ST1 V5R3M0 040528          Create SQL PL/I Program          PLIEX          08/06/02 12:53:36  Page    4
150  14 EXEC SQL                  15000
151      ROLLBACK;                15100
152      GO TO FINISHED;          15200
153                                15300
154      /* Error occured while generating reports. Inform user and exit. */ 15400
155  REPORT_ERROR:                15500
156      PUT FILE(SYSPRINT) EDIT('*** ERROR Occurred while generating '|
157      'reports.  SQLCODE=',SQLCODE)(A,F(5)); 15600
158      GO TO FINISHED;          15700
159                                15800
160      /* All done */            15900
161  FINISHED:                    16000
162      CLOSE FILE(SYSPRINT);    16100
163      RETURN;                  16200
164                                16300
165  END PLIEX;                   16400
                                   16500
                                   * * * * * E N D O F S O U R C E * * * * *

```

Figure 5. Sample PL/I Program Using SQL Statements (Part 4 of 6)

Data Names	Define	Reference
ACTNO	74	SMALL INTEGER PRECISION(4,0) COLUMN (NOT NULL) IN CORPDATA.EMPPROJECT
BIRTHDATE	74	DATE(10) COLUMN IN CORPDATA.EMPLOYEE
BONUS	74	DECIMAL(9,2) COLUMN IN CORPDATA.EMPLOYEE
COMM	****	COLUMN 52 76
COMM	74	DECIMAL(9,2) COLUMN IN CORPDATA.EMPLOYEE
COMMISSION	18	DECIMAL(8,2) 52 76
CORPDATA	****	COLLECTION 50 74 74 118 118 118
C1	71	CURSOR 79 86 95
C2	114	CURSOR 125 132 141
DEPTNO	26	CHARACTER(3) IN RPT1
DEPTNO	118	CHARACTER(3) COLUMN (NOT NULL) IN CORPDATA.PROJECT
DONE1	****	LABEL 82
DONE2	****	LABEL 128
EDLEVEL	74	SMALL INTEGER PRECISION(4,0) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
EMENDATE	74	DATE(10) COLUMN IN CORPDATA.EMPPROJECT
EMENDATE	****	COLUMN 116
EMPLOYEE	****	TABLE IN CORPDATA 50 74 118
EMPLOYEE	****	TABLE 75 120
EMPLOYEE_COUNT	35	SMALL INTEGER PRECISION(4,0) IN RPT2
EMPNO	27	CHARACTER(6) IN RPT1 86
EMPNO	****	COLUMN IN EMPPROJECT 72 75 77 120
EMPNO	****	COLUMN IN EMPLOYEE 75 120
EMPNO	74	CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.EMPPROJECT
EMPNO	74	CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
EMPPROJECT	****	TABLE 72 75 115 119 120 122
EMPPROJECT	****	TABLE IN CORPDATA 74 118
EMPTIME	74	DECIMAL(5,2) COLUMN IN CORPDATA.EMPPROJECT
EMPTIME	****	COLUMN 116
EMSTDATE	74	DATE(10) COLUMN IN CORPDATA.EMPPROJECT
EMSTDATE	****	COLUMN 116
FIRSTNME	****	COLUMN 73
FIRSTNME	74	VARCHAR(12) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
HIREDATE	74	DATE(10) COLUMN IN CORPDATA.EMPLOYEE
JOB	74	CHARACTER(8) COLUMN IN CORPDATA.EMPLOYEE
LASTNAME	****	COLUMN 73
LASTNAME	74	VARCHAR(15) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
MAJPROJ	26	CHARACTER(6) IN RPT1
MAJPROJ	118	CHARACTER(6) COLUMN IN CORPDATA.PROJECT
MIDINIT	74	CHARACTER(1) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
NAME	28	CHARACTER(30) IN RPT1 86
PERCENTAGE	19	DECIMAL(5,2) 51
PHONENO	74	CHARACTER(4) COLUMN IN CORPDATA.EMPLOYEE

Figure 5. Sample PL/I Program Using SQL Statements (Part 5 of 6)

```

CROSS REFERENCE
PRENDATE          26      DATE(10) IN RPT1
PRENDATE          ****   COLUMN
                   121
PROJECT           118     DATE(10) COLUMN IN CORPDATA.PROJECT
PROJECT           ****   TABLE IN CORPDATA
                   118
PROJECT           ****   TABLE
                   119
PROJECT_NAME      34      CHARACTER(36) IN RPT2
PROJNAME          26      VARCHAR(24) IN RPT1
PROJNAME          ****   COLUMN
                   115 122
PROJNAME          118     VARCHAR(24) COLUMN (NOT NULL) IN CORPDATA.PROJECT
PROJNO            26      CHARACTER(6) IN RPT1
PROJNO            ****   COLUMN
                   86
PROJNO            33      CHARACTER(6) IN RPT2
PROJNO            ****   COLUMN
                   72 77
PROJNO            74      CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.EMPPROJECT
PROJNO            ****   COLUMN IN EMPPROJECT
                   115 119 122
PROJNO            ****   COLUMN IN PROJECT
                   119
PROJNO            118     CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.PROJECT
PRSTAFF           26      DECIMAL(5,2) IN RPT1
PRSTAFF           118     DECIMAL(5,2) COLUMN IN CORPDATA.PROJECT
PRSDATE           26      DATE(10) IN RPT1
PRSDATE           118     DATE(10) COLUMN IN CORPDATA.PROJECT
RAISE_DATE        16      CHARACTER(10)
                   121
REPORT_ERROR      ****   LABEL
                   57
RESPEMP           26      CHARACTER(6) IN RPT1
RESPEMP           118     CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.PROJECT
RPT1              25      STRUCTURE
RPT2              32      STRUCTURE
                   132
SALARY            29      DECIMAL(8,2) IN RPT1
                   87
SALARY            ****   COLUMN
                   51 51 73 117
SALARY            74      DECIMAL(9,2) COLUMN IN CORPDATA.EMPLOYEE
SEX               74      CHARACTER(1) COLUMN IN CORPDATA.EMPLOYEE
SYSPRINT          22
TOTL_PROJ_COST    36      DECIMAL(10,2) IN RPT2
UPDATE_ERROR      ****   LABEL
                   48
WORK_DAYS         17      SMALL INTEGER PRECISION(4,0)
                   117
WORKDEPT          74      CHARACTER(3) COLUMN IN CORPDATA.EMPLOYEE
No errors found in source
165 Source records processed
***** END OF LISTING *****

```

| Figure 5. Sample PL/I Program Using SQL Statements (Part 6 of 6)

---

## Example: SQL Statements in RPG for iSeries Programs

**Note:** Read the “Code disclaimer information” on page 196 for important legal information.

