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IBM Series/1
Event Driven Executive
Indexed Access Method
User's Guide

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First Edition (May 1986)

This edition applies to the Event Driven Executive Indexed Access Method, Version 2, Modification Level 1 (Program Number 5719-AM4) until otherwise indicated by new editions or technical newsletters. Technical changes to the text for Version 2.1 are indicated by vertical lines to the left of the changes.

Use this publication only for the purpose stated in the Preface.

Changes are periodically made to the information herein; any such changes will be reported in subsequent revisions or Technical Newsletters.

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SUMMARY OF CHANGES FOR VERSION 2.1

This document reflects the following changes.

- Record Level Block I/O and High Speed Block Reads -

  On data block reads, you can instruct $IAM to bypass its own buffer and read data into a buffer you specify in your application program. Changes to the text for this addition appear throughout the document.

- Allocation of an indexed file with an application program -

  You can now allocate and format a primary or secondary indexed file from an application program using the new load module, $IAMUT3. Changes to the text for this addition appear in a new Chapter 6.

A vertical line in the left margin indicates new or changed material.

The material in this section is a guide to using this book. It defines the purpose, audience, and content of the book as well as listing background materials and aids for using the book.

PURPOSE

This publication describes how to use the Indexed Access Method Version 2.1, how to set up indexed files and how to develop application programs using indexed files.

AUDIENCE

This manual is intended for use by:

- Application designers who design applications that use the Indexed Access Method Version 2.1.
- Application programmers who develop applications that use the Indexed Access Method Version 2.1.

Applications for the Series/1 can be developed in several languages. Unless otherwise noted in this section, material in this book is intended for use in the development of applications in any of the following languages: COBOL, the Event Driven Language (EDL), and PL/1.

HOW THIS BOOK IS ORGANIZED

This book describes the Indexed Access Method in the following order:

- Chapter 1, "Introduction" provides an overview of the Indexed Access Method.
- Chapter 2, "Using the Indexed Access Method," provides a brief description of what indexed files are, how to set up an indexed file, and application program request statements.
- Chapter 3, "Defining Primary Index Files," describes the format of the primary index file and how to use the $IAMUT1 utility to set up your indexed files.
- Chapter 4, "Loading the Primary Index File," describes loading data records into a primary index file using an application program.
- Chapter 5, "Building a Secondary Index," provides information on using secondary keys, what a secondary index is and does, and how to set up and load a secondary index.
- Chapter 6, "Allocating Indexed Files from an Application Program," describes how to use $IAMUT3 to allocate and format primary and secondary indexed files from an application program.
- Chapter 7, "Processing the Indexed File," describes how to process the indexed file with an application program.
- Chapter 8, "Coding The Indexed Access Method Requests," provides information needed to code EDL applications which use the Indexed Access Method. This chapter is intended only for EDL application developers.

- Chapter 9, "The $IAMUT1 Utility," provides information needed to use $IAMUT1, including the completion codes it generates.
- Chapter 10, "The $VERIFY Utility," provides information needed to use $VERIFY.
- Chapter 11, "Storage and Performance Considerations" describes the storage and performance characteristics of the Indexed Access Method and how to tailor the Indexed Access Method to the processing requirements of your installation.
- Chapter 12, "Error Recovery" describes some of the error recovery procedures available for use with Indexed Access Method applications.
- Chapter 13, "Installing the Indexed Access Method," provides an overview of the installation process.
- Appendix A, "Summary of Calculations," provides a summary of calculations for calculating the various blocks which make up indexed files.
- Appendix B, "Preparing Indexed Access Method Programs," provides an overview of preparing an Indexed Access Method application and a sample $JOBUTIL procedure for an EDL application.
- Appendix C, "Coding Examples," provides comprehensive examples of Indexed Access Method programs. This appendix is for application developers using EDL, COBOL, or PL/I as their application programming language.

AIDS IN USING THIS PUBLICATION

Illustrations in this book are enclosed in boxes. Many illustrations display screens generated while using the Event Driven Executive system. In those cases where the actual data exceeds the size of the box, the information may be illustrated in a modified format.

In display screens appearing in this manual, operator input is shown in bold type. This highlighting is for illustrative purposes only, to distinguish data entered by the operator from that generated by the system.

CONTACTING IBM ABOUT PROBLEMS

You can inform IBM of any inaccuracies or problems you find when using this book by completing and mailing the **Reader's Comment Form** provided in the back of the book.

If you have a problem with the IBM Series/1 Event Driven Executive services, refer to the IBM Series/1 Software Service Guide, GC34-0099.

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The Indexed Access Method licensed program is a data management facility that executes on an IBM Series/1 processor under the Event Driven Executive Supervisor and Emulator, Version 5 or later. The Indexed Access Method provides keyed access to each of your individual data records.

WHAT THE INDEXED ACCESS METHOD DOES

This licensed program builds, maintains, and accesses a data structure called an indexed file.

Your data records can be loaded by the Indexed Access Method utility, $IAMUT1, or they can be loaded using an application program. Data records can then be added, deleted, modified, or accessed quickly and efficiently for processing by your application program. When reorganization of an indexed file is required the utility can be used to unload and reorganize the file.

When this licensed program is used, each of your records is identified by the contents of a predefined field called a key. The Indexed Access Method builds and maintains an index for those keys and through this index fast access to each record is provided. Your data records can be accessed either by key, or sequentially in ascending key sequence, using Indexed Access Method requests.

INDEXED ACCESS METHOD FEATURES

The Indexed Access Method offers the following features:

- Record access by a primary key or secondary keys - You can access records in an indexed file by one or more keys. Secondary keys use a separate index and Indexed Access Method provides the connection between the primary index files and secondary indexes. Duplication of secondary key fields is permitted.
- Support for high insert and delete activity - Free space can be distributed throughout the file and in a free-pool at the end of the file so that new records can be inserted. The space occupied by a deleted record is immediately available for inserting a new record.
- Direct and sequential access - You can access records either randomly by key, or sequentially in ascending key sequence.
- Data paging - You can improve Indexed Access Method performance by using data paging. With this feature active, the Indexed Access Method retains recently-used blocks of data records resident in main storage.
- Dynamic file structure - A dynamic file structure adjusts itself as needed to handle record additions and deletions. This provides a quick and easy method of designing an indexed file.
- Concurrent access to a single file by several requests - These requests can be from one or more programs. Data integrity is maintained by a file-, block-, and record-level locking system that prevents other programs from accessing the portion of the file being modified.
- Implementation as a separate task - A single copy of the Indexed Access Method executes and coordinates all requests. A buffer pool supports all requests and optimizes the space required for physical I/O; the only buffer required in an application program is the one for the record being processed.

- Block I/O - On data block reads, you can instruct $IAM to bypass its own buffer and read data into a buffer you specify in your application program. This allows you to process blocks of data in an application program instead of individual data records, and thus reduce the number of accesses to $IAM. Applications that use block I/O support can be coded in Event Driven Executive language or Series/1 Assembler language.

- Input records - Either blocked or unblocked input records are accepted.

- $IAMUT1 - A utility program that allows you to maintain a secondary index directory, create, format, load, unload, and reorganize an indexed file. The load and unload functions accept either blocked or unblocked records.

- $IAMUT3 - A load module that allows you to allocate and format a primary or secondary indexed file from an application program.

- $VERIFY - A utility program that allows you to check the integrity of the index structure, print control blocks, and print a free space report for an indexed file.

- Error logging - If multiple error return codes occur, errors are logged in the system error log.

- $ILOG - The error log entries can be printed by using the $ILOG utility.

- File compatibility - Files created by the Event Driven Executive Indexed Access Method are compatible with those created by the IBM Series/1 Realtime Programming System Indexed Access Method licensed program, 5719-AM1 and 5719-AM2 provided that the block size is a multiple of 256.

- Data protection - All input/output operations are performed by system functions. Therefore, all data protection facilities offered by the system also apply to indexed files. The following additional data protection is provided:

  - The exclusive option specifies that the file is for the exclusive use of a requester.

  - File-level, block-level, and record-level locking automatically prevents two requests from accessing the same file, the same block, or the same data record simultaneously.

  - The immediate write back option causes all file modifications (delete, insert, update) to be written back to the file immediately.

  - Accidental key modification for primary keys is prevented to help ensure that your index matches the corresponding data.

- Distribution packaging - The Indexed Access Method is distributed with the following variations available:

  - A full function package that is intended to be totally resident.

  - A full function package which uses an overlay structure.

  - A totally resident package without data paging.

  - A package without data paging which uses an overlay structure.

LANGUAGES COMPATIBLE WITH INDEXED ACCESS METHOD

The following programming languages can be used to code Indexed Access Method programs:

- COBOL
- EDL
- PL/I.

In addition, the Transaction Processing System, which is an application development tool, can be used to code Indexed Access Method programs.

Note: Block mode support is not available for applications using COBOL, PL/1, and the Transaction Processing System.

COMPONENTS OF INDEXED ACCESS METHOD

The Indexed Access Method consists of the following components:

- Four load modules from which you can select to support your application program Indexed Access Method requests. These load modules are named:
  - $IAM (full function with overlay)
  - $IAMRS (full function resident)
  - $IAMNP (overlay without data paging)
  - $IAMRSNP (resident without data paging).

  The module you select will be named $IAM after installation.
- A load module, $IAMSTGM, which is used to obtain the data paging area, if the data paging feature is requested.
- A set of object modules that you may use to generate a customized load module. If you use one of the four supplied load modules, you do not need the object modules.
- Two object modules, IAM and IAMFR, that are <u>link modules</u>. You include IAM with your application program, using the linkage editor, to provide the interface to the Indexed Access Method. If you are going to take advantage of the block I/O features of the Indexed Access Method, you also include IAMFR. Related performance considerations are covered under "Other Performance Considerations" on page 11-6 in chapter 11.
- Three copy code modules for inclusion in EDL programs, IAMEQU, FCBEQU, and IDEFEQU. IAMEQU provides symbolic parameter values for constructing CALL parameter lists. FCBEQU provides a map of the file control block. IDEFEQU provides a map of the parameter list required for $IAMUT3.
- Load modules for each of the Indexed Access Method utilities $IAMUT1, $IAMUT3, $VERIFY, and $ILOG.

The purpose of this chapter is to familiarize you with some fundamentals of the Indexed Access Method. Some of the features mentioned in the previous chapter will be described only in part here so that a basic example can be constructed. The purpose of this example is to demonstrate the ease with which you can establish an indexed file and to help you select which parts of the book apply directly to your application requirements.

YOUR DATA RECORD

The data records you wish to process with the Indexed Access Method have the following specific requirements:

- The records must contain a common field that can be used as a primary key
- Each record must have a unique primary key
- The initial records to be loaded must be in ascending order by the primary key
- All records that make up an indexed file must be of the same length.

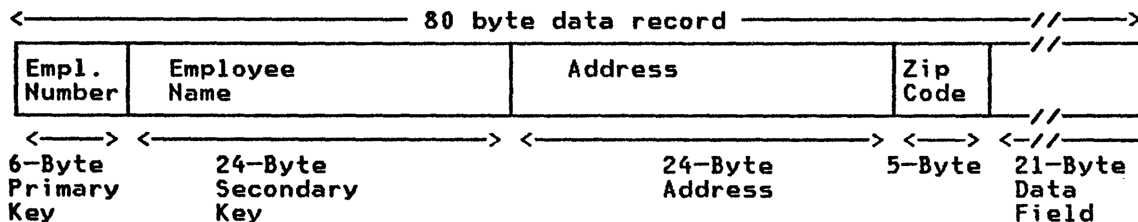
The primary key is any field you designate within your data records. The key field must begin at the same location in each record. Each key field must have the same length. The key in each record must be unique within the file (data set).

The data records that you will initially load must be in ascending order, based upon the field you use as the key. If your data records are not ready to be loaded when you define your primary indexed file, the records can be loaded later by an application program or with the LO (load) command of $IAMUT1.

Your application might use an employee number as the primary key in an indexed file for some applications. You might want to define secondary keys, such as employee name, for the same file for other applications. Using secondary keys requires a secondary index to be defined. Defining a secondary index and using secondary keys is described in Chapter 5, "Building a Secondary Index."

Whether you use the $IAMUT1 utility to load your data records into an indexed file from a sequential file, or load them with an application program, you must know the format of your input data record.

Following is a sample record layout. Although the primary key is shown starting in position 1, it could have been anywhere in the record.



The records used for our example have the following attributes:

- Block size 256 bytes
- Record size 80 bytes
- Primary key length 6 bytes
- Key position 1.

SETTING UP AN INDEXED FILE USING $IAMUT1

Use the Indexed Access Method utility program, $IAMUT1, to set up an indexed file. After this utility is loaded into the system for execution, the utility displays a sequence of prompts. The prompts are questions displayed on a terminal one at a time to which you can reply using the terminal keyboard. Responding to the questions causes the utility to perform the required steps to:

1. Set up the structure of the file (space for records to be loaded, free space for inserts, and an index).
2. Allocate a data set (the utility prompts you for a data set and volume name and calls $DISKUT3 to allocate space for the indexed file).
3. Define and format the indexed file.
4. Load the data records into the indexed file.

Loading and using the SE (set parameter) command of the $IAMUT1 utility is described here for the purpose of our example, however, for a complete description of $IAMUT1 see Chapter 9, "The $IAMUT1 Utility."

The responses for our example are shown in **bold face type** inside the box. The bold bracketed numbers at the left, outside the box, identify explanatory remarks that we have written below the box using the same bracketed numbers. Of course these brackets and explanations do not appear on the screen when $IAMUT1 is being used.

The $IAMUT1 Indexed Access Method utility can be loaded with the Event Driven Executive operator command **$L $IAMUT1**.

When $IAMUT1 is loaded the first prompt is displayed as follows:

[1]
```
ENTER COMMAND (?): SE
```

[1] Entering the letters **SE** (set parameters), followed by pressing the ENTER key, causes four options to be displayed:

[2]
```
SET FILE DEFINITION PARAMETERS
0 = EXIT
1 = SIGNIFICANT PARAMETERS
2 = ALL PARAMETERS
3 = PARAMETERS FROM EXISTING INDEXED DATASET
ENTER OPTION: 1
```

[2] The response digit '1', causes prompts to follow which allows you to define an indexed file with a minimum of information. This response causes a one line prompt to be displayed.

Note: Although the following prompts are displayed one line at a time when using the utility, the prompts and responses are listed here in logical groups for simplicity in describing them.

```
[3]  SECONDARY INDEX  (Y/N):? N
                                                       DEFAULT  NEW VALUE
[4]  RECORD SIZE                                          0:80
[5]  KEY SIZE                                             0:6
[6]  KEY POSITION                                         1:1
[7]  BLOCKING FACTOR (RECORDS PER BLOCK)                  1:3
[8]  NUMBER OF BASE RECORDS                               0:5
[9]  ESTIMATED TOTAL RECORDS                              6:20
[10] TYPE OF INSERT ACTIVITY(C=CLUSTERED,R=RANDOM)        C:R
[11] DATA SET SIZE IN EDX RECORDS:              15
[12] INDEXED ACCESS METHOD RETURN CODE:         -1
[13] SYSTEM RETURN CODE:                        -1
[14] CREATE/DEFINE FILE (Y/N)?: Y
```

[3] The first prompt, "SECONDARY INDEX (Y/N)?:" asks if you are specifying a secondary index. The response was **N** for no, because we are defining the parameters for a primary indexed file.

[4] The second prompt, "RECORD SIZE" requests the length that the records are to be in the indexed file which you are defining.

Note that there are two columns near the right-hand edge of the display. The column on the left is headed by the word "DEFAULT". In the default column the values are listed that will be used in setting up the file if no value is supplied in the response (only the ENTER key is pressed). The column on the right, headed "NEW VALUE" is where the decimal value is placed from your keyboard response, followed by pressing the ENTER key.

In this example we are using a record length of **80**.

[5] The "KEY SIZE" prompt is for the length of the primary key in the data record. In this example we are using a key which is **6** bytes long.

[6] Our key field begins in position **1** of the data record.

[7] We are requesting that our indexed file be blocked with **3** records in each 256-byte block.

[8] The number of base record slots to be defined is **5**. This number is based on the number of data records we plan to load. You cannot **load** more records than this value, however, it does not restrict you from **inserting** new data records in the **free** (empty) slots later.

[9] The total number of records that we anticipate that this resultant indexed file will ever contain is **20**.

[10] The type of record insert activity is to be **R** (random). The records added to this file will be inserted by an application program when those records are available.

The choice of random or clustered is based on the type of record additions that are anticipated. Random is chosen when the records to be added are expected to be evenly distributed throughout the file.

Clustered is chosen when the records to be added are expected to be in groups, relative to their range in key value.

[11] Following the previous response the system will display the number of records required to contain an indexed file using the parameters you have supplied.

[12] The Indexed Access Method return code (-1) indicates that the parameters you supplied are acceptable; no Indexed Access Method rules have been violated.

[13] The system return code (-1) should always be -1 if the Indexed Access Method return code is -1. If any errors are encountered, the return code may provide additional information.

[14] If you have verified that the parameters you entered are correct, the data set (file) size in EDX records is acceptable, and the return codes are both -1, you can reply Y and the file will be defined and created.

If you wish to change any of the parameter values that you previously supplied, respond N to this prompt and you will be prompted for the next command. To re-enter your responses, reply SE and the prompt sequence will be repeated.

A Y in response to this prompt causes the next prompt sequence to begin.

```
[15] ENTER DATA SET (NAME,VOLUME): IAMFILE,EDX003
[16] DYNAMIC DATA SET EXTENTS ON FILE (Y/N) N
     NEW DATA SET IS ALLOCATED
[17] DO YOU WANT IMMEDIATE WRITE-BACK? Y .
[18] INVOKE LOAD(L), REORGANIZE(R) OR END(E) AFTER CURRENT FUNCTION L
     DEFINE IN PROGRESS
     DATA SET SIZE IN EDX RECORDS:              15
     INDEXED ACCESS METHOD RETURN CODE:         -1
     SYSTEM RETURN CODE:                        -1
[19] PROCEED WITH LOAD/REORGANIZE (Y/N) ?Y
     LOAD ACTIVE
```

[15] The data set and volume name you reply to this prompt is what $DISKUT3 uses to allocate a data set for your file. A successful allocation results in the information message "NEW DATA SET IS ALLOCATED".