```

5722ST1 V5R3M0 040528          Create SQL RPG Program          RPGEX          08/06/02 12:55:22  Page 1
Source type.....RPG
Program name.....CORPDATA/RPGEX
Source file.....CORPDATA/SRC
Member.....RPGEX
To source file.....QTEMP/QSQLTEMP
Options.....*SRC          *XREF
Target release.....V5R3M0
INCLUDE file.....*SRCFILE
Commit.....*CHG
Allow copy of data.....*YES
Close SQL cursor.....*ENDPGM
Allow blocking.....*READ
Delay PREPARE.....*NO
Generation level.....10
Printer file.....*LIBL/QSYSPRT
Date format.....*JOB
Date separator.....*JOB
Time format.....*HMS
Time separator.....*JOB
Replace.....*YES
Relational database.....*LOCAL
User.....*CURRENT
RDB connect method.....*DUW
Default collection.....*NONE
Dynamic default
  collection.....*NO
Package name.....*PGMLIB/*PGM
Path.....*NAMING
SQL rules.....*DB2
User profile.....*NAMING
Dynamic user profile.....*USER
Sort sequence.....*JOB
Language ID.....*JOB
IBM SQL flagging.....*NOFLAG
ANS flagging.....*NONE
Text.....*SRCMBRTXT
Source file CCSID.....65535
Job CCSID.....65535
Decimal result options:
  Maximum precision.....31
  Maximum scale.....31
  Minimum divide scale....0
Compiler options.....*NONE
Source member changed on 07/01/96 17:06:17

```

```

1      H                                100
2      F* File declaration for QPRINT    200
3      F*                                300
4      FQPRINT 0 F 132          PRINTER 400
5      I*                                500
6      I* Structure for report 1.        600
7      I*                                700
8      1 IRPT1      E DSPROJECT          800
9      I          PROJNAME              PROJNM 900
10     I          RESPEMP                RESEM 1000
11     I          PRSTAFF                 STAFF 1100
12     I          PRSTDATE                PRSTD 1200
13     I          PRENDATE                PREND 1300
14     I          MAJPROJ                 MAJPRJ 1400
15     I*                                1500
16     I          DS                      1600
17     I                                1700
18     I                                1  6 EMPNO 1800
19     I                                P  7  36 NAME 1900
20     I*                                2000
21     I* Structure for report 2.        2100
22     I*                                2200
23     IRPT2      DS                      2300
24     I                                1  6 PRJNUM 2400
25     I                                7  42 PNAME 2500
26     I                                B  43 440EMPCNT 2600
27     I                                P  45 492PRCOST 2700
28     I*                                2800
29     I          DS                      2900
30     I                                B  1  20WRKDAY 3000
31     I                                P  3  62COMMI 3100
32     I                                7  16 RDATE 3200
33     I                                P 17 202PERCNT 3300

```

Figure 6. Sample RPG for iSeries Program Using SQL Statements (Part 1 of 6)

```

5722ST1 V5R3M0 040528          Create SQL RPG Program          RPGEX          08/06/02 12:55:22 Page 2
Record *...+... 1 ...+... 2 ...+... 3 ...+... 4 ...+... 5 ...+... 6 ...+... 7 ...+... 8 SEQNBR Last change
34      2 C*                               3400
35      C          Z-ADD253          WRKDAY          3500
36      C          Z-ADD2000.00      COMMI          3600
37      C          Z-ADD1.04          PERCNT          3700
38      C          MOVE'1982-06-'RDATE          3800
39      C          MOVE '01'          RDATE          3900
40      C          SETON                               LR          3901
41      C*                               4000
42      C* Update the selected projects by the new percentage. If an          4100
43      C* error occurs during the update, ROLLBACK the changes.          4200
44      C*                               4300
45      3 C/EXEC SQL WHENEVER SQLERROR GOTO UPDERR          4400
46      C/END-EXEC                               4500
47      C*                               4600
48      4 C/EXEC SQL                               4700
49      C+ UPDATE CORPDATA/EMPLOYEE          4800
50      C+   SET SALARY = SALARY * :PERCNT          4900
51      C+   WHERE COMM >= :COMMI          5000
52      C/END-EXEC                               5100
53      C*                               5200
54      C* Commit changes.          5300
55      C*                               5400
56      5 C/EXEC SQL COMMIT          5500
57      C/END-EXEC                               5600
58      C*                               5700
59      C/EXEC SQL WHENEVER SQLERROR GO TO RPTERR          5800
60      C/END-EXEC                               5900
61      C*                               6000
62      C* Report the updated statistics for each employee assigned to          6100
63      C* selected projects.          6200
64      C*                               6300
65      C* Write out the header for report 1.          6400
66      C*                               6500
67      C          EXCPTRCA          6600
68      6 C/EXEC SQL DECLARE C1 CURSOR FOR          6700
69      C+   SELECT DISTINCT PROJNO, EMPPROJECT.EMPNO,          6800
70      C+   LASTNAME||', '||FIRSTNAME, SALARY          6900
71      C+   FROM CORPDATA/EMPPROJECT, CORPDATA/EMPLOYEE          7000
72      C+   WHERE EMPPROJECT.EMPNO = EMPLOYEE.EMPNO AND          7100
73      C+   COMM >= :COMMI          7200
74      C+   ORDER BY PROJNO, EMPNO          7300
75      C/END-EXEC                               7400
76      C*                               7500
77      7 C/EXEC SQL                               7600
78      C+ OPEN C1          7700
79      C/END-EXEC                               7800
80      C*                               7900
81      C* Fetch and write the rows to QPRINT.          8000
82      C*                               8100
83      8 C/EXEC SQL WHENEVER NOT FOUND GO TO DONE1          8200
84      C/END-EXEC                               8300
85      C          SQLCOD          DOUNEO          8400
86      C/EXEC SQL                               8500
87      9 C+ FETCH C1 INTO :PROJNO, :EMPNO, :NAME, :SALARY          8600
88      C/END-EXEC                               8700
89      C          EXCPTRCBB          8800
90      C          END          8900
91      C          DONE1          TAG          9000
92      C/EXEC SQL                               9100
93      10 C+ CLOSE C1          9200
94      C/END-EXEC                               9300
95      C*                               9400
96      C* For all project ending at a date later than the raise date          9500
97      C* (i.e. those projects potentially affected by the salary raises)          9600
98      C* generate a report containing the project number, project name,          9700
99      C* the count of employees participating in the project and the          9800
100     C* total salary cost of the project.          9900
101     C*                               10000
102     C* Write out the header for report 2.          10100
103     C*                               10200
104     C          EXCPTRCCE          10300

```

Figure 6. Sample RPG for iSeries Program Using SQL Statements (Part 2 of 6)