[16] If you do not want the file allocated with data set extents, reply 'N' to this prompt. This feature is supported with EDX Version 5.1 and subsequent releases.

[17] The immediate write back option is recommended for most applications. It means that we want any record in the indexed file that we process with our application program to be written back to the indexed file immediately. Otherwise, the record will be held in a buffer until that buffer is needed by the Indexed Access Method.

[18] The action to be taken after the file is defined.

- Load base records (as shown in this example)
- Reorganize an existing indexed file for loading into the file being defined
- End the current SE command session.

[19] Because of the L response to the previous prompt, this prompt is to verify the action to be taken.

We are going to load records during this session so the response is Y. Following the 'LOAD ACTIVE' information message, the prompts continue.

```
[20] $FSEDIT FILE RECSIZE = 128
[21] INPUT RECORD ASSUMED TO BE    80 BYTES. OK?: N
[22] ENTER RECORD SIZE: 128
[23] ENTER INPUT BLOCKSIZE (NULL = UNBLOCKED): 256
[24] ENTER INPUT DATA SET (NAME,VOLUME): SEQ01,EDX003
     INPUT REC GT OUTPUT REC. TRUNCATION WILL OCCUR
[25] OK TO PROCEED:? Y
     LOAD IN PROCESS
     END OF INPUT DATA SET
[26] ANY MORE DATA TO BE LOADED?: N
     5 RECORDS LOADED
     LOAD SUCCESSFUL
```

The next sequence of prompts refers to the input data set containing the data records that are going to be loaded into the indexed file.

[20] The utility accepts input records which have been prepared by the Event Driven Executive utility $FSEDIT. The $FSEDIT record size is 128.

[21] Because the output data set (indexed file) records are 80 bytes, this prompt determines whether the input sequential data set is also an 80 byte record data set.

If you use the Event Driven Executive edit utilities to prepare your data records for input to the Indexed Access Method, remember that these utilities place one 80-byte line from $FSEDIT in a 128-byte record. The first record begins at location 1, and the second record begins at location 129. Two of these 128-byte records make one 256-byte EDX record.

Because we used $FSEDIT, we responded **N**.

[22] This prompt requests the input data record attributes.

Because our input data records were created by $FSEDIT, our 80-byte records were converted to 128-byte records. Therefore, our response is **128**.

[23] The Indexed Access Method utility, $IAMUT1 accepts your records as either unblocked (one record per block) or blocked (more than one record per block) input. The utility prompts you for the block size of the input data set being loaded. If the input data set is unblocked, reply to the block size prompt by pressing the Enter Key. See "Blocked and Unblocked Sequential Data Sets" on page 9-23 for a description of blocked and unblocked sequential data sets.

If your input data records are unblocked sequential, reply by pressing the Enter Key. If your input is blocked sequential, reply with the actual blocksize that was used to prepare your input data records.

Our example uses blocked sequential records, created on every line by $FSEDIT, with a blocksize of **256**.

[24] Reply to this prompt with your input data record data set and volume name. Our response was **SEQ01,EDX003**.

[25] This prompt verifies whether truncation of the input records is acceptable. Because our record size specified is actually 80 bytes long, but we responded 128 because $FSEDIT converts the records to 128 bytes, the following warning message is displayed. "INPUT REC GT OUTPUT REC. TRUNCATION WILL OCCUR" This means that the extra bytes attached by $FSEDIT to our 80-byte data records will now be removed. The response is **Y**.

The information message "LOAD IN PROCESS" tells us that $IAMUT1 is reading the input data set and loading the input data records into the base record slots. The information message "END OF INPUT DATA SET" indicates that the end-of-file condition, on the input data set, has been encountered.

[26] This prompt allows you to specify another input data set, if more data records are to be loaded from another data set. In this example, only 1 data set is being used and the response of N caused the records loaded statistics to be displayed, followed by the "LOAD SUCCESSFUL" message.

The design of an indexed file varies according to your application. A comprehensive approach to designing your indexed files begins with "Defining The File Structure With $IAMUT1" on page 3-4.

PROCESSING THE INDEXED FILE

Now that the indexed file has been defined, formatted, and loaded with data records, the file is ready for an application program to access any of the records in the indexed file for processing. An application program might use the following EDL coded requests to open the indexed file and retrieve a record.

```
     *
     *   OPEN THE INDEXED FILE FOR PROCESSING
     *
                   .
                   .
                   .
[1]          CALL   IAM,(PROCESS),IACB,(DS1),(OPENTAB),(SHARE)
     *
     *   PERFORM A DIRECT RETRIEVAL OF THE RECORD WHOSE KEY IS JONES PW
     *
[2]          CALL   IAM,(GET),IACB,(BUFF),(KEY1)
                   .
                   .
                   .
     KEY1       TEXT   'JONES PW'
     OPENTAB    DATA   F'0'
                DATA   A(IAMERR)
                DATA   F'0'
     IACB       DATA   F'0'
```

[1] This Indexed Access Method request opens the primary index file in process mode so that other requests can be issued for processing records in the indexed file.

[2] This Indexed Access Method request retrieves a record from the indexed file. The primary key of this record contains the name 'JONES PW'.

Functions of the Requests

Following is a list of functions that you can perform using the Indexed Access Method requests in your application program:

Initiate general purpose access to an indexed file with a PROCESS request. After the PROCESS request has been issued, any of the following functions can be requested:

- Direct reading - Retrieving a single record independently of any previous request.
- Direct updating - Retrieving a single record for update; complete the update by either replacing or deleting the record.
- Sequential reading - Retrieving the next logical record relative to the previous sequential request.

  The first sequential request can access the first record in the file or any other record in the file.
- Sequential updating - Retrieving the next logical record for update; complete the update by either replacing or deleting the record.
- Inserting - Placing a single record, in its logical key sequence, into the indexed file.
- Deleting - Removing a single record from the indexed file.
- Extracting - Extracting data that describes the file.

Note that the update functions require more than one request.

When a function is complete, another function may be requested, except that a sequential processing function can be followed only by another sequential function. You can terminate sequential processing at any time by issuing a DISCONN or ENDSEQ request. An end-of-data condition also terminates sequential processing.

A complete list of the Indexed Access Method requests, the operand descriptions, and correct syntax is described in Chapter 8, "Coding the Indexed Access Method Requests" on page 8-1. There are also coding examples using the Indexed Access Method requests in three programming languages in Appendix C, "Coding Examples." The languages used in the examples are Event Driven Language, COBOL, and PL/I. The purpose of these examples is not to show any particular application, but to help you when planning and writing your application program.

SUMMARY

This chapter has introduced some fundamentals of using the Indexed Access Method. The references in this chapter to other chapters in this manual were placed there to help you select the specific information you need for your application. A list of those references is repeated here to assist you in locating the detailed information on the listed subjects.

- For a complete description of $IAMUT1 see Chapter 9, "The $IAMUT1 Utility"
- A comprehensive approach to designing your indexed files is described in Chapter 3, "Defining Primary Index Files"
- Defining a secondary index for using secondary keys is described in Chapter 5, "Building a Secondary Index"
- Description of blocked and unblocked sequential data sets is described in "Blocked and Unblocked Sequential Data Sets" on page 9-23
- The complete list of Indexed Access Method requests, the operand descriptions, and correct syntax is described in Chapter 8, "Coding the Indexed Access Method Requests"
- Guide line information on processing the indexed file is located in Chapter 8, "Coding the Indexed Access Method Requests." This guideline information should be read prior to planning and coding your application program.

This chapter presents the following major topics:

- Primary Indexed Files
- Designing Indexed Files Using $IAMUT1 - option 1
- Designing Indexed Files Using $IAMUT1 - option 2
  - Indexed Access Method Blocks
  - Index Blocks
  - File Control Block
  - File Structure Types
  - Option 2 Examples
- Designing Indexed Files Using $IAMUT1 - option 3
- Defining/Creating, and Loading A File - Summary.

This chapter provides information for defining indexed files and is arranged according to your option selection when using $IAMUT1. The beginning of the chapter has information which applies to any type of primary index file design. That general information section is followed immediately with an example using $IAMUT1, option 1. The option 2 section is next and contains information that you will need to know prior to designing an index file with $IAMUT1, option 2. The fourth section applies to using $IAMUT1, option 3.

PRIMARY INDEX FILES

A primary index file contains data records, a multilevel index, control information, and it can optionally contain free space.

Free space can be distributed throughout the file and at the end of the file. Free space provides areas for inserting new records and is described later.

In an indexed file, the records are arranged in ascending order by key.

DATA RECORD PRIMARY KEY

The primary key can be any field within your data record that you select, however, it must meet the following requirements:

- The selected field must start at the same location in each record
- All portions of the key field must be contiguous
- The primary key length cannot exceed 254 bytes
- The field must contain data that is unique within the data set.

Defining the Key

Define a single key field by specifying its size and position in the record when you select the file formatting parameters using the SE (set parameter) command of the $IAMUT1 utility. The longer the key, the larger the index. The key should not be longer than necessary but long enough to ensure uniqueness. A shorter key is more efficient than a long key.

ENSURING UNIQUENESS OF THE KEY: To identify each record in an indexed file, each primary key must be unique. If key duplication is possible, the key field must be expanded to ensure that it is unique.

For example, customer name is a key which may involve duplicates. To avoid duplication, lengthen the key field to include other characters such as part of the customer address or the account number. Because the characters in the key must be contiguous, you may need to rearrange the fields in the record.

Another way to eliminate duplication is for you to modify new records dynamically whenever a duplication occurs during loading or processing. One or more characters at the end of the key field can be reserved for a suffix code. Whenever a duplicate occurs, add a value to the suffix and make another attempt to add the record to the file. The result is a file that can contain a sequence of keys such as SMITH, SMITH1, and SMITH2. If you add a suffix, you must use the entire unique key when accessing a record directly.

Providing Access by More Than One Key

To provide good performance with both direct and sequential access, each indexed file is indexed by a single primary key. At times, however, it may be useful to locate records by a secondary key. For example, in a customer file indexed by account number, you might want to locate a record by customer name.

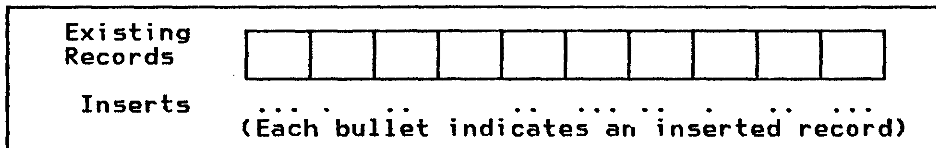
To provide access by a secondary key, you must build a secondary index (a separate file). For a description of setting up secondary indexes, see Chapter 5, "Building a Secondary Index" on page 5-1.

RANDOM AND CLUSTERED RECORD INSERTS

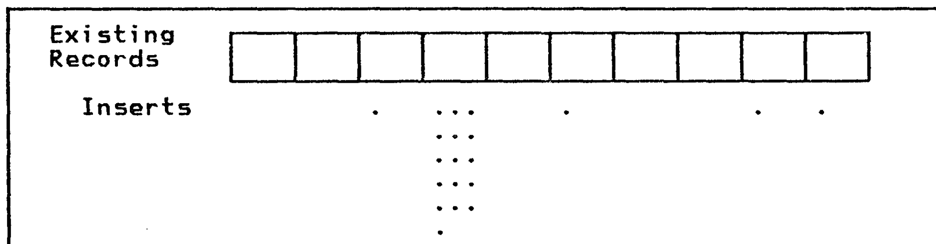
The Indexed Access Method permits records to be added to an existing file. The records are inserted by the Indexed Access Method in the proper locations according to their key value. This keeps the keys throughout the indexed file in ascending sequence.

Records to be inserted are sometimes required to be distributed throughout the file rather evenly, other times the records to be inserted are in groups.

When there are more individual records to be inserted throughout the file, based on their key value, than there are groups of records to be inserted, this is called random record inserts. The following diagram represents random inserted records among existing records.



Record inserts are considered clustered if most of the inserts occur at only certain places in the file. The following diagram represents clustered inserts by vertically stacked bullets.



DEFINING THE FILE STRUCTURE WITH $IAMUT1

Defining an indexed file structure is the process of analyzing the file requirements and selecting the appropriate file parameters. This allows you to either precisely define your indexed file or, by proper option selection, $IAMUT1 will define most of the parameters for you.

$IAMUT1 is a prompt driven utility. When it is loaded, messages are displayed requesting information to be entered on a keyboard. The responses you enter through the keyboard determine how the utility will operate.

The SE command of the $IAMUT1 utility permits you to select one of three options for defining your indexed file. The parameter selections are made using the SE command of the $IAMUT1 utility. The SE (set parameters) command of $IAMUT1 provides three options for you to choose from to define your indexed file as follows:

1. Option 1 significant parameters - allows you to define an indexed file by supplying a minimum of information. The description of your data records is required and whether you expect **random** or **clustered** record insert activity.

2. Option 2 all parameters - allows more flexibility in precisely defining your indexed file but requires more parameters to be supplied.

3. Option 3 parameters from existing indexed data set - can be used when you have an existing indexed file and you wish to use the same parameters for a new indexed file.

$IAMUT1 Option Selection Guide

Having read the preceding material, you are probably ready to make a choice as to which option you want to use in defining your indexed file. The following table will help you to find the appropriate information, based on your indexed file defining objectives.

Your objective	Option	Information location
You want the Indexed Access Method to calculate and structure your file	1	See "Designing Indexed Files Using $IAMUT1 - Option 1" on page 3-5
You want to structure a file and provide specific information for the parameters	2	See "Designing Indexed Files Using $IAMUT1 - Option 2" on page 3-7
You want the Indexed Access Method to structure a file using the parameters of an existing file	3	See "Designing Indexed Files Using $IAMUT1 - Option 3" on page 3-35

DESIGNING INDEXED FILES USING $IAMUT1 - OPTION 1

Option 1 is used if you need to set up your indexed file quickly and easily. You specify only the necessary information and the utility determines the proper values for other parameters. An indexed file generated with this option may not be optimum in terms of storage space performance.

If you want to supply more parameters than are available with this option, or you wish to set up a totally dynamic indexed file, you should see "Designing Indexed Files Using $IAMUT1 - Option 2" on page 3-7. If you already have an indexed file established and you wish to use those same parameters, you should see "Designing Indexed Files Using $IAMUT1 - Option 3" on page 3-35.

OPTION 1

The Indexed Access Method utility, $IAMUT1, option 1 of the SE (set parameters) command, provides you with the opportunity to select only those parameters necessary to set up an indexed file.

The $IAMUT1 Indexed Access Method utility can be loaded with the Event Driven Executive operator command **$L $IAMUT1**.

When $IAMUT1 is loaded the first prompt displayed is as follows:

[1]
```
ENTER COMMAND (?): SE
```

[1] Entering **SE** causes the following option list prompt to be displayed.

[2]
```
SET FILE DEFINITION PARAMETERS
0 = EXIT
1 = SIGNIFICANT PARAMETERS
2 = ALL PARAMETERS
3 = PARAMETERS FROM EXISTING INDEXED DATA SET
ENTER OPTION: 1
```

[2] Respond to this prompt by entering the digit '1'. This response causes a one line prompt from the next prompt sequence to be displayed.

Note: Although the following prompts are displayed one line at a time when using the utility, the entire prompt list is shown for simplicity in describing the parameters.

```
[3]   SECONDARY INDEX  (Y/N)?: N
                                                   DEFAULT  NEW VALUE
[4]   RECORD SIZE                                      0:80
[5]   KEY SIZE                                         0:40
[6]   KEY POSITION                                     1:1
[7]   BLOCKING FACTOR (RECORDS PER BLOCK)              1:3
[8]   NUMBER OF BASE RECORDS                           0:5
[9]   ESTIMATED TOTAL RECORDS                          6:20
[10]  TYPE OF INSERT ACTIVITY(C=CLUSTERED,R=RANDOM)    C:R
      DATA SET SIZE IN EDX RECORDS:                 11
      INDEXED ACCESS METHOD RETURN CODE:            -1
      SYSTEM RETURN CODE:                           -1
[11]  CREATE/DEFINE FILE (Y/N)?:
```

[3] The first line asks, are you specifying a secondary index. The response should be N for no, because you are defining the parameters for a primary index file.

[4] The record length shown is 80, however, the entry you will make is the actual record length you want your indexed file records.

[5] Enter the length of your data record field that you are using as the key field. The maximum primary key length is 254.

[6] Enter the position where your primary key field begins. Your data record begins with 1.

[7] Specify the blocking factor (number of records per block) you want your indexed file to have. Remember that when a record is accessed, an entire block is actually read into the system buffer.

[8] Enter the number of base record slots to be defined. This value is the number of records you will load initially. You cannot load more records than this value specifies.

[9] Enter the total number of records you expect this file to contain. This includes records that you plan to insert during processing.

[10] Enter the type of record insert activity you expect to have

[11] If you have verified that the parameters you entered are correct, the data set (file) size in EDX records is acceptable, and the return codes are both -1, you can reply Y and you can create and define the file. If you wish to change any of the parameters, reply N and you can reenter the SE command and enter any new values for the parameters.

Replying N terminates the SE function and you can return to this point by reentering the SE command or the DF command (within the same session of $IAMUT1). The DF command of $IAMUT1 is described under "DF—Define Indexed File" on page 9-6.

To review the prompts that occur when Y is replied at this point return to the example in Chapter 2, "Using the Indexed Access Method."

DESIGNING INDEXED FILES USING $IAMUT1 - OPTION 2

Option 2 is used if you have performed an analysis of your file requirements and you want to precisely define your primary indexed file. This option provides a wide range of parameters to allow you to specify your file structure in detail. You can optimize the file structure according to your application requirements for the best storage use and performance.

If you want to supply only the minimum parameters you might want to use option 1 which is described earlier in this chapter under "Designing Indexed Files Using $IAMUT1 - Option 1" on page 3-5. If you already have an indexed file established and you wish to use those same parameters, you should see "Designing Indexed Files Using $IAMUT1 - Option 3" on page 3-35.