```

5722ST1 V5R3M0 040528          Create SQL RPG Program          RPGEX          08/06/02 12:55:22 Page 3
Record *...+... 1 ...+... 2 ...+... 3 ...+... 4 ...+... 5 ...+... 6 ...+... 7 ...+... 8 SEQNBR Last change
105 11 C/EXEC SQL 10400
106 C+ DECLARE C2 CURSOR FOR 10500
107 C+ SELECT EMPPROJACT.PROJNO, PROJNAME, COUNT(*), 10600
108 C+ SUM((DAYS(EMENDATE) - DAYS(EMSTDATE)) * EMPTIME * 10700
109 C+ DECIMAL((SALARY/:WRKDAY),8,2)) 10800
110 C+ FROM CORPDATA/EMPPROJACT, CORPDATA/PROJECT, CORPDATA/EMPLOYEE 10900
111 C+ WHERE EMPPROJACT.PROJNO = PROJECT.PROJNO AND 11000
112 C+ EMPPROJACT.EMPNO = EMPLOYEE.EMPNO AND 11100
113 C+ PRENDATE > :RDATE 11200
114 C+ GROUP BY EMPPROJACT.PROJNO, PROJNAME 11300
115 C+ ORDER BY 1 11400
116 C/END-EXEC 11500
117 C* 11600
118 C/EXEC SQL OPEN C2 11700
119 C/END-EXEC 11800
120 C* 11900
121 C* Fetch and write the rows to QPRINT. 12000
122 C* 12100
123 C/EXEC SQL WHENEVER NOT FOUND GO TO DONE2 12200
124 C/END-EXEC 12300
125 C SQLCOD DOUNE0 12400
126 C/EXEC SQL 12500
127 12 C+ FETCH C2 INTO :RPT2 12600
128 C/END-EXEC 12700
129 C EXCPTRECD 12800
130 C END 12900
131 C DONE2 TAG 13000
132 C/EXEC SQL CLOSE C2 13100
133 C/END-EXEC 13200
134 C RETRN 13300
135 C* 13400
136 C* Error ocured while updating table. Inform user and rollback 13500
137 C* changes. 13600
138 C* 13700
139 C UPDERR TAG 13800
140 C EXCPTRECE 13900
141 13 C/EXEC SQL WHENEVER SQLERROR CONTINUE 14000
142 C/END-EXEC 14100
143 C* 14200
144 14 C/EXEC SQL 14300
145 C+ ROLLBACK 14400
146 C/END-EXEC 14500
147 C RETRN 14600
148 C* 14700
149 C* Error ocured while generating reports. Inform user and exit. 14800
150 C* 14900
151 C RPTERR TAG 15000
152 C EXCPTRECF 15100
153 C* 15200
154 C* All done. 15300
155 C* 15400
156 C FINISH TAG 15500
157 OQPRINT E 0201 RECA 15700
158 0 45 'REPORT OF PROJECTS AFFEC' 15800
159 0 64 'TED BY EMPLOYEE RAISES' 15900
160 0 E 01 RECA 16000
161 0 7 'PROJECT' 16100
162 0 17 'EMPLOYEE' 16200
163 0 32 'EMPLOYEE NAME' 16300
164 0 60 'SALARY' 16400
165 0 E 01 RECB 16500
166 0 PROJNO 6 16600
167 0 EMPNO 15 16700
168 0 NAME 50 16800
169 0 SALARYL 61 16900
170 0 E 22 RECC 17000
171 0 42 'ACCUMULATED STATISTIC' 17100
172 0 54 'S BY PROJECT' 17200
173 0 E 01 RECC 17300
174 0 7 'PROJECT' 17400
175 0 56 'NUMBER OF' 17500
176 0 67 'TOTAL' 17600
177 0 E 02 RECC 17700
178 0 6 'NUMBER' 17800
179 0 21 'PROJECT NAME' 17900
180 0 56 'EMPLOYEES' 18000
181 0 66 'COST' 18100

```

Figure 6. Sample RPG for iSeries Program Using SQL Statements (Part 3 of 6)

```

5722ST1 V5R3M0 040528          Create SQL RPG Program          RPGEX          08/06/02 12:55:22  Page    4
182      0      E 01          RECD          18200
195      0          57 'CODE='          19500
183      0          PRJNUM    6          18300
184      0          PNAME    45          18400
185      0          EMPCNTL  54          18500
186      0          PRCOSTL  70          18600
187      0      E 01          RECE          18700
188      0          28 '*** ERROR Occurred while'          18800
189      0          52 ' updating table. SQLCODE'          18900
190      0          53 '='          19000
191      0          SQLCODL  62          19100
192      0      E 01          RECF          19200
193      0          28 '*** ERROR Occurred while'          19300
194      0          52 ' generating reports. SQL'          19400
196      0          SQLCODL  67          19600
          * * * * * E N D   O F   S O U R C E   * * * * *

```

Figure 6. Sample RPG for iSeries Program Using SQL Statements (Part 4 of 6)

## CROSS REFERENCE

## Data Names

Define	Reference
ACTNO	68 SMALL INTEGER PRECISION(4,0) COLUMN (NOT NULL) IN CORPDATA.EMPPROJECT
BIRTHDATE	48 DATE(10) COLUMN IN CORPDATA.EMPLOYEE
BONUS	48 DECIMAL(9,2) COLUMN IN CORPDATA.EMPLOYEE
COMM	**** COLUMN
	48 68
COMM	48 DECIMAL(9,2) COLUMN IN CORPDATA.EMPLOYEE
COMMI	31 DECIMAL(7,2)
	48 68
CORPDATA	**** COLLECTION
	48 68 68 105 105 105
C1	68 CURSOR
	77 86 92
C2	105 CURSOR
	118 126 132
DEPTNO	8 CHARACTER(3) IN RPT1
DEPTNO	105 CHARACTER(3) COLUMN (NOT NULL) IN CORPDATA.PROJECT
DONE1	91 LABEL
	83
DONE2	131 LABEL
	123
EDLEVEL	48 SMALL INTEGER PRECISION(4,0) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
EMENDATE	68 DATE(10) COLUMN IN CORPDATA.EMPPROJECT
EMENDATE	**** COLUMN
	105
EMPCNT	26 SMALL INTEGER PRECISION(4,0) IN RPT2
EMPLOYEE	**** TABLE IN CORPDATA
	48 68 105
EMPLOYEE	**** TABLE
	68 105
EMPNO	17 CHARACTER(6)
	86
EMPNO	48 CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
EMPNO	**** COLUMN IN EMPPROJECT
	68 68 68 105
EMPNO	**** COLUMN IN EMPLOYEE
	68 105
EMPNO	68 CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.EMPPROJECT
EMPPROJECT	**** TABLE
	68 68 105 105 105 105
EMPPROJECT	**** TABLE IN CORPDATA
	68 105
EMPTIME	68 DECIMAL(5,2) COLUMN IN CORPDATA.EMPPROJECT
EMPTIME	**** COLUMN
	105
EMSTDATE	68 DATE(10) COLUMN IN CORPDATA.EMPPROJECT
EMSTDATE	**** COLUMN
	105
FINISH	156 LABEL
FIRSTNME	48 VARCHAR(12) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
FIRSTNME	**** COLUMN
	68
HIREDATE	48 DATE(10) COLUMN IN CORPDATA.EMPLOYEE
JOB	48 CHARACTER(8) COLUMN IN CORPDATA.EMPLOYEE
LASTNAME	48 VARCHAR(15) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
LASTNAME	**** COLUMN
	68
MAJPRJ	8 CHARACTER(6) IN RPT1
MAJPROJ	105 CHARACTER(6) COLUMN IN CORPDATA.PROJECT
MIDINIT	48 CHARACTER(1) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
NAME	18 CHARACTER(30)
	86
PERCNT	33 DECIMAL(7,2)
	48
PHONENO	48 CHARACTER(4) COLUMN IN CORPDATA.EMPLOYEE
PNAME	25 CHARACTER(36) IN RPT2
PRCOST	27 DECIMAL(9,2) IN RPT2
PREND	8 DATE(10) IN RPT1
PRENDATE	**** COLUMN
	105
PRENDATE	105 DATE(10) COLUMN IN CORPDATA.PROJECT
PRJNUM	24 CHARACTER(6) IN RPT2

Figure 6. Sample RPG for iSeries Program Using SQL Statements (Part 5 of 6)