OPTION 2

The following information is provided so that you can supply the required information to the prompts when defining a primary index file using option 2 of $IAMUT1. The information is organized in levels of Indexed Access Method blocks. The material should be read sequentially because it provides the information which must be understood in order to apply it to the examples which are placed near the end of this option 2 material.

INDEXED ACCESS METHOD BLOCKS

Indexed files consist of three kinds of blocks:

- Data blocks, which contain records
- Index blocks, which contain pointers to data blocks or lower-level index blocks
- File control blocks, which contain control information.

Following is an overview diagram showing the types of blocks and their general relationships to each other in an indexed file.

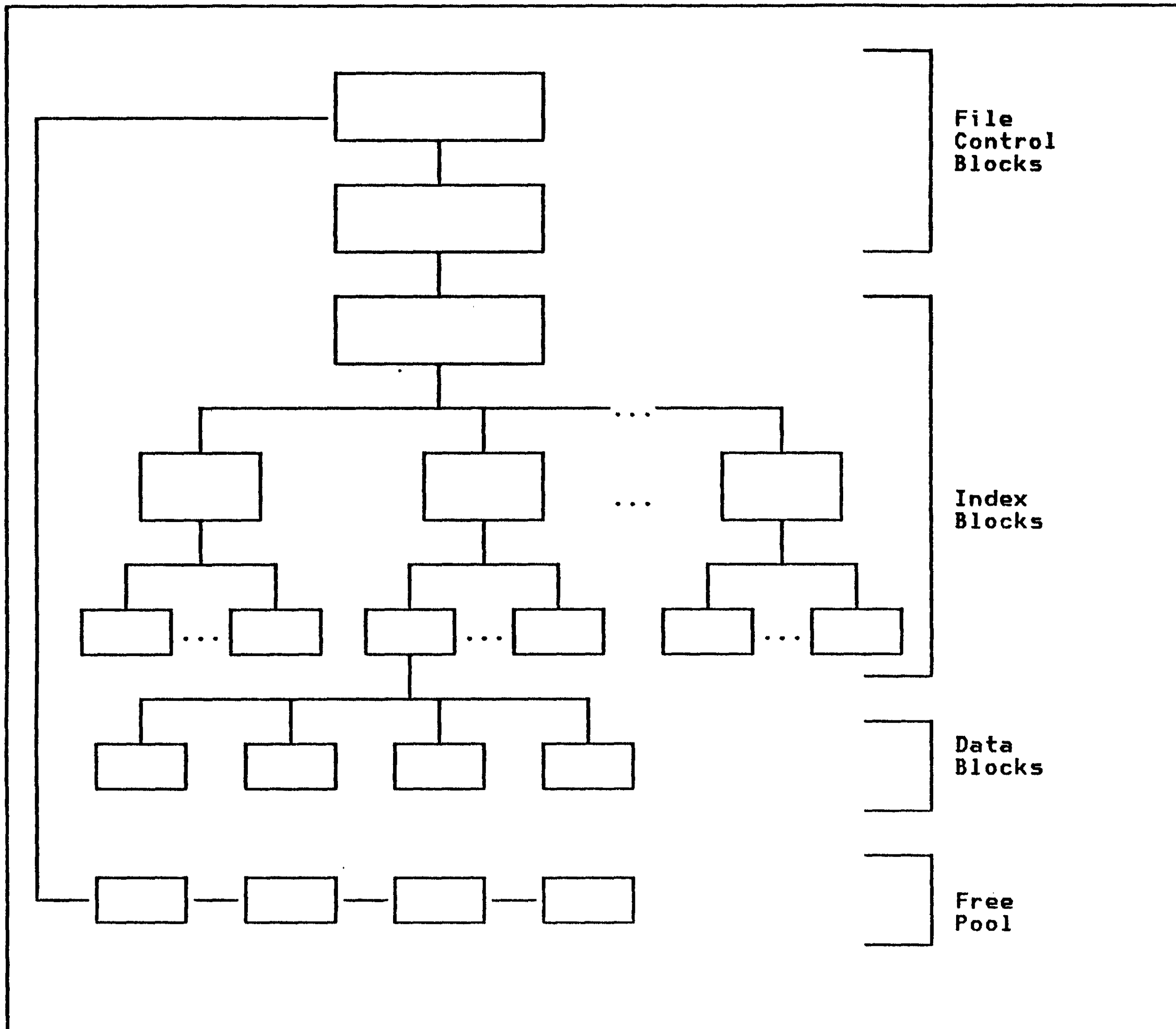


Figure 3-1. Indexed File Logical Structure

The indexed file is composed of a number of fixed length blocks. The block is the unit of data transferred by the Indexed Access Method between disk/diskette and the central buffer. Block size must be a multiple of 256. A block is addressed by its relative block number (RBN). The first block in the file is located at RBN 0.

Note that the RBN is used only in indexed files by the Indexed Access Method. An Indexed Access Method block differs from an Event Driven Executive record in the following ways:

1. The size of a block is not limited to 256 bytes; its length can be a multiple of 256.

2. The RBN of the first block in an indexed file is 0. The record number of the first Event Driven Executive record in a file is 1.

The size, in 256-byte records, of the file is calculated by the SE command of the $IAMUT1 utility.

As stated initially, three kinds of blocks exist in an indexed file: data blocks, index blocks, and file control blocks. These blocks are all the same length, as defined by BLKSIZE, but they contain different kinds of information. Data blocks contain data records, index blocks contain index entries, and file control blocks contain control information.

DATA BLOCKS

Each data block contains a header, one or more data records, and it can contain free space for additional data records.

The records in each data block are in ascending order, according to the key field in each record.

Each data block header contains the address of the next sequential data block, providing sequential processing capability.

A data block contains a header followed by data records. The number of records that can be contained in a data block depends on the size of the data block and the size of the record. The header of the block is 16 bytes.

The number of record areas in the block is:

$$\frac{\text{block size} - 16}{\text{record size}}$$

The result is truncated; any remainder represents the number of unused bytes in the block. For example, if block size is 256 and record size is 80, the data block can accommodate three records and there is no unused area. The key field of the last record slot in an index block is the high key for the data block even if the block is not full.

However, if the last record of the block has been deleted, the key field of the last record slot will contain a key higher than that of any other record in the block. Deletion of a record does not reduce the key range for the block unless the block is emptied. Figure 3-2 , shows the format of a data block.

FREE SPACE

When an indexed file is loaded with base records, free space is reserved for records that may be inserted during processing. There are four kinds of free space: free records, free blocks, reserve blocks, and reserve index entries.

FREE RECORDS: Free records are areas reserved at the end of each data block. The FREEREC parameter of the SE command of $IAMUT1, specifies the number of free records that are reserved in each data block. The remaining record areas are called allocated records.

For example, if a block contains three data record areas and you specify one free record per block, then there are two allocated records per block. For the layout of a data block containing two allocated records and one free record, see Figure 3-2.

When records are loaded (file is open in load mode), the allocated records are filled, and the free records are skipped. When additional records are inserted (file is open in process mode), free records are used to hold inserted records.

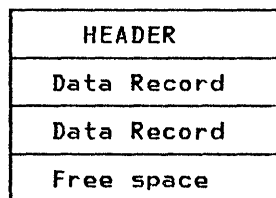


Figure 3-2. Data Block Format Example

For an example of specifying FREEREC, see "Example 1: Allocating Free Records" on page 3-24.

FREE BLOCKS: Free blocks follow the allocated data blocks within each cluster. Free blocks have all of their records marked as free records. The FREEBLK parameter of option 2 is used to specify the percentage of blocks that are to be marked as free blocks.

When records are loaded, the allocated record areas in the allocated data blocks are filled, and the free blocks are skipped. During processing, as data blocks become full, a free block provides space for insertions.

For an example of specifying FREEBLK, see "Example 2: Allocating Free Records and Free Blocks" on page 3-26.

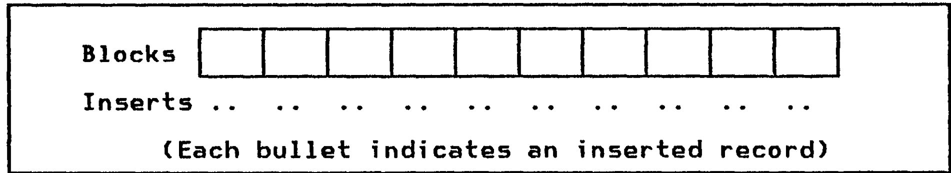
SEQUENTIAL CHAINING: Data blocks in an indexed file are chained together by forward pointers located in the headers of data blocks. Only allocated data blocks are included in the sequential chain. Chaining provides for sequential processing of the file with no need to reference the index. When a free block is converted to an allocated block, the free block is included in the chain.

Reserving Space For Record Inserts

If base records are to be loaded and record insertions are expected in random locations throughout the file, use BASEREC to reserve the number of base records. Use some combination of the following parameters: FREEREC to reserve free records in each data block, FREEBLK to reserve free blocks in each cluster (group of blocks), and DYN to provide a free pool.

For example, consider a file with 5 records per block, and 10 data blocks per cluster. Suppose that the file consists of 300 base records and 200 inserts.

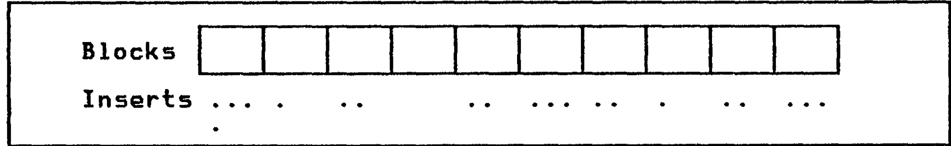
If the inserts are distributed evenly throughout the file, the pattern of inserts is:



With this kind of distribution you can specify 2 free records per block to absorb the inserts; no free blocks or free pool are needed.

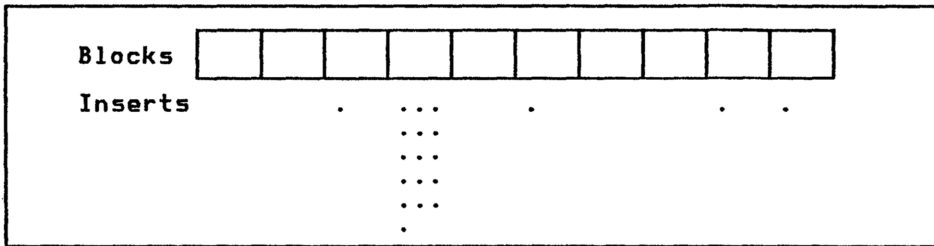
Of course inserts do not usually occur in such an even pattern. Free blocks help to absorb a concentration of inserts. The more uneven the expected distribution, the greater the free block specification should be.

Suppose the same number of inserts is distributed in this pattern:



With this distribution, specify either 3 free records per block, or 20% free blocks with 2 free records per block.

Now suppose the distribution were more uneven:



In this case a satisfactory mix of free space is 1 free record per block and 40% free blocks. An alternative is to use 1 free record per block and the DYN parameter to hold those record inserts of more than 1 record per block.

Calculating Data Blocks

This calculating information is provided for your convenience if you choose to calculate the number of blocks for a specific file. For reference later there is a summary of all calculations in Appendix A, "Summary of Calculations" on page A-1. However, $IAMUT1 automatically calculates the required data blocks based on the parameters you provide. The utility also lists at file definition time (when using the SE command) the number of blocks required according to your parameter values.

The number of allocated data blocks in a file is the specified number of base records (BASEREC) divided by the number of allocated records per data block, with the result rounded up if there is a remainder.

For example, suppose you intend to load 1000 records in an indexed file that is formatted for two allocated records and one free record per block and five allocated blocks and one free block per cluster. The number of allocated blocks in a file is:

$$\frac{\text{number of base records}}{\text{number of allocated records per block}}$$

The number of allocated blocks in this example is 1000/2 or 500 blocks.

INDEX BLOCKS

An index block contains a header followed by a number of index entries. Each index entry consists of a key and a pointer. The key is the highest key associated with a lower level block; the pointer is the RBN of that block. The number of entries contained in each index block depends on block size and key size. The header of the block is 16 bytes. The RBN field in each entry is 4 bytes. The key field in each entry must be an even number of bytes in length; if the key field is an odd number of bytes in length, the field is padded with one byte to make it even. The number of index entries in an index block is:

$$\frac{\text{block size} - 16}{4 + \text{key length}}$$

The result is truncated; any remainder represents the number of unused bytes in the block.

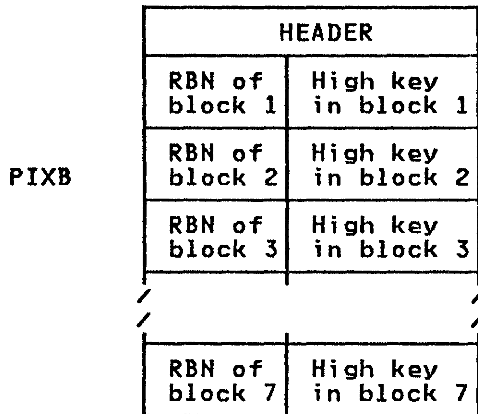
For example, if block size is 256 and key length is 28, then each index entry is 32 bytes, there are 7 entries in a block, and the last 16 bytes of the block are unused.

PRIMARY INDEX BLOCKS (PIXB)

A set of data blocks is addressed (described) by a single primary index block (PIXB). Each key in the index block is the highest key in the data block that its accompanying relative block number (RBN) addresses. A block is addressed by its RBN. The PIXB and the data blocks it describes are called a <u>cluster</u>.

Clusters

Primary-level index blocks and data blocks are stored together in the file in groups called clusters. Each cluster consists of a primary-level index block and as many data blocks and free blocks as it points to. For example, if there are seven entries in an index block, there are eight blocks in a cluster: one primary-level index block and up to 7 data/free blocks. If reserve blocks have been specified, the blocks represented by the reserve block entries are not included until insert activity has taken place and the required blocks have been obtained from the free pool. For example, if there are seven entries in an index block and one of the entries is a reserve block entry, the cluster consists of seven blocks (one index block and six data blocks). See Figure 3-3 on page 3-14 for a cluster example.



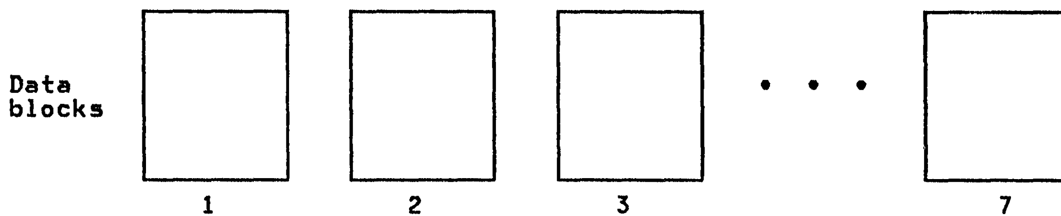


Figure 3-3. Cluster Example

Primary-Level Index Blocks

Entries in a primary-level index block point to data blocks. Each entry in a primary-level index block is one of three possible types:

- Allocated entry
- Free block entry
- Reserve block entry.

ALLOCATED ENTRY: An allocated entry points to an active data block. The key portion of the entry is initialized to binary ones by the $IAMUT1 utility. After records have been loaded or written to a data block, the key portion of the entry which points to the data block contains the highest key from the data block.

The pointer portion contains the RBN of the data block. Allocated entries are the first entries in an index block. The number of index entries allocated, when the indexed file is initially created, is the total number of entries per index block, less the number of entries of the other two types (free block entry and reserve block entry).

FREE BLOCK ENTRY: A free block entry points to a free data block. The key portion of the entry contains binary zeros. The pointer portion contains the RBN of the free block. Free block entries follow the allocated entries in the index block. The number of index entries formatted as free entries when the indexed file is initially created is the specified percentage (FREEBLK) of the total number of entries in an indexed block, with the result rounded up if there is a remainder.

RESERVE BLOCK ENTRY: A reserve block entry does not point to a block but is reserved for later use as a pointer to a data block which can be taken from the free pool. Both the key and pointer portions of a reserve block entry are binary zeros. Reserve block entries are at the end of the index block. When a reserve block entry is converted to a used entry, the index block is reformatted to move the entry to the allocated entry area of the block.

Reserve blocks do not exist in the cluster. When all data blocks in a cluster are used and another data block is needed, a data block can be created from the free pool. If the primary-level index block contains a reserve block entry, it is used to point to the record from the free pool. The reserve block entry in the primary-level index block points to the block, and the data block becomes an allocated data block.

The number of index entries initially formatted as reserve block entries is the specified percentage (RSVBLK) of the total number of entries, with the result rounded up if there is a remainder. However, if the number of free block entries plus the number of reserve block entries require all index entries, the number of reserve block entries is reduced by 1, providing at least one allocated entry per index block.

To calculate the number of primary-level index blocks in an indexed file, you must know the initial number of data blocks allocated in the indexed file.

Calculating Clusters

This calculating information is provided for your convenience if you choose to calculate the number of blocks for a specific file. However, $IAMUT1 automatically calculates the required data blocks based on the parameter values you provide. The utility also lists at file definition time (when using the SE command) the number of blocks required according to your parameter values.

The number of clusters in a file is the number of allocated data blocks divided by the number of allocated entries in each primary-level index block, with the result rounded up if there is a remainder.

$$\frac{\text{allocated blocks}}{\text{allocated entries in each PIXB}}$$

Note that in the calculation, if the quotient is not an integer, it is rounded up (rather than truncated) in order to accommodate all of the base records.

The number of free blocks in the file (not including the free pool) is the number of clusters in the file multiplied by the number of free entries in each primary-level index block.

The Last Cluster

The last cluster in the file may be different from the other clusters. It contains the same number of free blocks as the other clusters but only enough allocated blocks to accommodate the records that you have specified with the parameter BASEREC. Because rounding occurs in calculating the number of clusters, a few more allocated records than required may exist in the last allocated block. The last cluster can be a short one because only the required number of blocks are used.

If the number of allocated blocks divided by the number of allocated blocks per cluster leaves a remainder, the remainder represents the number of allocated entries in the primary-level index block in the last cluster. Unused entries in the last primary-level index block are treated as reserve block entries.