```

5722ST1 V5R3M0 040528          Create SQL RPG Program          RPGEX          08/06/02 12:55:22  Page    6
CROSS REFERENCE
PROJECT          ****      TABLE IN CORPDATA
                  105
PROJECT          ****      TABLE
                  105
PROJNAME         ****      COLUMN
                  105 105
PROJNAME         105      VARCHAR(24) COLUMN (NOT NULL) IN CORPDATA.PROJECT
PROJNM           8       VARCHAR(24) IN RPT1
PROJNO           8       CHARACTER(6) IN RPT1
                  86
PROJNO           ****      COLUMN
                  68 68
PROJNO           68      CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.EMPPROJACT
PROJNO           ****      COLUMN IN EMPPROJACT
                  105 105 105
PROJNO           ****      COLUMN IN PROJECT
                  105
PROJNO           105      CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.PROJECT
PRSTAFF          105      DECIMAL(5,2) COLUMN IN CORPDATA.PROJECT
PRSTD            8       DATE(10) IN RPT1
PRSDATE          105      DATE(10) COLUMN IN CORPDATA.PROJECT
RDATE           32      CHARACTER(10)
                  105
RESEM            8       CHARACTER(6) IN RPT1
RESPEMP          105      CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.PROJECT
RPTERR           151     LABEL
                  59
RPT1             8       STRUCTURE
RPT2             23      STRUCTURE
                  126
SALARY           19      DECIMAL(9,2)
                  86
SALARY           ****      COLUMN
                  48 48 68 105
SALARY           48      DECIMAL(9,2) COLUMN IN CORPDATA.EMPLOYEE
SEX              48      CHARACTER(1) COLUMN IN CORPDATA.EMPLOYEE
STAFF            8       DECIMAL(5,2) IN RPT1
UPDERR           139     LABEL
                  45
WORKDEPT         48      CHARACTER(3) COLUMN IN CORPDATA.EMPLOYEE
WRKDAY           30      SMALL INTEGER PRECISION(4,0)
                  105
No errors found in source
  196 Source records processed
          * * * * * E N D O F L I S T I N G * * * * *

```

| Figure 6. Sample RPG for iSeries Program Using SQL Statements (Part 6 of 6)

---

## Example: SQL Statements in ILE RPG for iSeries Programs

**Note:** Read the “Code disclaimer information” on page 196 for important legal information.

```
Source type.....RPG
Object name.....CORPDATA/RPGLEEX
Source file.....CORPDATA/SRC
Member.....*OBJ
To source file.....QTEMP/QSQLTEMP1
Options.....*XREF
RPG preprocessor options..*NONE
Listing option.....*PRINT
Target release.....V5R3M0
INCLUDE file.....*SRCFILE
Commit.....*CHG
Allow copy of data.....*YES
Close SQL cursor.....*ENDMOD
Allow blocking.....*READ
Delay PREPARE.....*NO
Generation level.....10
Printer file.....*LIBL/QSYSPRT
Date format.....*JOB
Date separator.....*JOB
Time format.....*HMS
Time separator.....*JOB
Replace.....*YES
Relational database.....*LOCAL
User.....*CURRENT
RDB connect method.....*DUW
Default collection.....*NONE
Dynamic default
collection.....*NO
Package name.....*OBJLIB/*OBJ
Path.....*NAMING
SQL rules.....*DB2
Created object type.....*PGM
Debugging view.....*NONE
User profile.....*NAMING
Dynamic user profile.....*USER
Sort sequence.....*JOB
Language ID.....*JOB
IBM SQL flagging.....*NOFLAG
ANS flagging.....*NONE
Text.....*SRCMBRTXT
Source file CCSID.....65535
Job CCSID.....65535
Decimal result options:
Maximum precision.....31
Maximum scale.....31
Minimum divide scale....0
Compiler options.....*NONE
Source member changed on 07/01/96 15:55:32
```

```
1      H                                100
2      F* File declaration for QPRINT    200
3      F*                                300
4      FQPRINT    0    F    132        PRINTER    400
5      D*                                500
6      D* Structure for report 1.        600
7      D*                                700
8      1 DRPT1          E DS              EXTNAME(PROJECT)    800
9      D*                                900
10     D              DS                  1000
11     D EMPNO          1          6      1100
12     D NAME           7          36     1200
13     D SALARY         37         41P 2  1300
14     D*                                1400
15     D* Structure for report 2.        1500
16     D*                                1600
17     DRPT2          DS                  1700
18     D PRJNUM         1          6      1800
19     D PNAME          7          42     1900
20     D EMPCNT         43         44B 0  2000
21     D PRCOST         45         49P 2  2100
22     D*                                2200
23     D              DS                  2300
24     D WRKDAY         1          2B 0   2400
25     D COMMI          3          6P 2   2500
26     D RDATE          7          16     2600
27     D PERCNT         17         20P 2  2700
28     *                                2800
```

Figure 7. Sample ILE RPG for iSeries Program Using SQL Statements (Part 1 of 6)