The initial number of data blocks is the specified number of base records (BASEREC) divided by the number of allocated records in a data block, with the result rounded up if there is a remainder.

$$\frac{\text{BASEREC}}{\text{data records per block}}$$

The number of primary-level index blocks is the initial number of allocated data blocks divided by the number of allocated entries per primary-level index block, with the result rounded up if there is a remainder.

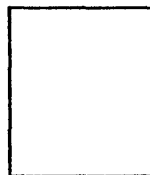
$$\frac{\text{allocated data blocks}}{\text{allocated entries per primary-level index block}}$$

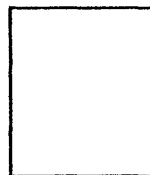
SECOND-LEVEL INDEX BLOCKS (SIXB)

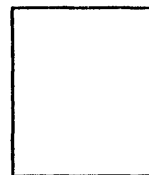
If the file is large enough to require more than one cluster, each PIXB (or cluster) has an entry in a second-level index block (SIXB). The entry in a SIXB contains the address of the PIXB and the highest key in the cluster. The SIXB has the following structure:

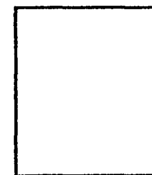
SIXB

HEADER	
RBN of PIXB1	High key in PIXB1
RBN of PIXB2	High key in PIXB2
RBN of PIXB3	High key in PIXB3
RBN of PIXB4	High key in PIXB4


PIXB1


PIXB2


PIXB3


PIXB4

Entries in a second-level index block point to primary-level index blocks. Each entry in a second-level index block is one of two possible types:

- Allocated entry
- Reserve index entry.

ALLOCATED ENTRY: An allocated entry points to an existing primary-level index block. The key portion of the entry is initialized to binary ones by the $IAMUT1 utility. After records have been loaded or written, the key portion of the entry contains the highest key from the primary-level index block. The pointer portion contains the RBN of the primary-level index block. Allocated entries are the first entries in the index block. The number of index entries allocated when the indexed file is loaded is calculated as the total number of entries per index block, less the number of reserve index entries.

RESERVE INDEX ENTRY: A reserve index entry does not point to a block but is reserved for later use as a pointer to a primary-level index block that can be taken from the free pool. Both the key and pointer portions of a reserve index entry are binary zeros.

Reserve index entries, in second-level index blocks, provide index space for the index structure to be expanded by adding new primary-level index blocks. These, in turn, can have data blocks associated with them, thus forming new clusters. This process of forming a new cluster is called a cluster split.

For an example of using RSVIX, refer to "Example 4: Allocating Reserved Index Entries" on page 3-30.

Reserve index entries are at the end of the index block. The number of index entries initially formatted as reserve index entries is the specified percentage (RSVIX) of the total number of entries, with the result rounded up if there is a remainder. However, if the number of reserve index entries is the same as the total number of entries in an index block, the number of reserve index entries is reduced by 1, providing at least one allocated entry per second-level index block.

The number of second-level index blocks is the number of primary-level index blocks divided by the number of allocated entries per second-level index block, with the result rounded up if there is a remainder.

$$\frac{\text{number of PIXBs}}{\text{allocated entries per SIXB}}$$

HIGHER-LEVEL INDEX BLOCK (HIXB)

If the file is large enough to require more than one SIXB, the SIXBs in the file are described by one or more higher-level index blocks (HIXB) in the same manner as the SIXB describes PIXBs. There is always one index block that describes the entire file.

The index of an indexed file is constructed in several levels so that, given a key, there is a single path (one index block per level) cascading through the index levels that leads to the data block associated with that key. The index is built from the bottom up. At the lowest level are the primary-level index blocks. At the second level are index blocks containing entries that point to the primary-level index blocks. The highest level of the index structure consists of a single index block.

Entries in a higher-level index block point to index blocks at the next lower level. All entries in higher-level index blocks are allocated entries. The key portion of the entry contains the highest key from the index block of the next lower level. The pointer portion contains the RBN of the next lower level index block. The number of blocks at any higher index level is the number of index blocks at the next lower level divided by the total number of entries per index block, with the result rounded up if there is a remainder.

If the number of index blocks at any level is one, that level is the top level of the index. Although the Indexed Access Method is capable of initially defining and supporting 17 levels of index, an indexed file is formatted with only as many index levels as are required for the number of records. If an indexed file has not been fully loaded and one or more higher index levels have not yet been required, the unnecessary higher levels are not used, even though they exist in the file structure.

INDEX EXAMPLE: Assume that 500 data blocks are allocated to a file and that each primary-level index block contains one free block entry, one reserve block entry, and five allocated entries. Therefore, the total number of primary-level index blocks is 100. Each second-level index block contains one reserve index entry and six allocated entries; therefore, the number of second-level index blocks is 17. The number of entries in higher level index blocks is seven, resulting in three index blocks at the third level and one at the fourth level.

Therefore the file contains a total of 121 index blocks of which 100 are primary-level index blocks, 17 are second-level index blocks, 3 are third-level index blocks, and 1 is a fourth-level index block. This distinction is important because high-level index blocks are located contiguously at the beginning of the file (after the FCB), while primary-level index blocks are scattered throughout the file with the data blocks. Figure 3-4 shows the structure of the higher-level index blocks.

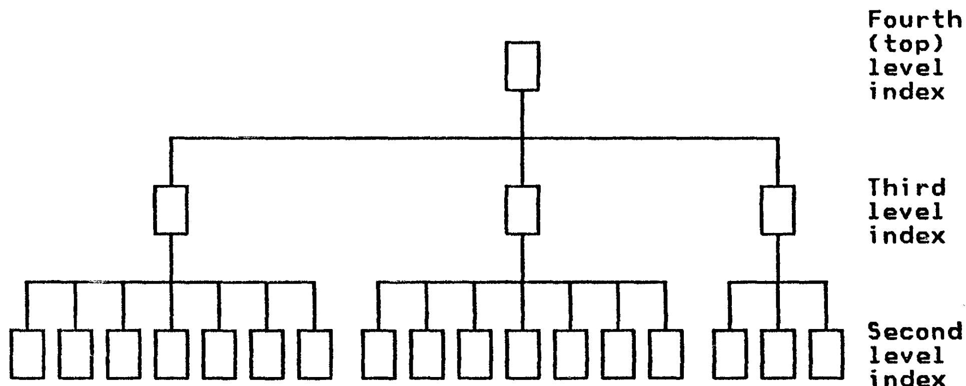


Figure 3-4. High-level Index Structure

FREE POOL

If you specify that you want a free pool, your indexed file contains a pool of free blocks at the end of the indexed file. The file control block contains a pointer to the first block of the free pool, and all blocks in the free pool are chained together by forward pointers.

A block can be taken from the free pool to become either a data block or an index block. The block is taken from the beginning of the chain, and its address (RBN) is placed in the appropriate primary-level index block (if the new block is to become a data block) or in the second level index block (if the new block is to become a primary-level index block), and so on. Any block in the free pool can be used as either a data block or as an index block.

When a data block becomes empty because of record deletions, the data block may return to the free pool (depending on the delete threshold (DELTHR) parameter). If the data block is returned to the free pool, reference to the block is removed from the primary-level index block, and the block is placed at the beginning of the free pool chain.

Calculating the initial size of the free pool consists of the following steps:

- Each reserve block entry in a primary-level index block represents a potential data block from the free pool. The number of data blocks that can be assigned to initial clusters is the number of primary-level index blocks times the number of reserve block entries in each primary-level index block.

- Each reserve index entry in a second-level index block represents a potential primary-level index block from the free pool. The number of primary-level index blocks that can be assigned from the free pool into the index structure set up at file definition time is the number of second-level index blocks multiplied by the number of reserve index entries in each second-level index block.

- Each primary-level index block taken from the free pool consists entirely of empty (reserve block) entries. New data blocks can be taken from the free pool for the entries in the new primary-level index block. The number of data blocks is the number of entries per index block multiplied by the number of new primary-level index blocks (calculated in the previous step).

- The maximum number of blocks that can be taken from the free pool and placed into the index structure set up at file definition time is the sum of the previous three calculations.

- The actual number of blocks in the free pool is determined in one of two ways:

  - The percentage (FPOOL) of the maximum possible free pool as specified by the RSVIX and RSVBLK parameters. The result is rounded up if there is a remainder. If the DYN parameter is also used, its value is added to the sum.

  - The DYN parameter, if specified with no other free space parameters, allocates a free pool of the specified number of blocks.

DELTHR - DELETE THRESHOLD: The percentage (0-99) of blocks to retain in a cluster as records are deleted and blocks made available. This is known as the delete threshold **DELTHR**. When a block becomes empty, this parameter, if supplied, determines if the block should be returned to the free pool.

FILE CONTROL BLOCK

The file control block (FCB) is the first block in the file (RBN 0); it contains control information.

Indexed files have an FCB Extension as the second block. The FCB Extension contains the parameters used to define the file.

Note: Indexed files built with a version of the Indexed Access Method prior to version 2 do not contain an FCB extension.

You can access the FCB and FCB Extension by either of the following methods:

- Using the EXTRACT function in an EDL program
- Using the $VERIFY utility.

You can locate the field names in the FCB and FCB Extension by examining a listing of FCBEQU, a copy code module that is supplied as part of the Indexed Access Method. The FCB Extension contains the parameters that were used to set up the file using the $IAMUT1 SE command. Control information is also contained in block headers; a description of control information is contained in "FCB Extension Report" on page 10-8.

FILE STRUCTURE TYPES

A wide range of file structure is available. You can set up files that vary from the totally dynamic to the highly structured. Whether a file is structured or dynamic depends on the degree to which it uses a free pool.

A free pool is an area in your indexed file which contains a pool of free blocks. The file control block contains a pointer to the first block of the free pool, and all blocks in the free pool are chained together by forward pointers. A block can be taken from the free pool to become either a data block or an index block.

Dynamic files offer the advantage of easy file design and good space utilization. They have the disadvantage of a potential performance decrease.

Structured files offer the advantage of good performance. They have the disadvantage of a more complex file design and greater space requirements.

Either method can result in a need to reorganize the file; the structured approach because the file can run out of space for inserts, and the dynamic approach because of performance considerations.

The type of indexed file to be defined, structured or dynamic, therefore, depends on the file requirements and the efficiency required.

Structured File

A structured file has its base record slots, free space, and the index structure needed to support them built at file definition time by the Indexed Access Method utility using the file structure parameters you specify. The structured file uses little, if any, free pool. The structured file offers better performance than the dynamic file but can result in unused space.

Whether or not a structured file has a free pool depends on whether or not you supply a value for the DYN parameter when the file is defined. When the DYN parameter is used, the FREEREC, FREEBLK, RSVBLK, RSVIX, and FPOOL parameters, if supplied, are also used in establishing the structured free space. The number and types of blocks in a structured file are the result of calculated values you supply as parameters when defining the file. Most of the blocks are not taken dynamically from the free pool as they are needed because they are established at file definition time.

Dynamic File

The higher the degree to which a file uses a free pool, the more dynamic it is; the system builds index and data blocks for you as they are needed.

The Indexed Access Method provides a dynamic file restructuring capability. It makes use of any free pool space the file has, even if the file is mostly structured.

The Indexed Access Method can restructure a file in two ways:

- As records are inserted and additional space is needed in specific areas of the file, blocks are taken from the free pool and become data blocks where needed. If additional index blocks are needed, blocks are taken from the free pool for this purpose as well. Index blocks can be added at any level, and the number of levels of index can increase as needed. This function is performed automatically by the Indexed Access Method on any file that has a free pool associated with it.
- As records are deleted and blocks become empty, they are returned to the free pool. If index blocks become empty (because the blocks under them have been returned to the free pool) they are also returned to the free pool. This helps to maintain a supply of blocks in the free pool to be used if other areas of the file expand.

For an example of defining a totally dynamic file, see "Example 5 - Defining a Totally Dynamic File" on page 3-33.

USING THE DYN PARAMETER: The DYN parameter can be used to adjust how much the free pool is used. This adjustment varies how dynamic a structured file is.

In a totally dynamic file, the initial file defined consists of only the file control blocks, one primary index block and one data block. The rest of the file is in the free pool.

To define a totally dynamic file, you need to only supply a value for the DYN parameter to allow the rest of the file to be assigned to the free pool.

A dynamic file can be used when the records you want to add to the file are not sorted into ascending key sequence. In that case, you can place the records in the file by inserting them in random sequence. The Indexed Access Method will place them in their proper sequence within the indexed file.

If base records are to be loaded initially and they are sorted in ascending key sequence but insert activity is unknown, you can use a totally dynamic file design. Use the BASEREC parameter to reserve the number of base record slots required. Use the DYN parameter to provide the free pool needed for record inserts.

Note: When a dynamic file has grown to its working size, it should be reorganized for more efficient operation.

OPTION 2 EXAMPLES

The examples which follow are provided to show the option 2 prompts and the effects of certain parameter values. Although the values used are small for simplicity of explanation, they are usually much larger in an actual application. Also a given example does not represent a complete primary index file but addresses a particular part of a file and its associated parameters which we wish to describe at that place in the chapter.

EXAMPLE 1: ALLOCATING FREE RECORDS

The indexed file created using these parameters has only one type of free space, called free records:

```
ENTER COMMAND (?): SE

SET FILE DEFINITION PARAMETERS
0 = EXIT
1 = SIGNIFICANT PARAMETERS
2 = ALL PARAMETERS
3 = PARAMETERS FROM EXISTING INDEXED DATASET
ENTER OPTION: 2
SECONDARY INDEX (Y/N)?: N
PARAMETER  DEFAULT NEW VALUE
BASEREC       NULL:10
BLKSIZE          0:256
RECSIZE          0:80
KEYSIZE          0:40
KEYPOS           1:1
FREEREC          0:1            [1]
FREEBLK          0:0
RSVBLK        NULL:
RSVIX            0:
FPOOL         NULL:
DELTHR        NULL:
DYN           NULL:
TOTAL LOGICAL RECORDS/DATA BLOCK:                   3
FULL RECORDS/DATA BLOCK:                            2
INITIAL ALLOCATED DATA BLOCKS:                      5
INDEX ENTRY SIZE:                                  44
TOTAL ENTRIES/INDEX BLOCK:                          5
FREE ENTRIES/PIXB:                                  0
RESERVE ENTRIES/PIXB(BLOCKS):                       0
FULL ENTRIES/PIXB:                                  5
RESERVE ENTRIES/SIXB:                               0
FULL ENTRIES/SIXB:                                  5
DELETE THRESHOLD ENTRIES:                           5
FREE POOL SIZE IN BLOCKS:                           0
# OF INDEX BLOCKS AT LEVEL   1:                     1

DATA SET SIZE IN EDX RECORDS:                       8
INDEXED ACCESS METHOD RETURN CODE:                 -1
SYSTEM RETURN CODE:                                -1

CREATE/DEFINE FILE (Y/N)?: N

ENTER COMMAND (?):
```

[1] Because record size was specified as 80 and block size was specified as 256, there are (256-16)/80 = 3 records per block. Because **FREEREC** was specified as 1, there are 2 full (base) records per block and 1 free record per block. Because BASEREC was specified as 10, there are 10/(2 base records per block) or 5 initial allocated data blocks (blocks that contain base records). Because FREEBLK, RSVBLK, RSVIX, FPOOL, and DYN were not specified, there are no free blocks or free pool blocks allocated. One primary index block is needed.

The number of free blocks is calculated as follows: Free entries per PIXB times the number of index blocks at level 1.

The total blocks allocated for this file is:

Initial allocated data blocks	5
Free blocks	0
Free pool blocks	0
Index blocks	1
File control block	+ 2
	8 Total

Figure 3-5 illustrates the format of the indexed file that would result from these SE command parameters.

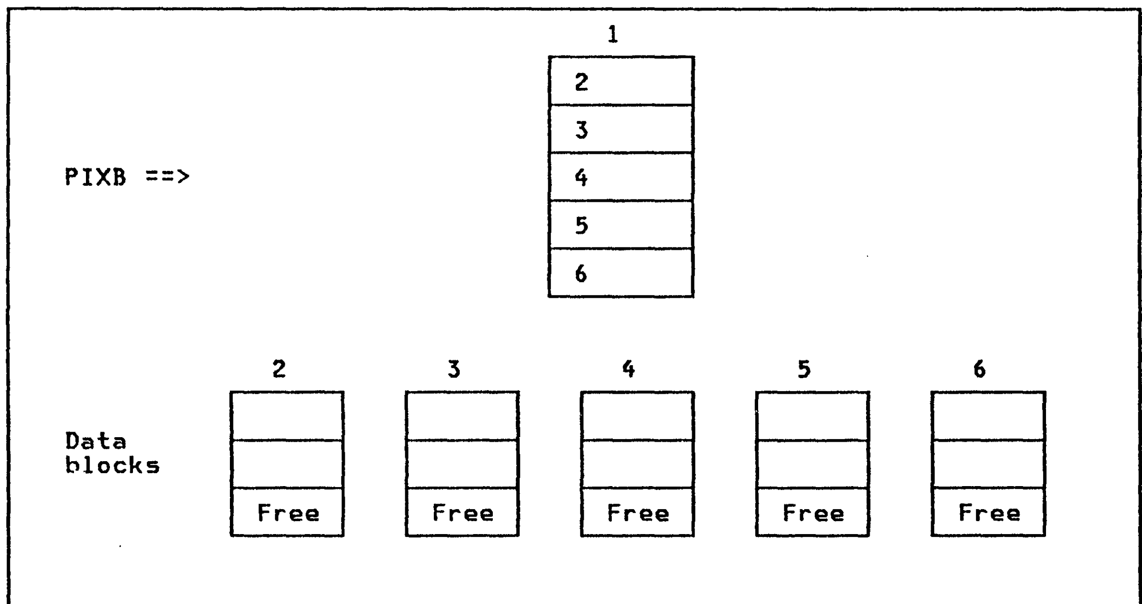


Figure 3-5. Indexed File with Free Records

EXAMPLE 2: ALLOCATING FREE RECORDS AND FREE BLOCKS

These parameter specifications will generate an indexed file with two types of free space—free records and free blocks:

```
ENTER COMMAND (?): SE

SET FILE DEFINITION PARAMETERS
0 = EXIT
1 = SIGNIFICANT PARAMETERS
2 = ALL PARAMETERS
3 = PARAMETERS FROM EXISTING INDEXED DATASET
ENTER OPTION: 2
SECONDARY INDEX (Y/N)?: N
PARAMETER  DEFAULT NEW VALUE
BASEREC       NULL:10
BLKSIZE          0:256
RECSIZE          0:80
KEYSIZE          0:40
KEYPOS           1:1
FREEREC          0:1
FREEBLK          0:10                                [1]
RSVBLK        NULL:
RSVIX            0:
FPOOL         NULL:
DELTHR        NULL:
DYN           NULL:
TOTAL LOGICAL RECORDS/DATA BLOCK:                    3
FULL RECORDS/DATA BLOCK:                             2
INITIAL ALLOCATED DATA BLOCKS:                       5
INDEX ENTRY SIZE:                                   44
TOTAL ENTRIES/INDEX BLOCK:                           5
FREE ENTRIES/PIXB:                                   1
RESERVE ENTRIES/PIXB(BLOCKS):                        0
FULL ENTRIES/PIXB:                                   4
RESERVE ENTRIES/SIXB:                                0
FULL ENTRIES/SIXB:                                   5
DELETE THRESHOLD ENTRIES:                            5
FREE POOL SIZE IN BLOCKS:                            0
# OF INDEX BLOCKS AT LEVEL   1:                      2
# OF INDEX BLOCKS AT LEVEL   2:                      1

DATA SET SIZE IN EDX RECORDS:                       12
INDEXED ACCESS METHOD RETURN CODE:                  -1
SYSTEM RETURN CODE:                                 -1

CREATE/DEFINE FILE (Y/N)?: N
ENTER COMMAND (?):
```

[1] The **FREEBLK** parameter of 10 causes 10% of the total entries in each index block to point to free blocks. Because KEYSIZE was specified as 40, the index entry size = 40 + 4 (RBN pointer) and the total entries per index block is (256-16)/44 = 5. Thus, 10% of this total rounded up is the number of free entries/PIXB (1). Because there are 5 initial allocated data blocks, one free entry and only 5 total entries per index block, 2 primary index blocks are needed. This causes a second-level index block to be allocated.

The total blocks allocated:

Initial allocated data blocks	5
Free blocks	2
Free pool blocks	0
Index blocks	3
File control block	+ 2
	12 Total

Figure 3-6 illustrates the format of the indexed file that would result from these SE command parameters.

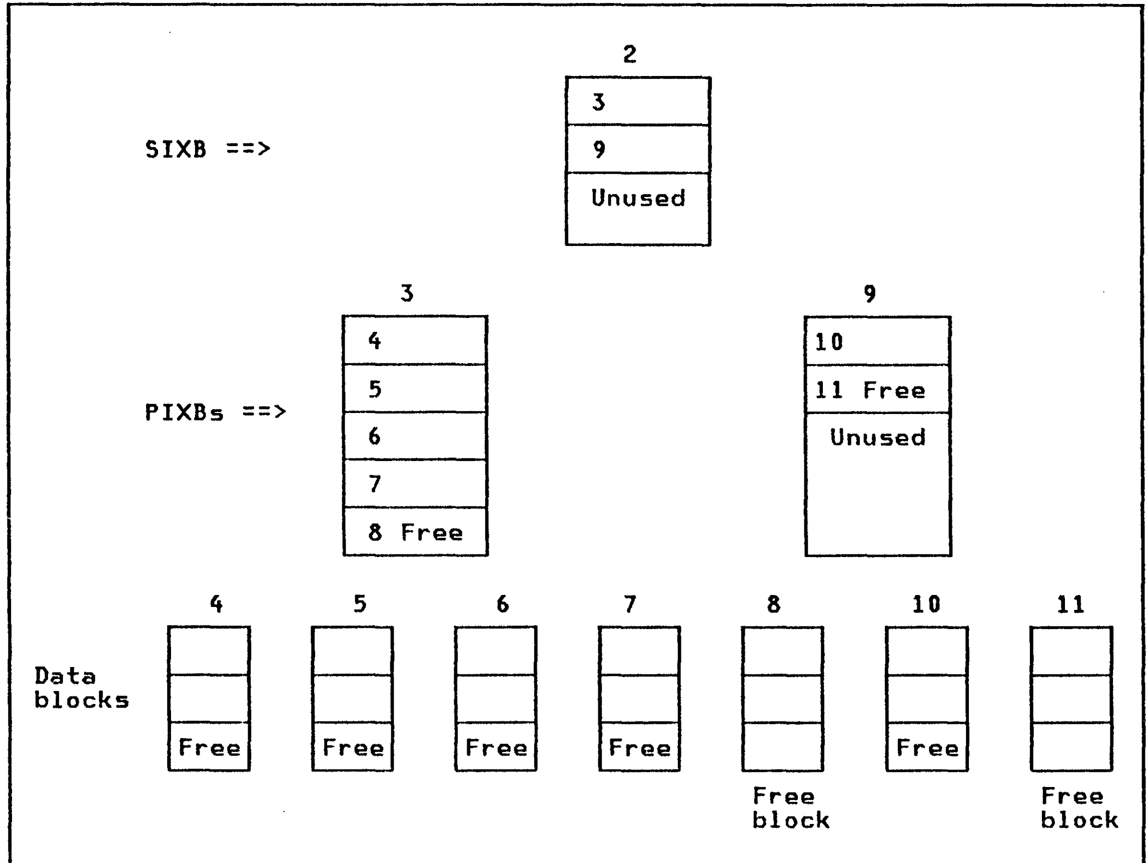


Figure 3-6. Indexed File with Free Records/Blocks

EXAMPLE 3: ALLOCATING RESERVED DATA BLOCKS

Reserve blocks are allocated using the RSVBLK and FPOOL parameters of the SE command. The following SE command example shows the specification of an indexed file with reserved data blocks.

```
      ENTER COMMAND (?): SE

      SET FILE DEFINITION PARAMETERS
      0 = EXIT
      1 = SIGNIFICANT PARAMETERS
      2 = ALL PARAMETERS
      3 = PARAMETERS FROM EXISTING INDEXED DATASET
      SECONDARY INDEX (Y/N)?: N
      ENTER OPTION: 2
      PARAMETER  DEFAULT NEW VALUE
      BASEREC       NULL:10
      BLKSIZE          0:256
      RECSIZE          0:80
      KEYSIZE          0:40
      KEYPOS           1:1
      FREEREC          0:1
      FREEBLK          0:10
[1]   RSVBLK        NULL:10
      RSVIX            0:
[2]   FPOOL         NULL:50
      DELTHR        NULL:
      DYN           NULL:
      TOTAL LOGICAL RECORDS/DATA BLOCK:                   3
      FULL RECORDS/DATA BLOCK:                            2
      INITIAL ALLOCATED DATA BLOCKS:                      5
      INDEX ENTRY SIZE:                                  44
      TOTAL ENTRIES/INDEX BLOCK:                          5
      FREE ENTRIES/PIXB:                                  1
      RESERVE ENTRIES/PIXB(BLOCKS):                       1
      FULL ENTRIES/PIXB:                                  3
      RESERVE ENTRIES/SIXB:                               0
      FULL ENTRIES/SIXB:                                  5
      DELETE THRESHOLD ENTRIES:                           4
      FREE POOL SIZE IN BLOCKS:                           1
      # OF INDEX BLOCKS AT LEVEL   1:                     2
      # OF INDEX BLOCKS AT LEVEL   2:                     1

      DATA SET SIZE IN EDX RECORDS:                      13
      INDEXED ACCESS METHOD RETURN CODE:                 -1
      SYSTEM RETURN CODE:                                -1

      CREATE/DEFINE FILE (Y/N)?: N
      ENTER COMMAND (?):
```

[1] In this example **RSVBLK** was specified as 10. Thus 10% of the total entries in each PIXB will initially be reserved.

[2] Because the total entries per PIXB is 5, 10% of 5 rounded up will cause 1 entry in each PIXB to be reserved. Because there are 2 PIXBs, each with 1 reserve entry, a maximum of 2 free pool blocks can be used. However, since **FPOOL** was specified as 50%, only half of these blocks (1 block) will be allocated for the free pool.

The total blocks allocated for this file is:

```
  Initial allocated data blocks     5
  Free blocks                       2
  Free pool blocks                  1
  Index blocks                      3
  File control block              + 2
                                   13 Total
```

Figure 3-7 on page 3-29 illustrates the format of the indexed file that would result from these SE command parameters.

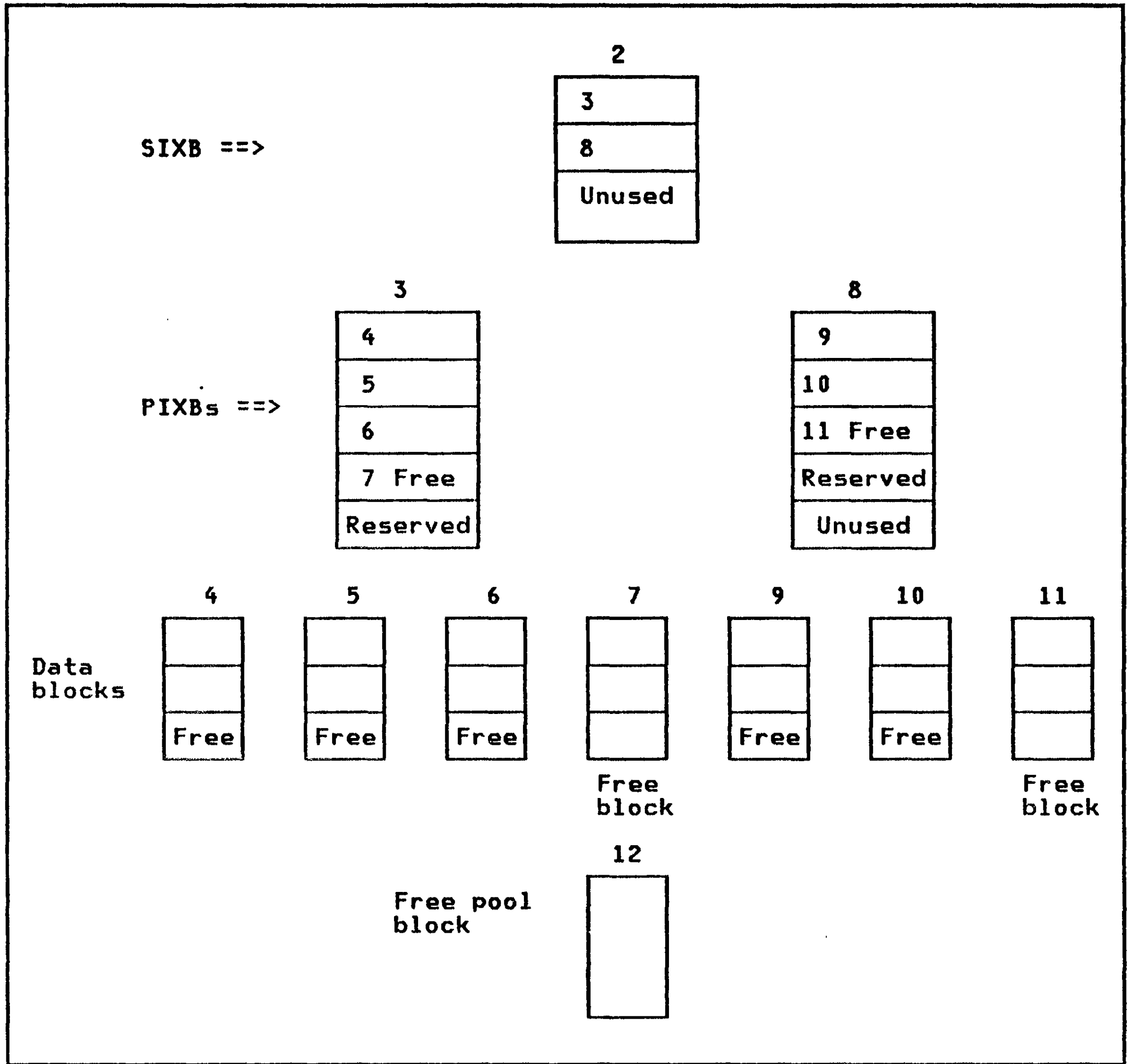


Figure 3-7. Indexed File with Reserved Data Blocks

EXAMPLE 4: ALLOCATING RESERVED INDEX ENTRIES

In the following example, the index structure is set up to use free pool blocks for index blocks by allocating reserve index entries using the RSVIX parameter.

```
      ENTER COMMAND (?): SE

      SET FILE DEFINITION PARAMETERS
      0 = EXIT
      1 = SIGNIFICANT PARAMETERS
      2 = ALL PARAMETERS
      3 = PARAMETERS FROM EXISTING INDEXED DATASET
      ENTER OPTION: 2
      SECONDARY INDEX (Y/N)?: N
      PARAMETER  DEFAULT NEW VALUE
      BASEREC        NULL:10
      BLKSIZE           0:256
      RECSIZE           0:80
      KEYSIZE           0:40
      KEYPOS            1:1
      FREEREC           0:1
      FREEBLK           0:10
      RSVBLK         NULL:10
[1]   RSVIX             0:10
      FPOOL          NULL:50
[2]   DELTHR         NULL:40
      DYN            NULL:25
      TOTAL LOGICAL RECORDS/DATA BLOCK:                      3
      FULL RECORDS/DATA BLOCK:                               2
      INITIAL ALLOCATED DATA BLOCKS:                         5
      INDEX ENTRY SIZE:                                     44
      TOTAL ENTRIES/INDEX BLOCK:                             5
      FREE ENTRIES/PIXB:                                     1
      RESERVE ENTRIES/PIXB(BLOCKS):                          1
      FULL ENTRIES/PIXB:                                     3
      RESERVE ENTRIES/SIXB:                                  1
      FULL ENTRIES/SIXB:                                     4
      DELETE THRESHOLD ENTRIES:                              2
      FREE POOL SIZE IN BLOCKS:                             29
      # OF INDEX BLOCKS AT LEVEL   1:                        2
      # OF INDEX BLOCKS AT LEVEL   2:                        1

      DATA SET SIZE IN EDX RECORDS:                         41
      INDEXED ACCESS METHOD RETURN CODE:                    -1
      SYSTEM RETURN CODE:                                   -1

      CREATE/DEFINE FILE (Y/N)?: N
      ENTER COMMAND (?):
```

[1] In this example there are still 5 total entries per index block. The 10 **RSVIX** parameter causes 10% X 5 (rounded up to 1) of the second-level index block (SIXB) entries to be reserved.

In this case, 1 reserve entry is allocated in the SIXB leaving 4 full entries. Because the block pointed to by a SIXB is also an index block (PIXB), blocks in the free pool are allocated for the PIXB and the total number of data blocks it can point to. Thus the total free pool size for these parameters is 1 (reserve entry) + 5 (total entries/PIXB) + 2 (reserve block entries) = 8. Because only 50% of the total possible free pool was requested, 4 of the total free pool blocks plus the 25 blocks specified on the DYN parameter for a total of 29 blocks would be allocated to the free pool.

The total blocks allocated for this file is:

Initial allocated data blocks	5
Free blocks	2
Free pool blocks	29
Index blocks	3
File control block	+ 2
	41 Total

[2] The percentage (0-99) of blocks to retain in the cluster as records are deleted and blocks made available. This is known as the delete threshold (DELTHR). When a block becomes empty, it is first determined if the block should be given up to the free pool by checking the response to this prompt. If the block is not given up to the free pool, it is retained in the cluster, either as a free block or as an active empty block. The result of this calculation is rounded up so that any non-zero specification indicates at least one block. The calculation is adjusted to ensure that the cluster always contains at least one block. In this example, the delete threshold was specified as 40%. This results in at least 2 blocks always being retained in each cluster.

If the DELTHR parameter is specified as null (&) and DYN is not specified, DELTHR defaults to the number of allocated blocks in the cluster plus one half of the value calculated by the FREEBLK prompt.

If the DELTHR parameter is specified as null and a value is specified for the DYN parameter, DELTHR defaults to zero.

Figure 3-8 on page 3-32 illustrates the format of the indexed file that would result from these SE command parameters.