```

5722ST1 V5R3M0 040528          Create SQL ILE RPG Object          RPGLEEX          08/06/02 16:03:02 Page 2
Record *...+... 1 ...+... 2 ...+... 3 ...+... 4 ...+... 5 ...+... 6 ...+... 7 ...+... 8 SEQNBR Last change Comments
29      2 C          Z-ADD      253          WRKDAY          2900
30      C          Z-ADD      2000.00        COMMI            3000
31      C          Z-ADD      1.04          PERCNT          3100
32      C          MOVE      '1982-06-'      RDATE          3200
33      C          MOVE      '01'          RDATE          3300
34      C          SETON                    LR            3400
35      C*          3500
36      C* Update the selected projects by the new percentage. If an
37      C* error occurs during the update, ROLLBACK the changes.          3600
38      C*          3700
39      3 C/EXEC SQL WHENEVER SQLERROR GOTO UPDERR          3800
40      C/END-EXEC          3900
41      C*          4000
42      C/EXEC SQL          4100
43      4 C+ UPDATE CORPDATA/EMPLOYEE          4200
44      C+ SET SALARY = SALARY * :PERCNT          4300
45      C+ WHERE COMM >= :COMMI          4400
46      C/END-EXEC          4500
47      C*          4600
48      C* Commit changes.          4700
49      C*          4800
50      5 C/EXEC SQL COMMIT          4900
51      C/END-EXEC          5000
52      C*          5100
53      C/EXEC SQL WHENEVER SQLERROR GO TO RPTERR          5200
54      C/END-EXEC          5300
55      C*          5400
56      C* Report the updated statistics for each employee assigned to
57      C* selected projects.          5500
58      C*          5600
59      C* Write out the header for report 1.          5700
60      C*          5800
61      C          EXCEPT RECA          5900
62      6 C/EXEC SQL DECLARE C1 CURSOR FOR          6000
63      C+ SELECT DISTINCT PROJNO, EMPPROJACT.EMPNO,          6100
64      C+ LASTNAME||', '||FIRSTNME, SALARY          6200
65      C+ FROM CORPDATA/EMPPROJACT, CORPDATA/EMPLOYEE          6300
66      C+ WHERE EMPPROJACT.EMPNO = EMPLOYEE.EMPNO AND          6400
67      C+ COMM >= :COMMI          6500
68      C+ ORDER BY PROJNO, EMPNO          6600
69      C/END-EXEC          6700
70      C*          6800
71      7 C/EXEC SQL          6900
72      C+ OPEN C1          7000
73      C/END-EXEC          7100
74      C*          7200
75      C* Fetch and write the rows to QPRINT.          7300
76      C*          7400
77      8 C/EXEC SQL WHENEVER NOT FOUND GO TO DONE1          7500
78      C/END-EXEC          7600
79      C          SQLCOD          DOUNE          0          7700
80      C/EXEC SQL          7800
81      9 C+ FETCH C1 INTO :PROJNO, :EMPNO, :NAME, :SALARY          7900
82      C/END-EXEC          8000
83      C          EXCEPT RECB          8100
84      C          END          8200
85      C          DONE1          TAG          8300
86      C/EXEC SQL          8400
87      10 C+ CLOSE C1          8500
88      C/END-EXEC          8600
89      C*          8700
90      C* For all project ending at a date later than the raise date          8800
91      C* (i.e. those projects potentially affected by the salary raises)          8900
92      C* generate a report containing the project number, project name,          9000
93      C* the count of employees participating in the project and the          9100
94      C* total salary cost of the project.          9200
95      C*          9300
96      C* Write out the header for report 2.          9400
97      C*          9500
98      C          EXCEPT RECC          9600
99      C/EXEC SQL          9700

```

12000

Figure 7. Sample ILE RPG for iSeries Program Using SQL Statements (Part 2 of 6)

Record	Code	Statement	SEQNBR	Last change	Comments
5722ST1	V5R3M0	040528		08/06/02 16:03:02	Page 3
		Create SQL ILE RPG Object			
		RPGLEEX			
100	11	C+ DECLARE C2 CURSOR FOR	10000		
101		C+ SELECT EMPPROJECT.PROJNO, PROJNAME, COUNT(*),	10100		
102		C+ SUM((DAYS(EMENDATE) - DAYS(EMSTDATE)) * EMPTIME * DECIMAL((SALARY/:WRKDAY),8,2))	10200		
103		C+ FROM CORPDATA/EMPPROJECT, CORPDATA/PROJECT, CORPDATA/EMPLOYEE	10300		
104		C+ WHERE EMPPROJECT.PROJNO = PROJECT.PROJNO AND	10400		
105		C+ EMPPROJECT.EMPNO = EMPLOYEE.EMPNO AND	10500		
106		C+ PRENDATE > :RDATE	10600		
107		C+ GROUP BY EMPPROJECT.PROJNO, PROJNAME	10700		
108		C+ ORDER BY 1	10800		
109		C/END-EXEC	10900		
110		C*	11000		
111		C/EXEC SQL OPEN C2	11100		
112		C/END-EXEC	11200		
113		C*	11300		
114		C* Fetch and write the rows to QPRINT.	11400		
115		C*	11500		
116		C/EXEC SQL WHENEVER NOT FOUND GO TO DONE2	11600		
117		C/END-EXEC	11700		
118		C SQLCOD DOUNE 0	11800		
119		C/EXEC SQL	11900		
120	12	C+ FETCH C2 INTO :RPT2	12100		
121		C/END-EXEC	12200		
122		C EXCEPT RECD	12300		
123		C END	12400		
124		C DONE2 TAG	12500		
125		C/EXEC SQL CLOSE C2	12600		
126		C/END-EXEC	12700		
127		C RETURN	12800		
128		C*	12900		
129		C* Error occured while updating table. Inform user and rollback	13000		
130		C* changes.	13100		
131		C*	13200		
132		C UPDERR TAG	13300		
133		C EXCEPT RECE	13400		
134	13	C/EXEC SQL WHENEVER SQLERROR CONTINUE	13500		
135		C/END-EXEC	13600		
136		C*	13700		
137	14	C/EXEC SQL	13800		
138		C+ ROLLBACK	13900		
139		C/END-EXEC	14000		
140		C RETURN	14100		
141		C*	14200		
142		C* Error occured while generating reports. Inform user and exit.	14300		
143		C*	14400		
144		C RPTERR TAG	14500		
145		C EXCEPT RECF	14600		
146		C*	14700		
147		C* All done.	14800		
148		C*	14900		
149		C FINISH TAG	15000		
150		QQPRINT E RECA 0 2 01	15100		
151		0 42 'REPORT OF PROJECTS AFFEC'	15200		
152		0 64 'TED BY EMPLOYEE RAISES'	15300		
153		0 E RECA 0 1	15400		
154		0 7 'PROJECT'	15500		
155		0 17 'EMPLOYEE'	15600		
156		0 32 'EMPLOYEE NAME'	15700		
157		0 60 'SALARY'	15800		
158		0 E RECB 0 1	15900		
159		0 PROJNO 6	16000		
160		0 EMPNO 15	16100		
161		0 NAME 50	16200		
162		0 SALARY L 61	16300		
163		0 RECC 2 2	16400		
164		0 E RECC 2 2	16400		
165		0 42 'ACCUMULATED STATISTIC'	16500		
166		0 54 'S BY PROJECT'	16600		

Figure 7. Sample ILE RPG for iSeries Program Using SQL Statements (Part 3 of 6)

```

5722ST1 V5R3M0 040528      Create SQL ILE RPG Object      RPGLEEX      08/06/02 16:03:02  Page    4
167      0      E      RECC      0  1      16700
168      0      7 'PROJECT'      16800
169      0      56 'NUMBER OF'      16900
170      0      67 'TOTAL'      17000
171      0      E      RECC      0  2      17100
172      0      6 'NUMBER'      17200
173      0      21 'PROJECT NAME'      17300
174      0      56 'EMPLOYEES'      17400
175      0      66 'COST'      17500
176      0      E      RECD      0  1      17600
177      0      PRJNUM      6      17700
178      0      PNAME      45      17800
179      0      EMPCNT      L  54      17900
180      0      PRCOST      L  70      18000
181      0      E      RECE      0  1      18100
182      0      28 '*** ERROR Occurred while'      18200
183      0      52 ' updating table. SQLCODE'      18300
184      0      53 '='      18400
185      0      SQLCOD      L  62      18500
186      0      E      RECF      0  1      18600
187      0      28 '*** ERROR Occurred while'      18700
188      0      52 ' generating reports. SQL'      18800
189      0      57 'CODE='      18900
190      0      SQLCOD      L  67      19000
      * * * * * E N D   O F   S O U R C E * * * * *

```

Figure 7. Sample ILE RPG for iSeries Program Using SQL Statements (Part 4 of 6)

Data Names	Define	Reference
ACTNO	62	SMALL INTEGER PRECISION(4,0) COLUMN (NOT NULL) IN CORPDATA.EMPPROJECT
BIRTHDATE	42	DATE(10) COLUMN IN CORPDATA.EMPLOYEE
BONUS	42	DECIMAL(9,2) COLUMN IN CORPDATA.EMPLOYEE
COMM	****	COLUMN
		42 62
COMM	42	DECIMAL(9,2) COLUMN IN CORPDATA.EMPLOYEE
COMMI	25	DECIMAL(7,2)
		42 62
CORPDATA	****	COLLECTION
		42 62 62 99 99 99
C1	62	CURSOR
		71 80 86
C2	99	CURSOR
		112 120 126
DEPTNO	8	CHARACTER(3) IN RPT1
DEPTNO	99	CHARACTER(3) COLUMN (NOT NULL) IN CORPDATA.PROJECT
DONE1	85	
DONE1	****	LABEL
		77
DONE2	125	
DONE2	****	LABEL
		117
EDLEVEL	42	SMALL INTEGER PRECISION(4,0) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
EMENDATE	62	DATE(10) COLUMN IN CORPDATA.EMPPROJECT
EMENDATE	****	COLUMN
		99
EMPCNT	20	SMALL INTEGER PRECISION(4,0) IN RPT2
EMPLOYEE	****	TABLE IN CORPDATA
		42 62 99
EMPLOYEE	****	TABLE
		62 99
EMPNO	11	CHARACTER(6) DBCS-open
		80
EMPNO	42	CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
EMPNO	****	COLUMN IN EMPPROJECT
		62 62 62 99
EMPNO	****	COLUMN IN EMPLOYEE
		62 99
EMPNO	62	CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.EMPPROJECT
EMPPROJECT	****	TABLE
		62 62 99 99 99 99
EMPPROJECT	****	TABLE IN CORPDATA
		62 99
EMPTIME	62	DECIMAL(5,2) COLUMN IN CORPDATA.EMPPROJECT
EMPTIME	****	COLUMN
		99
EMSTDATE	62	DATE(10) COLUMN IN CORPDATA.EMPPROJECT
EMSTDATE	****	COLUMN
		99
FINISH	150	
FIRSTNME	42	VARCHAR(12) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
FIRSTNME	****	COLUMN
		62
HIREDATE	42	DATE(10) COLUMN IN CORPDATA.EMPLOYEE
JOB	42	CHARACTER(8) COLUMN IN CORPDATA.EMPLOYEE
LASTNAME	42	VARCHAR(15) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
LASTNAME	****	COLUMN
		62
MAJPROJ	8	CHARACTER(6) IN RPT1
MAJPROJ	99	CHARACTER(6) COLUMN IN CORPDATA.PROJECT
MIDINIT	42	CHARACTER(1) COLUMN (NOT NULL) IN CORPDATA.EMPLOYEE
NAME	12	CHARACTER(30) DBCS-open
		80
PERCNT	27	DECIMAL(7,2)
		42
PHONENO	42	CHARACTER(4) COLUMN IN CORPDATA.EMPLOYEE
PNAME	19	CHARACTER(36) DBCS-open IN RPT2
PRCOST	21	DECIMAL(9,2) IN RPT2
PRENDATE	8	DATE(8) IN RPT1
PRENDATE	****	COLUMN
		99
PRENDATE	99	DATE(10) COLUMN IN CORPDATA.PROJECT
PRJNUM	18	CHARACTER(6) DBCS-open IN RPT2

Figure 7. Sample ILE RPG for iSeries Program Using SQL Statements (Part 5 of 6)

```

5722ST1 V5R3M0 040528          Create SQL ILE RPG Object          RPGLEEX          08/06/02 16:03:02  Page    6
CROSS REFERENCE
PROJECT          ****    TABLE IN CORPDATA
                   99
PROJECT          ****    TABLE
                   99
PROJNAME         8        VARCHAR(24) IN RPT1
PROJNAME         ****    COLUMN
                   99 99
PROJNAME         99      VARCHAR(24) COLUMN (NOT NULL) IN CORPDATA.PROJECT
PROJNO           8        CHARACTER(6) IN RPT1
                   80
PROJNO           ****    COLUMN
                   62 62
PROJNO           62      CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.EMPPROJACT
PROJNO           ****    COLUMN IN EMPPROJACT
                   99 99 99
PROJNO           ****    COLUMN IN PROJECT
                   99
PROJNO           99      CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.PROJECT
PRSTAFF          8        DECIMAL(5,2) IN RPT1
PRSTAFF          99      DECIMAL(5,2) COLUMN IN CORPDATA.PROJECT
PRSTDATE         8        DATE(8) IN RPT1
PRSTDATE         99      DATE(10) COLUMN IN CORPDATA.PROJECT
RDATE            26      CHARACTER(10) DBCS-open
                   99
RESPEMP          8        CHARACTER(6) IN RPT1
RESPEMP          99      CHARACTER(6) COLUMN (NOT NULL) IN CORPDATA.PROJECT
RPTERR           145
RPTERR           ****    LABEL
                   53
RPT1             8        STRUCTURE
RPT2             17      STRUCTURE
                   120
SALARY           13      DECIMAL(9,2)
                   80
SALARY           ****    COLUMN
                   42 42 62 99
SALARY           42      DECIMAL(9,2) COLUMN IN CORPDATA.EMPLOYEE
SEX              42      CHARACTER(1) COLUMN IN CORPDATA.EMPLOYEE
UPDERR           133
UPDERR           ****    LABEL
                   39
WORKDEPT         42      CHARACTER(3) COLUMN IN CORPDATA.EMPLOYEE
WRKDAY           24      SMALL INTEGER PRECISION(4,0)
                   99

No errors found in source
  190 Source records processed
          * * * * * E N D O F L I S T I N G * * * * *

```

| *Figure 7. Sample ILE RPG for iSeries Program Using SQL Statements (Part 6 of 6)*

---

## Example: SQL Statements in REXX Programs

**Note:** Read the “Code disclaimer information” on page 196 for important legal information.