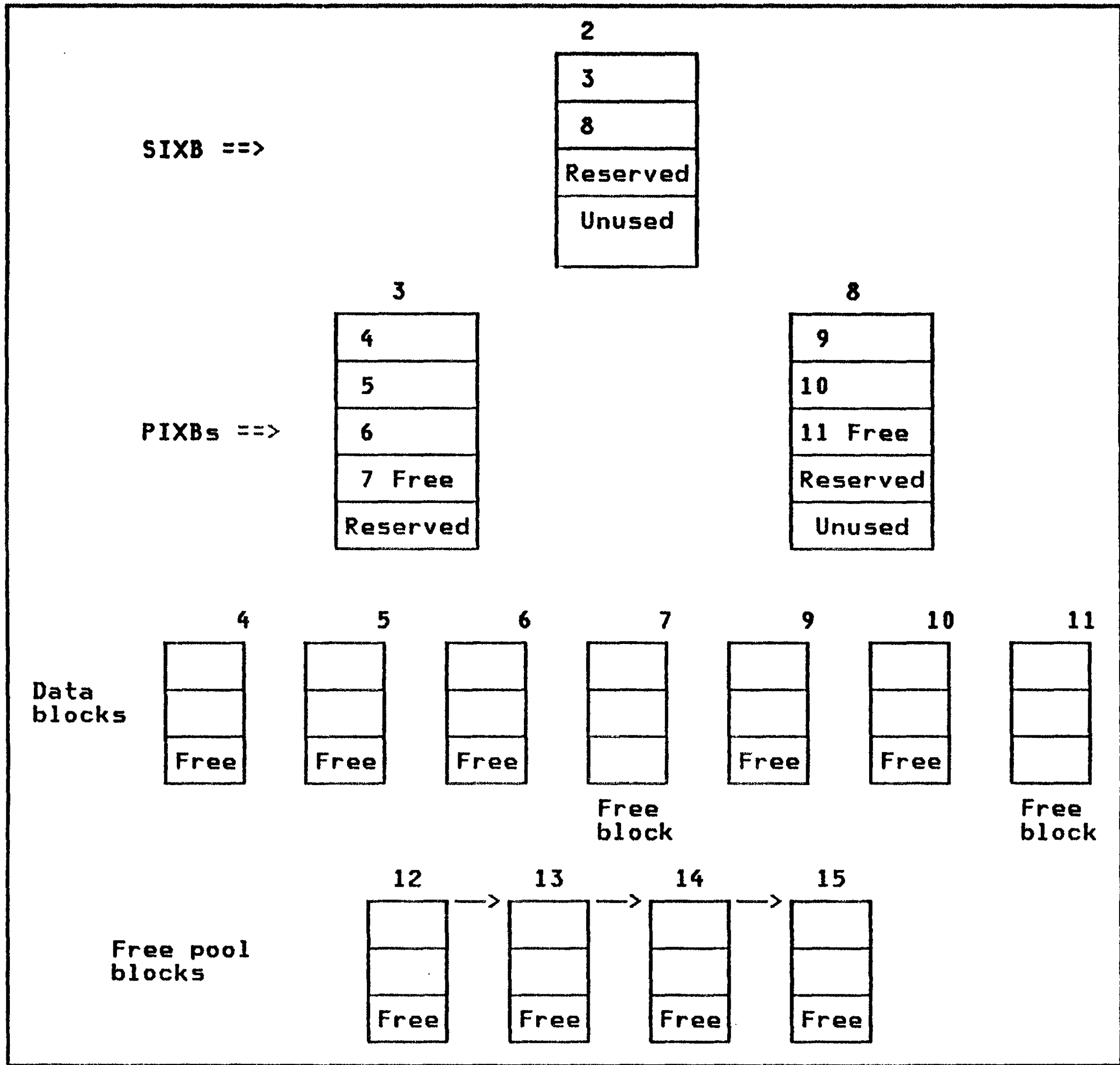


Figure 3-8. Indexed File with Reserved Index Entries

EXAMPLE 5 - DEFINING A TOTALLY DYNAMIC FILE

To define a totally dynamic file you need only supply the parameters which describe the format of your records within blocks: BLKSIZE, RECSIZE, KEYSIZE. If the your keys do not begin in position 1 of your records, the KEYPOS parameter must be supplied. The DYN parameter must then be specified in the number of blocks to assign to the free pool.

The following display shows the use of the SE commands of the $IAMUT1 utility to define a totally dynamic indexed file. Note that the resulting file has only one allocated data block and one index block. The rest of the space is in the free pool as specified by the DYN parameter.

```
ENTER COMMAND (?): SE

SET FILE DEFINITION PARAMETERS
0 = EXIT
1 = SIGNIFICANT PARAMETERS
2 = ALL PARAMETERS
3 = PARAMETERS FROM EXISTING INDEXED DATASET
ENTER OPTION: 2
SECONDARY INDEX (Y/N)?: N
PARAMETER  DEFAULT NEW VALUE
BASEREC       NULL:
BLKSIZE          0:256
RECSIZE          0:70
KEYSIZE          0:40
KEYPOS           1:
FREEREC          0:
FREEBLK          0:
RSVBLK        NULL:
RSVIX            0:
FPOOL         NULL:
DELTHR        NULL:
DYN           NULL:5300
TOTAL LOGICAL RECORDS/BLOCK:                  3
FULL RECORDS/DATA BLOCK:                      3
INITIAL ALLOCATED DATA BLOCKS:                1
INDEX ENTRY SIZE:                            14
TOTAL ENTRIES/INDEX BLOCK:                   17
FREE ENTRIES/PIXB:                            0
RESERVE ENTRIES/PIXB (BLOCKS):                0
FULL ENTRIES/PIXB:                           17
RESERVE ENTRIES/SIXB:                         0
FULL ENTRIES/SIXB:                           17
DELETE THRESHOLD ENTRIES:                     0
FREE POOL SIZE IN BLOCKS:                  5300
# OF INDEX BLOCKS AT LEVEL   1:               1

DATA SET SIZE IN EDX RECORDS:              5304
INDEXED ACCESS METHOD RETURN CODE:           -1
SYSTEM RETURN CODE:                          -1

CREATE/DEFINE FILE (Y/N)?: N

ENTER COMMAND (?):
```

The total blocks allocated for this file is:

```
Initial allocated data blocks     1
Free blocks                       0
Free pool blocks               5300
Index blocks                      1
File control block                2
                               5304 Total
```

Figure 3-9 illustrates the format of the indexed file that would result from these SE command parameters.

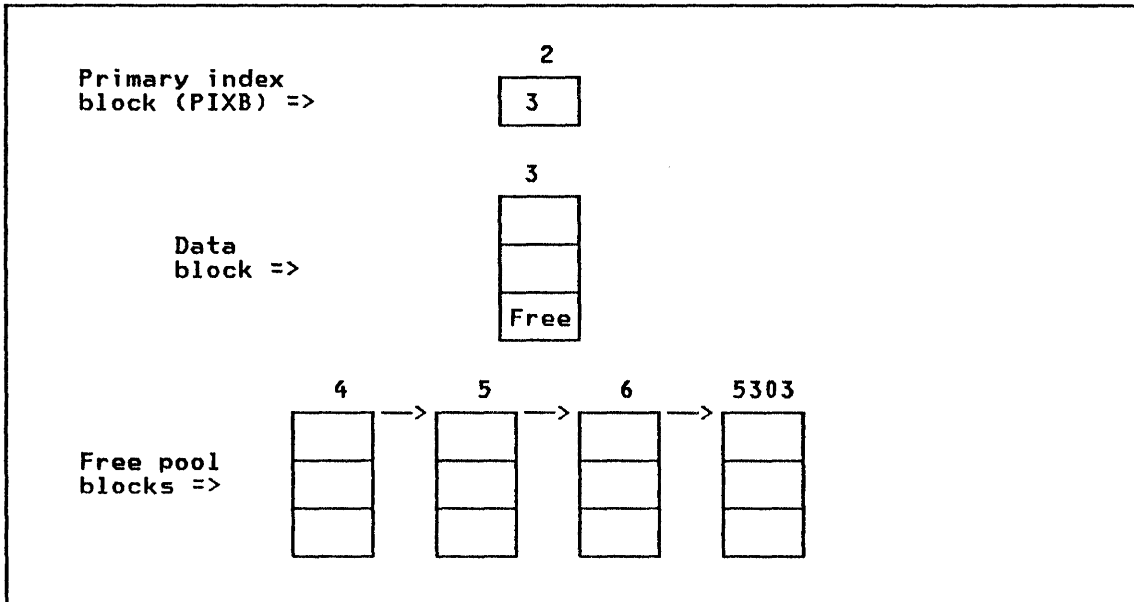


Figure 3-9. Totally Dynamic Indexed File

DESIGNING INDEXED FILES USING $IAMUT1 - OPTION 3

Option 3 allows you to define a new file, using the same parameters that were used to create an existing file. Using this option you are not required to manually enter any parameters. You are prompted for the data set name and volume of the existing indexed file followed by the prompt "NEW PARAMETERS EXACTLY SAME AS ORIGINAL PARAMETERS (Y/N) ?". The effects of these two possibilities are described below:

Y The new file to be defined is to appear exactly like the existing file when it was created. In other words, the parameters to be used for defining the new file will be exactly like those of the existing file.

An example of this situation is where you are satisfied with the structure of a currently existing file and now you want to build a similar file and you expect the same type of insert/delete activity.

N The growth of the existing file is to be taken into account in defining the new file. If the total number of records in the existing file do not exceed the number of base records when the file was defined, the existing file parameters will be used without change to define the new file. However, if the number of records in the existing file exceed the number of base records, the parameters for the new file will be adjusted as follows:

- BASEREC will be set as the current number of records in the existing file.
- FPOOL will be set to null.
- DYN will be set to the current number of free pool blocks in the existing file.
- All other parameters will be the same as the corresponding existing file parameters.

  Replying **N** to the prompt "NEW PARAMETERS EXACTLY SAME AS ORIGINAL PARAMETERS (Y/N)?", causes the file size to be adjusted to allow at least as many records to be loaded in the new file as appear in the existing file. This reduces the free pool amount based upon free pool depletion in the existing file.

An example of this situation is where you wish to reorganize a file. The new file should be able to handle as many records as exist in the old file.

Note: The parameters for a primary file must be set from another primary file and parameters for a secondary file must be set from another secondary file.

The $IAMUT1 Indexed Access Method utility can be loaded with the Event Driven Executive operator command **$L $IAMUT1**.

When $IAMUT1 is loaded the first prompt displayed is as follows:

```
[1]  ENTER COMMAND (?): SE
```

[1] Entering **SE** causes the next prompt to be displayed.

```
     SET FILE DEFINITION PARAMETERS
     0 = EXIT
     1 = SIGNIFICANT PARAMETERS
     2 = ALL PARAMETERS
[2]  3 = PARAMETERS FROM EXISTING INDEXED DATA SET
     ENTER OPTION: 3
```

[2] Respond to this prompt by entering the digit '3'. This response causes the following prompts to be displayed.

```
     SECONDARY INDEX (Y/N)?: N
[3]  NAME OF EXISTING INDEXED DATASET (NAME,VOLUME):EMPLFILE,EDX003
[4]  NEW PARAMETERS EXACTLY SAME AS ORIGINAL PARAMETERS (Y/N)? Y
     DATA SET SIZE IN EDX RECORDS:                  15
     INDEXED ACCESS METHOD RETURN CODE:             -1
     SYSTEM RETURN CODE:                            -1
[5]  CREATE/DEFINE FILE (Y/N)?: N
```

[3] Enter the name of the data set and volume whose values you wish this data set to copy.

[4] If all of the parameter values used to define the existing file initially are satisfactory, reply Y. However, if you want to change any of the parameters, based on current file status, or you want to reorganize the existing file, reply N. Replying N will cause the parameter values for BASEREC and FPOOL to be adjusted so that you can load as many records into the new file as are now contained in the existing file.

[5] If you have verified that the parameters you entered are correct, the data set (file) size in EDX records is acceptable, and the return codes are both -1, you can reply **Y** and the file can be defined and created. If you wish to change any of the parameters, reply **N** and you can reenter the SE command and enter any new values for the parameters.

DEFINING, CREATING, AND LOADING A FILE - SUMMARY

This chapter has presented the structure, content and principles of primary index files. Several examples have been used to show what results given parameter values have when defining a primary index file.

In those examples the SE command of $IAMUT1 was used extensively. In replying to the SE prompt "DEFINE/CREATE FILE (Y/N)?:", N was used in this chapter. This allows you to reenter the SE command and go through the prompt sequence again, changing any parameter values as required.

To see the result of replying Y, see the example used in Chapter 2, "Using the Indexed Access Method" on page 2-1. When you reply Y to the DEFINE/CREATE prompt, you enter the function called defining the file. You can enter the define file directly anytime that $IAMUT1 is loaded by responding with **DF** to the prompt "ENTER COMMAND (?):." Using the DF (define file) command is described in detail under "DF—Define Indexed File" on page 9-6.

When you reply Y to the prompt, "INVOKE LOAD(L), REORGANIZE(R) OR END(E) AFTER CURRENT FUNCTION ?:", you are given the opportunity to enter the $IAMUT1 functions of load, reorganize, or end. While in the SE function, load, reorganize, and end can be entered by replying with the letters L, R, or E, respectively. However, these functions can be entered directly from the prompt "ENTER COMMAND (?):" with **LO** for load, **RO** for reorganize, or **EN** for end.

Using the LO (load) command is described in detail under "LO—Load Indexed File" on page 9-22.

Using the RO (reorganize) command is described in detail under "RO—Reorganize Indexed File" on page 9-30.

Entering EN (end) terminates the current session of the SE command of $IAMUT1. Entering EN to the prompt "ENTER COMMAND (?):" will then terminate the $IAMUT1 utility.

This section describes the process and methods of loading a file.

You can use two methods to load base records:

1. The $IAMUT1 utility
2. An application program.

The methods are described in the following sections.

LOADING THE PRIMARY INDEX FILE

The Indexed Access Method uses two modes to place records into an indexed file:

1. Load mode: records are loaded sequentially in ascending order by key, skipping any free space. The records loaded are called **base records**. Each record loaded must have a key higher than any key already in the file.

2. Process mode: records are inserted in their proper key position relative to records already in the file. Records are inserted using the free space that was skipped during loading or, if a record has a new high key, it is placed in a base record after the last loaded record. If no base records are available, it is placed in the free space after the last loaded record.

The total number of base records that can be loaded is established when the indexed file is defined by the $IAMUT1 utility. It is not necessary, however, to load all (or any) base records before processing can begin. The file can be opened for loading some of the base records, closed and then reopened for processing (including inserts), and later opened for loading more base records. Figure 4-1 on page 4-2 illustrates this sequence.

Note: Programs written in COBOL are an exception to this; COBOL programs can use load mode only once for any given indexed file. Therefore, all base records loaded in load mode must be loaded together. Base records loaded later must be inserted in process mode (with slower performance).

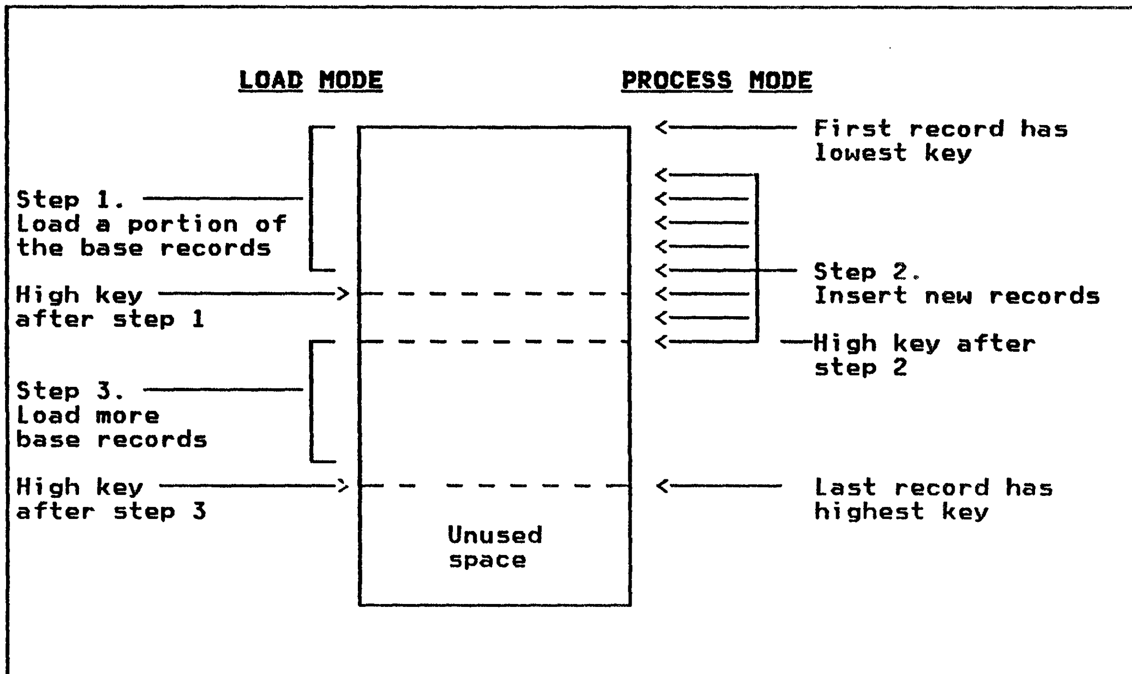


Figure 4-1. Loading and Inserting Records

The amount of free space for inserts (if any) is specified using the $IAMUT1 utility when the indexed file is built. This free space can be distributed throughout the file in the form of free records within each data block, free blocks within each cluster, and in a free pool at the end of the file.

LOADING BASE RECORDS USING $IAMUT1

After the indexed file has been defined by the $IAMUT1 DF command, you can load base records from a sequential file into the indexed file. Loading the file can be done directly by responding Y to the prompt "INVOKE LOAD(L), REORGANIZE(R) OR END(E) AFTER CURRENT FUNCTION?", when defining the file, or by using the **LO** command after the file has been defined. The data in the sequential file must be in ascending order by key.

To load base records using $IAMUT1, do the following:

1. Prepare a sequential file for input to the indexed file
2. Load the sequential file into the indexed file.

Preparing Input for the Indexed File

Select one of the following methods to prepare the input in a sequential file to be loaded into an indexed file:

- If your data records are 72 bytes or less, use one of the text editors to enter your data or one of the communications utilities to get the data into an Event Driven Executive sequential file. In either case, you must know the record format used by the utility. The utilities put two 80-byte records in each 256-byte Event Driven Executive record. The first record begins at location 1, and the second record begins at location 129. This results in a blocked sequential file which can be used to load the indexed file when using the LO command of $IAMUT1. (A detailed description of the LO command is under "LO—Load Indexed File" on page 9-22.) Specify 128 for the input record length and 256 for the input block size.
- If your records have more than 72 bytes of data, you must create a program that accepts the data records and writes them to a disk, diskette, or magnetic tape file.

The data must be in ascending order, based upon the field you use as the key.

Loading an Indexed File from a Sequential File

The procedure for loading an indexed file from a sequential file is:

1. Invoke $IAMUT1 using the system command $L.

2. If you want a hard copy of the terminal prompts and responses, enter an EC command. Respond to the prompt with a Y. This will print all further prompts and responses of $IAMUT1 on the $SYSPRTR device and your terminal. If a hard copy is not required, omit this step.

3. Enter the LO command.

   Respond to the following prompts with your data set information.

```
ENTER COMMAND (?): LO
LOAD ACTIVE
ENTER OUTPUT DATASET (NAME,VOLUME):
$FSEDIT FILE RECSIZE = 128
INPUT RECORD ASSUMED TO BE     80 BYTES. OK?:
ENTER INPUT BLOCKSIZE (NULL = UNBLOCKED):
ENTER INPUT DATASET (NAME,VOLUME):
LOAD IN PROCESS

END OF INPUT DATASET
ANY MORE DATA TO BE LOADED?: N
     6 RECORDS LOADED
LOAD SUCCESSFUL
```

4. Enter the EN command to end $IAMUT1. Your program is now loaded and you can process the data with your application program.

LOADING BASE RECORDS FROM AN APPLICATION PROGRAM

Base records are records placed into an indexed file in ascending new high key sequence. That is, if a record added to the file has a key higher than any other record in the file, it is placed in a base record slot. Base records are placed in the base record slots reserved for them by use of the BASEREC parameter. You can use either the $IAMUT1 LO command or an application program to load the base records.

Base records must be loaded in ascending order by key. If you are writing your own program to load the file, use a LOAD request to connect the file to load base records. Then issue a PUT for each record. When the desired records have been loaded, issue a DISCONN request to terminate the load procedure. The only requests that can follow a LOAD request are: PUT, EXTRACT, and DISCONN.

You can also insert base records in process mode by using a PROCESS request to connect the file, followed by a PUT request for each record to be loaded. Loading records in process mode with an application program is discouraged because of slower performance.

Unless the base record loading program is written in COBOL, it need not load all base records at one time. A file that already contains records can be reconnected to load more records, but the key of each new record must be higher than any key already in the file.

COBOL programs must either load all the base records in load mode at once (because only one use of load mode is allowed on a given file) or insert the records in process mode as needed.

The limit on base records as specified on the SE command of the Indexed Access Method utility program ($IAMUT1) cannot be exceeded. If you attempt to load a record after the last allocated record area has been filled, an end-of-file condition occurs.

LOADING BASE RECORDS FROM A SEQUENTIAL FILE IN RANDOM ORDER

In order to load base records from a sequential file where keys are in random order, code an EDL program to open the indexed file in load mode. Load the SORT/MERGE program with an output exit routine specified. Write (PUT) each record to the indexed file as it is received in the output exit routine from SORT/MERGE. The output exit routine can also screen out duplicates or other unwanted records. For information on using the SORT/MERGE Program Product, refer to IBM Series/1 Event Driven Executive Sort/Merge Programmer's Guide, SL23-0016.

Indexed files, like most data record files, can be a common base for many applications. You can assign **secondary keys** in your indexed files for greater flexibility in accessing records in indexed files.

Secondary keys are accessed through a **secondary index** (a separate file). Your application program requests records by their secondary key and secondary index file name. The secondary index is used to retrieve the record by its secondary key from the primary index file.

You can have more than one secondary index for a given primary index file. In order for the Indexed Access Method to know the relationships between secondary indexes and primary index files, you must create and maintain a **directory** with that information.

SECONDARY KEYS

Secondary keys are not required to be unique; different records in an indexed file can have the same key values in their secondary key field.

The secondary key can be any field within your data record that you select, however, it must meet the following requirements:

- The selected field must start at the same location in each record.
- All portions of the key field must be contiguous.
- The secondary key length cannot exceed 250 bytes.

In a secondary index, the Indexed Access Method assigns a **sequence number** to each secondary key. The sequence number shows the sequence of loading or inserting secondary index entries.

A sample layout of a secondary index record follows:

Secondary Key	Sequence Number	Primary Key	Relative Block Number
SMITH	0001	12345AB	RBN

THE DIRECTORY

In order for the Indexed Access Method to know the relationships between secondary indexes and primary index files, you must create and maintain a directory with that information. The directory describes all indexed files in the system which are either secondary indexes, or primaries which have secondary indexes associated with them. Primary index files which do not have secondary indexes associated with them are not in the directory. Use the $IAMUT1 utility to create and maintain the directory.

The directory name is $IAMDIR and it resides on the IPL volume.

The directory contains one or more groups of entries. Each group begins with an entry for the primary file and is followed by an entry for each secondary index which references that primary file.

You have the responsibility of maintaining the directory using the $IAMUT1 utility.

Each entry in the directory contains the following information:

- File name
- Volume name
- Primary file or secondary index indicator
- Independent indicator
- Invalid index indicator (secondary entry only)
- Automatic update indicator (secondary entry only).

FILE NAME: The file name is the data set name supplied when the primary index file or secondary index entry is inserted in the directory.

VOLUME NAME: The file location is the volume label name where the index resides that this entry is for.

INDEPENDENT PROCESSING INDICATOR: Each entry in the directory contains an independent indicator. Independent means that the file is to be treated as an independent file without regard to associated primary or secondary files. If the independent indicator is set on for a file that is explicitly opened, the automatic update indicator is ignored.

In the case of a secondary index, this means that records retrieved are internal secondary index records, not data records from the primary file. In addition, independent means that any modification to the file (either primary or secondary) will not be reflected in its associated files. Also any changes made in a secondary index will not be reflected in the associated primary or other secondary index files.

In the case of a primary entry, any modification to the primary file will not be reflected in the associated secondary index files.

INVALID INDICATOR: The invalid indicator is initially turned on in the directory, by the directory function of $IAMUT1, when the secondary entry is inserted in the directory.

A secondary index entry is marked invalid until the secondary index has been loaded.

The load function of the utility turns off the invalid indicator.

If you build the secondary index with an application program, you must also turn off the indicator. The UE subcommand of the DR function in $IAMUT1 is used to turn off the invalid indicator, after you have successfully loaded your secondary index.

AUTOMATIC UPDATE INDICATOR: Each secondary index entry in the directory contains an automatic update indicator. Any modification to the primary file (either directly or through any secondary index activity) results in an automatic update to all secondary indexes whose automatic update indicator in the directory was specified with Y. Thus, a secondary index flagged as auto-update can be thought of as "dynamic." Each secondary index remains open until all users of it have closed. However, if the independent indicator is set on for a file that is explicitly opened, the automatic update indicator is ignored.

If the automatic update indicator was specified as N, changes are not reflected in that secondary index. This would be a "static" index. The assumption is that a static index would be rebuilt periodically to bring it up to date.

ALLOCATING AND INSERTING ENTRIES IN A DIRECTORY

Although the Indexed Access Method references the directory, it never modifies the directory. The one function that is performed on the directory automatically is that the secondary load option sets the invalid indicator off following successful completion.

To define the existence of a secondary index, use $IAMUT1 to perform the following two steps:

1. Allocate a directory using the DR (directory function) of $IAMUT1

2. Establish the fact that a secondary index will exist by making an entry in the directory using the IE (insert entry) command of $IAMUT1.

Remember that primary index file entries precede their associated secondary index entries. The $IAMUT1 Indexed Access Method utility can be loaded with the Event Driven Executive operator command **$L $IAMUT1**.

When $IAMUT1 is loaded, the first prompt displayed is as follows:

```
[1] ENTER COMMAND (?): DR
```

[1] Entering **DR** causes the following prompt sequence.

```
[2] ENTER DIRECTORY COMMAND (?): AL
[3] MAX # OF DIRECTORY ENTRIES: 10
[4] THE DIRECTORY DS REQUIRES   1 EDX RECORDS, CONTINUE (Y|N|EN)? Y

[5] DIRECTORY DATA SET ALLOCATED: $IAMDIR,EDX002
```

[2] Responding to this prompt with **AL** (allocate) causes a directory allocation sequence to begin.

Note: The allocation sequence is only required the first time you set up secondary indexes. Future entries can be added using (IE) insert directory function.

[3] Reply with maximum number of directory entries you want allocated for the directory. You will need one entry for each secondary index and one entry for each primary that has a secondary index associated with it. A null response will allocate the maximum (default) of 47 entries.

[4] Based on your previous response, the size of the required directory is calculated and you are informed of the number of EDX records required to allocate your requested directory. You are also given three options as follows:

1. Y - the opportunity to continue the directory allocation

2. N - do not allocate the directory; allow me to change the size of the directory

3. EN - end the allocate function; return to [1] of the DR function of $IAMUT1 to enter another command.

[5] Because [Y] was replied, the directory is allocated. If the directory is allocated successfully, you are informed that it has been allocated, the name of the directory of course is $IAMDIR, and the IPL volume where it is always allocated is displayed.

Note: The allocation sequence is only required the first time you set up secondary indexes.

The prompt sequence continues.

```
[6]   ENTER DIRECTORY COMMAND (?):  IE

[7]   (DSNAME,VOLUME): EMP#,EDX002
[8]   IS THIS A SECONDARY ENTRY (Y/N) N

[9]   DIRECTORY INSERT SUCCESSFUL

[10]  ENTER DIRECTORY COMMAND (?): IE
```

[6] Replying **IE** (insert entry) allows you to insert entries into the directory. A primary entry must be inserted before its associated secondary index entries.

Note: Primary files may exist at this time, however, secondary indexes cannot be created until an entry for it has been inserted in the directory.

[7] Your data set name and volume name where your primary index file or secondary index resides. The volume name is not required if the data set is on system volume such as EDX002.

[8] This prompt lets $IAMUT1 know whether to set the primary or secondary entry indicator. Reply Y for a secondary index entry, or N for a primary index entry.

[9] This message informs you that the entry has been successfully inserted into the directory.

[10] At this point you can end the directory function by responding to the prompt with EN, or reply any other directory function.

Because this was a primary entry we can now respond with IE and insert secondary directory entries. In this case, secondary entries are being made and that is why we responded with **IE** and caused the prompts to continue as follows:

```
[11] (DSNAME,VOLUME): NAME,EDX002
[12] IS THIS A SECONDARY ENTRY (Y/N)? Y

[13] ASSOCIATED PRIMARY ENTRY (DSNAME,VOLUME): EMP#,EDX002
[14] AUTO-UPDATE (Y/N)? Y

[15] DIRECTORY INSERT SUCCESSFUL

[16] ENTER DIRECTORY COMMAND (?): IE
```

[11] The secondary index data set name is **NAME** on volume EDX002 and therefore, the volume name could have been omitted.

[12] Because this is an entry for a secondary index, the correct reply is Y. At this point in the prompt sequence the prompts change from the previous sequence because of the positive reply, Y.

[13] The associated primary entry data set name, which the previous entry sequence (5 - 9) was for, is **EMP#,EDX002**. This is the point where the secondary indexes establish their association to the primary index files for which the secondary index is built.

[14] The response to this prompt establishes whether automatic update option is to be effective for this secondary index. For a description of automatic update, see "Automatic Update Indicator" on page 5-3. The recommended response is Y, also if a null entry is supplied, the default is Y (yes).

[15] You are informed when the insert is successfully completed.

[16] As seen previously, you again have the option of selecting another directory function. In this description, **IE** was again selected to insert the following two secondary index entries.

A second secondary index entry named CITY,EDX002, is inserted for the associated primary index file named EMP#.

```
(DSNAME,VOLUME): CITY,EDX002
IS THIS A SECONDARY ENTRY (Y/N) Y

ASSOCIATED PRIMARY ENTRY (DSNAME,VOLUME): EMP#,EDX002
AUTO-UPDATE (Y/N)? Y

DIRECTORY INSERT SUCCESSFUL

ENTER DIRECTORY COMMAND (?):  IE
```

A third secondary index entry named LEVEL,EDX002, is inserted for the associated primary index file named EMP#.

```
(DSNAME,VOLUME): LEVEL,EDX002
IS THIS A SECONDARY ENTRY (Y/N) Y

ASSOCIATED PRIMARY ENTRY (DSNAME,VOLUME): EMP#,EDX002
AUTO-UPDATE (Y/N)? N

DIRECTORY INSERT SUCCESSFUL
```

The following example uses a different directory function: LE (list directory entries). This example shows the directory which was just allocated and four entries inserted; one primary and three secondaries.

```
[1] ENTER DIRECTORY COMMAND (?): LE

[2] ENTRY (DSNAME,VOLUME) BLANK=ALL:

[3]                    PRIMARY  INDE-               AUTO
      DSNAME   VOLUME  DATA SET PENDENT  INVALID    UPDATE

[4]    EMP#    EDX002  YES      NO       ****       ****
[5]    NAME    EDX002  NO       NO       YES        YES
[6]    CITY    EDX002  NO       NO       YES        YES
[7]    LEVEL   EDX002  NO       NO       YES        NO

[8] NUMBER OF DIRECTORY ENTRIES USED =     4
[9] NUMBER OF AVAILABLE ENTRY SLOTS =    6
     DIRECTORY LIST COMPLETED
```

[1] The DR (directory) subcommand LE prints specified directory statistics.

[2] Respond to this prompt with the specific data set name and volume you wish the statistics listed for, or press the Enter key with no DSNAME or VOLUME name specified to list the entire directory. This request is for all entries in the directory which was just allocated and inserts made in the previous examples.

[3] Column headings for the listed information from the directory showing the following information:

- Data set name that the statistics are for
- Volume name where the data set resides
- Whether this is a primary or secondary index
- Is the independent indicator on for the named data set (yes or no)
- Is the invalid index indicator on for the named data set (yes or no)
- Is the auto-update indicator on for the named data set (yes or no).

[4] For the primary index file (data set) named EMP#, on volume EDX002, the independent indicator is off, there is no invalid indicator for a primary file, there is no auto-update indicator for a primary file. Modifications are always made to the primary index file if the independent indicator is not on.

[5] For the secondary index named NAME, on volume EDX002, the independent indicator is off, the invalid index indicator is on because the index has not been loaded, the auto-update indicator is on as requested when the entry for this secondary index was inserted.

[6] Same statistics as previous data set.

[7] For the secondary index named LEVEL, on volume EDX002, the independent indicator is off, the invalid indicator is on (index is not loaded), and the auto-update indicator is off.

[8] There were 10 entries allocated and 4 inserts (one primary and three secondaries).

[9] The resulting empty directory slots for additional inserts is six.

SECONDARY INDEX

Depending upon your need, you may have one or several secondary indexes for a given primary index file. A secondary index is built for a specific primary index file and cannot be used with any other file. Each secondary index is a separate Indexed Access Method file.

Application programs accessing indexed records by their secondary key are required to open the secondary index and access the records using the secondary key. When primary index records are updated, inserted or deleted, some or all secondary indexes associated with that primary index file can be updated automatically by the Indexed Access Method, according to the options selected when the secondary index directory is set up.

Setting up a Secondary Index

To provide access by a secondary key, you must build a secondary index. The secondary index must have a unique file name.

To set up a secondary index, you must do the following using $IAMUT1:

1. Create the secondary index
2. Load the secondary index.

DEFINING AND LOADING A SECONDARY INDEX

Your secondary index should be structured so that the base records parameter is equal to or greater than the number of records in the primary index file. This will assure that when you build your secondary index, it will be large enough to hold at least as many records as there are in the primary index file.

Note: If the associated primary index file, for which the secondary is being defined, is an existing Version 1 created file, you must use $VERIFY to update the record counts before defining the secondary file.

The key size and key position specified for the secondary index must be the key size and starting position of the secondary key within the primary index record.

You can create a secondary index the same way you create a primary index file, using the $IAMUT1 utility SE (and DF) commands. The utility prompts you requesting whether the secondary index being defined is also to be loaded. If YES is specified, the utility does the following:

1. Creates the secondary index but does not format it
2. Opens the primary file, reads the records sequentially, and extracts the primary and secondary keys from each record, retaining the relative data block address (RBN) of each record
3. Invokes the Sort/Merge Program Product to sort by secondary key (and by primary key within secondary)
4. Opens the secondary index, formats the sorted keys, their sequence numbers which are now assigned, and the relative data block addresses of the primary file data records into blocks
5. Writes the blocks into the secondary index.

Before a secondary index can be loaded, it must have been defined using $IAMUT1. A secondary index can be deleted, then created and loaded again at any time. If a primary file has more than one secondary index, each must be created and loaded separately.

$IAMUT1 Option Selection Guide

Having read the preceding material, you are probably ready to make a choice as to which option you want to use in defining your secondary index. The following table will help you to find the appropriate information, based on your secondary index defining objectives.

Your objective	Option	Information location
You want the Indexed Access Method to calculate and structure your index	Option 1	See "Option 1" on page 5-10
You want to structure your secondary index using specific parameters	Option 2	See "Option 2" on page 5-12
You want to structure your secondary index using the parameters of an existing secondary index	Option 3	See "Option 3" on page 5-14

EXAMPLE 1: DEFINING A SECONDARY INDEX USING $IAMUT1

The Indexed Access Method utility, $IAMUT1, option 1, provides you with the opportunity to select only those parameters necessary to set up a secondary index.

OPTION 1

The $IAMUT1 Indexed Access Method utility can be loaded with the Event Driven Executive operator command **$L $IAMUT1**.

When $IAMUT1 is loaded the first prompt displayed is as follows:

```
[1] ENTER COMMAND (?): SE
```

[1] Entering **SE** causes the following option list prompt to be displayed.

```
    SET FILE DEFINITION PARAMETERS
    0 = EXIT
[2] 1 = SIGNIFICANT PARAMETERS
    2 = ALL PARAMETERS
    3 = PARAMETERS FROM EXISTING INDEXED DATA SET
    ENTER OPTION: 1
```

[2] Respond to this prompt by entering the digit '1'. This response causes a one line prompt from the next prompt sequence to be displayed.

Note: Although the following prompts are displayed one line at a time when using the utility, all the prompts are listed here in logical groups for simplicity in describing the parameters.

```
[3] SECONDARY INDEX (Y/N)?:  Y
[4] ENTER SECONDARY DATASET (NAME,VOLUME):  CITY,EDX002
[5] SECONDARY KEY SIZE    :4
[6] SECONDARY KEY POSITION :5

    DATA SET SIZE IN EDX RECORDS:              10
    INDEXED ACCESS METHOD RETURN CODE:         -1
    SYSTEM RETURN CODE:                        -1
    CREATE/DEFINE FILE (Y/N)?: Y
    DYNAMIC DATA SET EXTENTS ON FILE (Y/N): N
    DO YOU WANT IMMEDIATE WRITE-BACK? N
    INVOKE LOAD(L), REORGANIZE(R) OR END(E) AFTER CURRENT FUNCTION? L
    DEFINE IN PROGRESS
    DATA SET SIZE IN EDX RECORDS:              10
    INDEXED ACCESS METHOD RETURN CODE:         -1
    SYSTEM RETURN CODE:                        -1
    PROCEED WITH LOAD/REORGANIZE (Y/N)? Y
[7] SECONDARY INDEX LOAD ACTIVE
    ANSWER NULL FOR ALLOCATING DEFAULT WORK DATASET $SORTWRK
[8] SORT WORK DATASET (DSNAME,VOLUME):
    SORT WORK DATASET REQUIRES      20 EDX RECORDS
            5 RECORDS LOADED
    SECONDARY LOAD SUCCESSFUL
```

[3] Reply Y to this prompt because you are defining a secondary index.