```

Record *...+... 1 ...+... 2 ...+... 3 ...+... 4 ...+... 5 ...+... 6 ...+... 7 ...+... 8
1  /*****
2  /* A sample program which updates the salaries for those employees */
3  /* whose current commission total is greater than or equal to the */
4  /* value of COMMISSION. The salaries of those who qualify are */
5  /* increased by the value of PERCENTAGE, retroactive to RAISE_DATE. */
6  /* A report is generated and dumped to the display which shows the */
7  /* projects which these employees have contributed to, ordered by */
8  /* project number and employee ID. A second report shows each */
9  /* project having an end date occurring after RAISE DATE (i.e. is */
10 /* potentially affected by the retroactive raises) with its total */
11 /* salary expenses and a count of employees who contributed to the */
12 /* project. */
13 /*****
14
15
16 /* Initialize RC variable */
17 RC = 0
18
19 /* Initialize HV for program usage */
20 COMMISSION = 2000.00;
21 PERCENTAGE = 1.04;
22 RAISE_DATE = '1982-06-01';
23 WORK_DAYS = 253;
24
25 /* Create the output file to dump the 2 reports. Perform an OVRDBF */
26 /* to allow us to use the SAY REXX command to write to the output */
27 /* file. */
28 ADDRESS '*COMMAND',
29 'DLTF FILE(CORPDATA/REPORTFILE)'
30 ADDRESS '*COMMAND',
31 'CRTPF FILE(CORPDATA/REPORTFILE) RCDLEN(80)'
32 ADDRESS '*COMMAND',
33 'OVRDBF FILE(STDOUT) TOFILE(CORPDATA/REPORTFILE) MBR(REPORTFILE)'
34
35 /* Update the selected employee's salaries by the new percentage. */
36 /* If an error occurs during the update, ROLLBACK the changes. */
37 3 SIGNAL ON ERROR
38 ERRLOC = 'UPDATE_ERROR'
39 UPDATE_STMT = 'UPDATE CORPDATA/EMPLOYEE ',
40 'SET SALARY = SALARY * ? ',
41 'WHERE COMM >= ? '
42 EXECSQL,
43 'PREPARE S1 FROM :UPDATE_STMT'
44 4 EXECSQL,
45 'EXECUTE S1 USING :PERCENTAGE,',
46 ':COMMISSION '
47 /* Commit changes */
48 5 EXECSQL,
49 'COMMIT'
50 ERRLOC = 'REPORT_ERROR'
51
52 /* Report the updated statistics for each project supported by one */
53 /* of the selected employees. */
54
55 /* Write out the header for Report 1 */
56 SAY ' '
57 SAY ' '
58 SAY ' '
59 SAY ' REPORT OF PROJECTS AFFECTED BY EMPLOYEE RAISES'
60 SAY ' '
61 SAY 'PROJECT EMPID EMPLOYEE NAME SALARY'
62 SAY '-----'
63 SAY ' '
64
65 SELECT_STMT = 'SELECT DISTINCT PROJNO, EMPPROJECT.EMPNO, ',
66 'LASTNAME||', '||FIRSTNAME, SALARY ',
67 'FROM CORPDATA/EMPPROJECT, CORPDATA/EMPLOYEE ',
68 'WHERE EMPPROJECT.EMPNO = EMPLOYEE.EMPNO AND ',
69 'COMM >= ? ',
70 'ORDER BY PROJNO, EMPNO '
71 EXECSQL,
72 'PREPARE S2 FROM :SELECT_STMT'
73 6 EXECSQL,
74 'DECLARE C1 CURSOR FOR S2'

```

Figure 8. Sample REXX Procedure Using SQL Statements (Part 1 of 3)

```

Record *... 1 ... 2 ... 3 ... 4 ... 5 ... 6 ... 7 ... 8
75 7 EXECSQL,
76     'OPEN C1 USING :COMMISSION'
77
78 /* Handle the FETCH errors and warnings inline */
79 SIGNAL OFF ERROR
80
81 /* Fetch all of the rows */
82 DO UNTIL (SQLCODE <> 0)
83     9 EXECSQL,
84         'FETCH C1 INTO :RPT1.PROJNO, :RPT1.EMPNO,',
85         '          :RPT1.NAME, :RPT1.SALARY '
86
87 /* Process any errors that may have occurred. Continue so that */
88 /* we close the cursor for any warnings. */
89 IF SQLCODE < 0 THEN
90     SIGNAL ERROR
91
92 /* Stop the loop when we hit the EOF. Don't try to print out the */
93 /* fetched values. */
94 8 IF SQLCODE = 100 THEN
95     LEAVE
96
97 /* Print out the fetched row */
98 SAY RPT1.PROJNO ' ' RPT1.EMPNO ' ' RPT1.NAME ' ' RPT1.SALARY
99 END;
100
101 10 EXECSQL,
102     'CLOSE C1'
103
..+... 1 ... 2 ... 3 ... 4 ... 5 ... 6 ... 7 ... 8
104 /* For all projects ending at a date later than 'raise_date' */
105 /* (i.e. those projects potentially affected by the salary raises) */
106 /* generate a report containing the project number, project name */
107 /* the count of employees participating in the project and the */
108 /* total salary cost of the project. */
109
110 /* Write out the header for Report 2 */
111 SAY ' '
112 SAY ' '
113 SAY ' '
114 SAY '          ACCUMULATED STATISTICS BY PROJECT'
115 SAY ' '
116 SAY 'PROJECT  PROJECT NAME          NUMBER OF      TOTAL'
117 SAY 'NUMBER          EMPLOYEES      COST'
118 SAY '-----  -----  -----  -----'
119 SAY ' '
120
121
122 /* Go to the common error handler */
123 SIGNAL ON ERROR
124
125 SELECT_STMT = 'SELECT EMPPROJECT.PROJNO, PROJNAME, COUNT(*),
126              'SUM( (DAYS(EMENDATE) - DAYS(EMSTDATE)) * EMPTIME *
127              'DECIMAL(( SALARY / ? ),8,2) )
128              'FROM CORPDATA/EMPPROJECT, CORPDATA/PROJECT, CORPDATA/EMPLOYEE',
129              'WHERE EMPPROJECT.PROJNO = PROJECT.PROJNO AND
130              'EMPPROJECT.EMPNO = EMPLOYEE.EMPNO AND
131              'PRENDATE > ?
132              'GROUP BY EMPPROJECT.PROJNO, PROJNAME
133              'ORDER BY 1
134 EXECSQL,
135     'PREPARE S3 FROM :SELECT_STMT'
136 11 EXECSQL,
137     'DECLARE C2 CURSOR FOR S3'
138 EXECSQL,
139     'OPEN C2 USING :WORK_DAYS, :RAISE_DATE'
140
141 /* Handle the FETCH errors and warnings inline */
142 SIGNAL OFF ERROR
143
144 /* Fetch all of the rows */
145 DO UNTIL (SQLCODE <> 0)

```

Figure 8. Sample REXX Procedure Using SQL Statements (Part 2 of 3)

```

Record *...+... 1 ...+... 2 ...+... 3 ...+... 4 ...+... 5 ...+... 6 ...+... 7 ...+... 8
146      12 EXECSQL,
147          'FETCH C2 INTO :RPT2.PROJNO, :RPT2.PROJNAME, ',
148          '          :RPT2.EMPCOUNT, :RPT2.TOTAL_COST '
149
150      /* Process any errors that may have occurred. Continue so that */
151      /* we close the cursor for any warnings. */
152      IF SQLCODE < 0 THEN
153          SIGNAL ERROR
154
155      /* Stop the loop when we hit the EOF. Don't try to print out the */
156      /* fetched values. */
157      IF SQLCODE = 100 THEN
158          LEAVE
159
160      /* Print out the fetched row */
161      SAY RPT2.PROJNO ' ' RPT2.PROJNAME ' ',
162          RPT2.EMPCOUNT ' ' RPT2.TOTAL_COST
163 END;
164
165 EXECSQL,
166     'CLOSE C2'
167
168 /* Delete the OVRDBF so that we will continue writing to the output */
169 /* display. */
170 ADDRESS '*COMMAND',
171     'DLTOVR FILE(STDOUT)'
172
173 /* Leave procedure with a successful or warning RC */
174 EXIT RC
175
176
177 /* Error occurred while updating the table or generating the */
178 /* reports. If the error occurred on the UPDATE, rollback all of */
179 /* the changes. If it occurred on the report generation, display the */
180 /* REXX RC variable and the SQLCODE and exit the procedure. */
181 ERROR:
182
183      13 SIGNAL OFF ERROR
184
185      /* Determine the error location */
186      SELECT
187          /* When the error occurred on the UPDATE statement */
188          WHEN ERRLOC = 'UPDATE_ERROR' THEN
189              DO
190                  SAY '*** ERROR Occurred while updating table.',
191                      'SQLCODE = ' SQLCODE
192                  14 EXECSQL,
193                      'ROLLBACK'
194                  END
195              /* When the error occurred during the report generation */
196              WHEN ERRLOC = 'REPORT_ERROR' THEN
197                  SAY '*** ERROR Occurred while generating reports. ',
198                      'SQLCODE = ' SQLCODE
199              OTHERWISE
200                  SAY '*** Application procedure logic error occurred '
201              END
202      END
203
204      /* Delete the OVRDBF so that we will continue writing to the */
205      /* output display. */
206      ADDRESS '*COMMAND',
207          'DLTOVR FILE(STDOUT)'
208
209      /* Return the error RC received from SQL. */
210      EXIT RC
211
212          * * * * * E N D   O F   S O U R C E * * * * *

```

---

## Report produced by sample programs that use SQL

The following report is produced by each of the preceding sample programs.

### REPORT OF PROJECTS AFFECTED BY RAISES

PROJECT	EMPID	EMPLOYEE NAME	SALARY
AD3100	000010	HAAS, CHRISTINE	54860.00
AD3110	000070	PULASKI, EVA	37616.80
AD3111	000240	MARINO, SALVATORE	29910.40
AD3113	000270	PEREZ, MARIA	28475.20
IF1000	000030	KWAN, SALLY	39780.00
IF1000	000140	NICHOLLS, HEATHER	29556.80
IF2000	000030	KWAN, SALLY	39780.00
IF2000	000140	NICHOLLS, HEATHER	29556.80
MA2100	000010	HAAS, CHRISTINE	54860.00
MA2100	000110	LUCCHESSI, VICENZO	48360.00
MA2110	000010	HAAS, CHRISTINE	54860.00
MA2111	000200	BROWN, DAVID	28849.60
MA2111	000220	LUTZ, JENNIFER	31033.60
MA2112	000150	ADAMSON, BRUCE	26291.20
OP1000	000050	GEYER, JOHN	41782.00
OP1010	000090	HENDERSON, EILEEN	30940.00
OP1010	000280	SCHNEIDER, ETHEL	27300.00
OP2010	000050	GEYER, JOHN	41782.00
OP2010	000100	SPENSER, THEODORE	27196.00
OP2012	000330	LEE, WING	26384.80
PL2100	000020	THOMPSON, MICHAEL	42900.00

### ACCUMULATED STATISTICS BY PROJECT

PROJECT NUMBER	PROJECT NAME	NUMBER OF EMPLOYEES	TOTAL COST
AD3100	ADMIN SERVICES	1	19623.11
AD3110	GENERAL ADMIN SYSTEMS	1	58877.28
AD3111	PAYROLL PROGRAMMING	7	66407.56
AD3112	PERSONNEL PROGRAMMING	9	28845.70
AD3113	ACCOUNT PROGRAMMING	14	72114.52
IF1000	QUERY SERVICES	4	35178.99
IF2000	USER EDUCATION	5	55212.61
MA2100	WELD LINE AUTOMATION	2	114001.52
MA2110	W L PROGRAMMING	1	85864.68
MA2111	W L PROGRAM DESIGN	3	93729.24
MA2112	W L ROBOT DESIGN	6	166945.84
MA2113	W L PROD CONT PROGS	5	71509.11
OP1000	OPERATION SUPPORT	1	16348.86
OP1010	OPERATION	5	167828.76
OP2010	SYSTEMS SUPPORT	2	91612.62
OP2011	SCP SYSTEMS SUPPORT	2	31224.60
OP2012	APPLICATIONS SUPPORT	2	41294.88
OP2013	DB/DC SUPPORT	2	37311.12
PL2100	WELD LINE PLANNING	1	43576.92



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## Chapter 13. DB2 UDB for iSeries CL command descriptions for host language precompilers

DB2 UDB for iSeries provides commands for precompiling programs coded in the following programming languages:

- COBOL
- ILE COBOL
- ILE C
- C++
- PL/I
- RPG
- ILE RPG

---

### **CRTSQLCBL (Create Structured Query Language COBOL) Command**

The Create Structured Query Language COBOL (CRTSQLCBL) command calls the Structured Query Language (SQL) precompiler, which precompiles COBOL source containing SQL statements, produces a temporary source member, and then optionally calls the COBOL compiler to compile the program.

See the CRTSQLCBL command in the CL topic for a complete command description.

---

### **CRTSQLCBLI (Create SQL ILE COBOL Object) Command**

The Create Structured Query Language ILE COBOL Object (CRTSQLCBLI) command calls the Structured Query Language (SQL) precompiler which precompiles COBOL source containing SQL statements, produces a temporary source member, and then optionally calls the ILE COBOL compiler to create a module, a program, or a service program.

See the CRTSQLCBLI command in the CL topic for a complete command description.

---

### **CRTSQLCI (Create Structured Query Language ILE C Object) Command**

The Create Structured Query Language ILE C Object (CRTSQLCI) command calls the Structured Query Language (SQL) precompiler that precompiles C source containing SQL statements, produces a temporary source member, and then optionally calls the ILE C compiler to create a module, create a program, or create a service program.

See the CRTSQLCI command in the CL topic for a complete command description.

---

### **CRTSQLCPPI (Create Structured Query Language C++ Object) Command**

The Create Structured Query Language C++ Object (CRTSQLCPPI) command calls the Structured Query Language (SQL) precompiler. The SQL precompiler precompiles C++ source containing SQL statements, produces a temporary source member, and then optionally calls the C++ compiler to create a module.

See the CRTSQLCPPI command in the CL topic for a complete command description.

---

### **CRTSQLPLI (Create Structured Query Language PL/I) Command**

The Create Structured Query Language PL/I (CRTSQLPLI) command calls a Structured Query Language (SQL) precompiler, which precompiles PL/I source containing SQL statements, produces a temporary source member, and optionally calls the PL/I compiler to compile the program.

See the CRTSQLPLI command in the CL topic for a complete command description.

---

### **CRTSQLRPG (Create Structured Query Language RPG) Command**

The Create Structured Query Language RPG (CRTSQLRPG) command calls the Structured Query Language (SQL) precompiler which precompiles the RPG source containing the SQL statements, produces a temporary source member, and then optionally calls the RPG compiler to compile the program.

See the CRTSQLRPG command in the CL topic for a complete command description.

---

### **CRTSQLRPGI (Create SQL ILE RPG Object) Command**

The Create Structured Query Language ILE RPG Object (CRTSQLRPGI) command calls the Structured Query Language (SQL) precompiler which precompiles RPG source containing SQL statements, produces a temporary source member, and then optionally calls the ILE RPG compiler to create a module, create a program, or create a service program.

See the CRTSQLRPGI command in the CL topic for a complete command description.

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