[4] Enter the data set name and volume where this index is being defined.

[5] Specify the length of the secondary key within the primary index record for which this index is being defined.

[6] Specify the starting position of the secondary key within the primary index file record. The first byte of the record is number 1.

[7] The secondary index load function is active.

[8] At this point there are four possible responses:

1. A load error may occur while trying to load $SORT due to a lack of sufficient main storage in the partition. If this happens, you can either change to another partition or end one or more programs in the current partition. However, do not cancel $IAM.

2. A null response, just pressing the enter key, will cause $SORTWRK to be allocated on the IPL volume if space is available. The size of the data set is calculated by the utility. If $SORTWRK already exists, this indicates that another user is using the default work data set and you will be prompted again for a work data set name.

3. Entering a comma (,) followed immediately with a volume name, then pressing the enter key, causes the utility to try to allocate $SORTWRK on the specified volume.

4. Entering a data set name and optionally a volume name (no volume name entered causes the IPL volume to be used) causes the utility to calculate the size of data set required and allocate it according to your response.

Notes:

1. **If $IAMUT1 allocates the data set for you, the data set will be** automatically deleted at the end of the sort operation. However, if you provide either the name of an already existing data set (other than $SORTWRK) or a data set name you want $IAMUT1 to allocate, the data set will not be deleted at the end of the sort.

2. The sort work data set cannot always be calculated precisely because the size is dependent on several variables related to the input file. In most cases the calculated size will be adequate. However, if the size calculated is too small, the sort will end prematurely. If this happens you can preallocate a data set with a larger size than that calculated by $IAMUT1 and execute the sort again.

OPTION 2

The $IAMUT1 Indexed Access Method utility can be loaded with the Event Driven Executive operator command **$L $IAMUT1**.

When $IAMUT1 is loaded the first prompt displayed is as follows:

```
[1] ENTER COMMAND (?): SE
```

[1] Entering **SE** causes the following option list prompt to be displayed.

```
    SET FILE DEFINITION PARAMETERS
    0 = EXIT
    1 = SIGNIFICANT PARAMETERS
[2] 2 = ALL PARAMETERS
    3 = PARAMETERS FROM EXISTING INDEXED DATA SET
    ENTER OPTION: 2
```

[2] Respond to this prompt by entering the digit '2'. This response causes a one line prompt from the next prompt sequence to be displayed.

> **Note:** Although the following prompts are displayed one line at a time when using the utility, the entire prompt list is shown for simplicity in presentation.

```
[3]  SECONDARY INDEX  (Y/N)?:  Y
[4]  ENTER SECONDARY DATASET (NAME,VOLUME):  NAME,EDX002
[5]  PARAMETER  DEFAULT NEW VALUE
     BASEREC        20:20
     BLKSIZE       256:
     KEYSIZE         4:
     KEYPOS          5:
     FREEREC         0:
     FREEBLK         0:
     RSVBLK       NULL:
     RSVIX           0:
     FPOOL        NULL:
     DELTHR       NULL:
     DYN          NULL:05
     TOTAL LOGICAL RECORDS/DATA BLOCK:          15
     FULL RECORDS/DATA BLOCK:                   15
     INITIAL ALLOCATED DATA BLOCKS:              2
     INDEX ENTRY SIZE:                          12
     TOTAL ENTRIES/INDEX BLOCK:                 20
     FREE ENTRIES/PIXB:                          0
     RESERVE ENTRIES/PIXB(BLOCKS):               0
     FULL ENTRIES/PIXB:                         20
     RESERVE ENTRIES/SIXB:                       0
     FULL ENTRIES/SIXB:                         20
     DELETE THRESHOLD ENTRIES                    0
     FREE POOL SIZE IN BLOCKS                    5
     # OF INDEX BLOCKS AT LEVEL   1:             1
     DATA SET SIZE IN EDX RECORDS:              10
     INDEXED ACCESS METHOD RETURN CODE:         -1
     SYSTEM RETURN CODE:                        -1
     CREATE/DEFINE FILE (Y/N)?:  Y
     DYNAMIC DATA SET EXTENTS ON FILE? (Y/N): N
     DATA SET ALREADY EXISTS
     DELETE AND REALLOCATE (Y/N): Y
     DELETE AND REALLOCATE COMPLETED
     DO YOU WANT IMMEDIATE WRITE-BACK?  N
     INVOKE LOAD(L), REORGANIZE(R) OR END(E) AFTER CURRENT FUNCTION? L
     DEFINE IN PROGRESS
     DATA SET SIZE IN EDX RECORDS:              10
     INDEXED ACCESS METHOD RETURN CODE:         -1
     SYSTEM RETURN CODE:                        -1
     PROCEED WITH LOAD/REORGANIZE (Y/N)? Y
[6]  SECONDARY INDEX LOAD ACTIVE
     ANSWER NULL FOR ALLOCATING DEFAULT WORK DATASET $SORTWRK
[7]  SORT WORK DATASET (DSNAME,VOLUME):
     SORT WORK DATASET REQUIRES      20 EDX RECORDS
              5 RECORDS LOADED
     SECONDARY LOAD SUCCESSFUL
```

[3] Reply Y to this prompt because you are defining a secondary index.

[4] Enter the data set name and volume where this index is being defined.

[5] The following parameter list allows you to precisely define the secondary index structure.

[6] The secondary index load function is active.

[7] If the name of a data set and volume are entered, Sort/Merge will use it for the work data set. If a null response is made, the utility will calculate the size data set required and allocate it with the name $SORTWRK on the IPL volume.

Notes:

1. For a more complete description of the responses available and the possible conditions that could exist, see step 8 description under "Option 1."

2. The following messages are from the IBM Sort/Merge Program Product, program number 5719-SM2. The following message list is the result of the secondary load function calling and executing Sort/Merge. For a description of the Sort/Merge program and its messages refer to <u>IBM Series/1 Event Driven Executive Sort/Merge Programmer's Guide</u>, SL23-0016.

```
SORT099N ----+----1----+----2----+----3----+----4----+----5----+-
SORT000* LO$SYSPRTR
SORT001P SORT/MERGE SPECIFICATION PHASE STARTED
SORT000* HSORTR  12A0DP
SORT000* DW $SORTWRKTVOL
SORT000* FNC0001  12
SORT000* FR
SORT075P SPECIFICATION PHASE ENDED
SORT076P INPUT PHASE STARTED
SORT082P INPUT PHASE ENDED            5           1           1
SORT085P FINAL MERGE PHASE STARTED          1      4     5
SORT086P FINAL MERGE PHASE ENDED
SORT088P RECORDS READ FROM INPUT DATA SET(S):                 0
SORT089N RECORDS INSERTED BY INPUT EXIT ROUTINE:              5
SORT090N RECORDS DELETED BY INPUT EXIT ROUTINE:               0
SORT091N RECORDS INSERTED BY OUTPUT EXIT ROUTINE:             0
SORT092N RECORDS DELETED BY OUTPUT EXIT ROUTINE:              0
SORT093N RECORDS WRITTEN TO OUTPUT DATA SET:                  0
SORT094N I/O ERRORS ACCEPTED:                                 0
SORT095N I/O ERRORS SKIPPED:                                  0
SORT149N RECORDS SORTED OR MERGED:                            5
SORT097P NORMAL ENDING FOR SORT/MERGE PROCESSING
```

OPTION 3

The $IAMUT1 Indexed Access Method utility can be loaded with the Event Driven Executive operator command **$L $IAMUT1**.

When $IAMUT1 is loaded the first prompt displayed is as follows:

```
[1] ENTER COMMAND (?): SE
```

[1] Entering **SE** causes the following option list prompt to be displayed.

```
    SET FILE DEFINITION PARAMETERS
    0 = EXIT
    1 = SIGNIFICANT PARAMETERS
    2 = ALL PARAMETERS
[2] 3 = PARAMETERS FROM EXISTING INDEXED DATA SET
    ENTER OPTION: 3
```

[2] Respond to this prompt by entering the digit '3'. This response causes a one line prompt from the next prompt sequence to be displayed.

Note: Although the following prompts are displayed one line at a time when using the utility, the entire prompt list is shown for simplicity in describing the parameters.

```
[3] SECONDARY INDEX (Y/N)?:  Y
[4] ENTER SECONDARY DATASET (NAME,VOLUME):  LEVEL,EDX002
[5] NAME OF EXISTING INDEXED DATA SET (NAME,VOLUME): CITY,EDX002
[6] NEW PARAMETERS EXACTLY SAME AS ORIGINAL PARAMETERS (Y/N)? Y
    DATA SET SIZE IN EDX RECORDS:                10
    INDEXED ACCESS METHOD RETURN CODE:           -1
    SYSTEM RETURN CODE:                          -1
    CREATE/DEFINE FILE (Y/N)?: Y
    DYNAMIC DATA SET EXTENTS ON FILE (Y/N): N
    NEW DATASET IS ALLOCATED
    DO YOU WANT IMMEDIATE WRITE-BACK? Y
    INVOKE LOAD(L), REORGANIZE(R) OR END(E) AFTER CURRENT FUNCTION? L
    DEFINE IN PROGRESS
    DATA SET SIZE IN EDX RECORDS:                10
    INDEXED ACCESS METHOD RETURN CODE:           -1
    SYSTEM RETURN CODE:                          -1
    PROCEED WITH LOAD/REORGANIZE (Y/N)? Y
    SECONDARY INDEX LOAD ACTIVE
    ANSWER NULL FOR ALLOCATING DEFAULT WORK DATASET $SORTWRK
[7] SORT WORK DATASET (DSNAME,VOLUME):
    SORT WORK DATASET REQUIRES          20 RECORDS
              5 RECORDS LOADED
    SECONDARY LOAD SUCCESSFUL
```

[3] Reply Y to this prompt because you are defining a secondary index.

[4] Enter the data set name and volume where this index is being defined.

[5] Enter the data set name and volume of the secondary index whose parameters are to be used for this index.

[6] If all parameters are to be the same as those initially set for the data set name entered in prompt [3], reply Y. However, if you want the parameters adjusted, based on current file status, reply N.

[7] If the name of a data set and volume are entered, Sort/Merge will use it for the work data set. If a null response is made, the utility will calculate the size data set required and allocate it with the name $SORTWRK on the IPL volume.

Note: For a more complete description of the responses available and the possible conditions that could exist, see step 8 description under "Option 1."

LOADING A SECONDARY FILE WITH AN APPLICATION PROGRAM

You have the option of allowing $IAMUT1 to load your secondary file at the time it is created, as was demonstrated in "Option 2" on page 5-12, or you can load it with an application program. The sequence of operation for loading your secondary index with an application program is described here.

A secondary file has the following format:

Secondary Key	Sequence Number	Primary Key	Relative Block Number
SMITH	0001	12345AB	RBN
	4 bytes		4 bytes

In preparation for loading your secondary index, allocate the following sort data sets:

- Sort input data set
- Sort output data set
- Sort work data set.

The size of the records in the input and output data sets is calculated using the lengths of keys from the primary index file record plus four bytes for the sequence number and four bytes for the RBN.

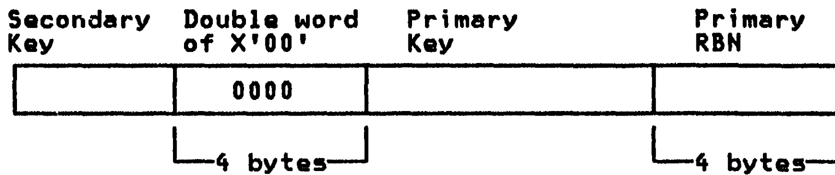
Secondary key length + primary key length + 8 bytes

If you have the Sort/Merge licensed program product, program number 5719-SM2, refer to the IBM Series/1 Event Driven Executive Sort/Merge Programmer's Guide, SL23-0016, for details of the sort work data set and sort specification data sets. Otherwise, use your own sort program.

Loading your secondary index requires the following sequence:

1. Open the primary index file in process mode.
2. Retrieve a primary index file record with a GETSEQR request (retrieves the primary record plus the RBN).
   a. When end-of-data condition is reached, go to step 6.

3. Using values from the retrieved record, build a secondary record with the following format:



4. Move the newly built secondary record into the sort input data set.

5. Return to step 2 and repeat the sequence.

6. Sort the records in the sort input data set using the following sort specifications.

   a. Sort the input records on position 1 through n-4 into ascending sequence (n= the length of the records as calculated previously for the sort data sets).

7. Open the secondary index, which is to be loaded, in load mode.

   If your program is written in Event Driven Language (EDL), specify the independent option when you open the secondary index. If you are using a high level language, use $IAMUT1 to turn on the independent indicator.

8. Read a record from the sorted output.

   a. When end-of-file is reached, go to step 14.

9. Move a sequence number into the retrieved record's sequence number field (use X'0000' for the first record).

10. Increment the sequence number by a value of 1.

11. Use a PUT request to load the record into the secondary file.

12. Return to step 8 and repeat the sequence.

13. Issue a DISCONNECT to the primary index file and secondary index.

14. Using the $IAMUT1 utility, turn off the invalid indicator for this secondary index entry in your directory. Also, turn off the independent indicator if you turned it on in step 7.

This chapter describes how to allocate and format primary or secondary indexed files from an application program using the Indexed Access Method. Related performance considerations are covered under "Other Performance Considerations" on page 11-6 in Chapter 11.

Use the load module, $IAMUT3, to allocate and format a primary or secondary indexed file. The parameters you must supply to $IAMUT3 are similar to those required when using option 2 of the SET parameters command (SE) for $IAMUT1. $DISKUT3 must exist on the IPL volume before you can successfully allocate a file.

If you want to define a secondary indexed file using $IAMUT3, you must:

- Verify that IAMQCB has been included in your system.
- Be sure the related primary file already exists on the volume specified in its entry in directory data set $IAMDIR.
- Use the $IAMUT1 utility to create an entry for the new secondary file in the directory data set $IAMDIR.

The data set to be allocated and formatted as an indexed file must not already exist on the specified volume. If it does, $IAMUT3 sets an error return code in the IDEFIAMR return code field of the parameter list.

Load module $IAMUT3 requires approximately 11K bytes of storage for execution. This includes 2K bytes of dynamic storage that $IAMUT3 requires for the default maximum block size. For a block size that is greater than 2K (2048 decimal bytes), you can allocate the necessary dynamic storage in $IAMUT3 by one of two methods:

- Set the "STORAGE=" parameter of the LOAD instruction that loads $IAMUT3 to the desired number of decimal bytes (the block size of the file).
- Use the SS (Set Storage) command of $DISKUT2 to set the dynamic storage for $IAMUT3 to the desired number of decimal bytes before loading $IAMUT3 from your program.

CALL LOAD MODULE $IAMUT3

Use the LOAD instruction to load $IAMUT3 into storage for execution. Your program can load $IAMUT3 into any partition. If the LOAD operation is successful, your program should issue a WAIT instruction to wait for $IAMUT3 to end.

The following example illustrates the use of the LOAD instruction to call $IAMUT3:

```
LOAD $IAMUT3,IDEFADDR,EVENT=IDEFECB,LOGMSG=NO,PART=ANY
```

This example, assumes that $IAMUT3 exists on the IPL volume.

IDEFADDR is the parameter that you pass to $IAMUT3. It is the address of the parameter list that contains the file definition parameters. This parameter list is mapped by the IDEFEQU copy code. See "$IAMUT3 Parameter List" on page 6-6 for further information.

IDEFECB is an event control block in your program. It is posted when $IAMUT3 completes.

LOGMSG=NO specifies that the "Program Loaded" message is not to be displayed or printed on the terminal.

PART=ANY specifies that $IAMUT3 can be loaded into any partition that has enough storage for it.

The sample program following this section illustrates the use of the LOAD and WAIT instructions in a program that loads $IAMUT3.

$IAMUT3 SAMPLE PROGRAM

The following sample program uses the load module $IAMUT3 to allocate and format a primary indexed file named IAMPRI01 on volume EDX003.

The first TCBGET instruction places the TCB address of the user task into the parameter list. The second TCBGET instruction places the address space of the user task into the parameter list.

The second LOAD instruction attempts to load $IAMUT3 into any partition.

If the LOAD operation is successful, the WAIT instruction is issued to wait for $IAMUT3 to finish. The sample program then displays the Indexed Access Method return code and the system return code from the parameter list.

An Indexed Access Method return code of -1, in this case, would indicate that the indexed file has been successfully allocated and formatted for 50 base records with immediate write-back of data blocks to the file.

```
SAMPLE PROGRAM    START
START    EQU      *
*
*
         TCBGET  DEFUTCB,$TCBVER    A(TCB OF USER TASK)
         TCBGET  DEFUADS,$TCBADS    ADDRESS SPACE OF USER TASK
*
*        LOAD $IAMUT3 INTO ANY PARTITION
*
         LOAD   $IAMUT3,IDEFADDR,EVENT=IDEFECB,LOGMSG=NO,PART=ANY
*
         MOVE   RTCODE,SAMPLE      SAVE SYSTEM RET CODE OF LOAD
*
         IF     (RTCODE,NE,+SUCCESS)  IF LOAD WAS NOT SUCCESSFUL
           PRINTEXT 'LOAD FAILED FOR $IAMUT3, RETURN CODE = ',SKIP=2
           PRINTNUM  RTCODE,TYPE=S,FORMAT=(4,0,I)
           GOTO   ENDIT              END THE TEST CASE
         ENDIF                       END TEST FOR UNSUCCESSFUL LOAD
         WAIT   IDEFECB              WAIT FOR $IAMUT3 TO FINISH
*
         PRINTEXT '$IAMUT3 HAS COMPLETED PROCESSING',SKIP=2
         PRINTEXT 'INDEXED ACCESS METHOD RETURN CODE = ',SKIP=1
         PRINTNUM  DEFIAMR,TYPE=S,FORMAT=(4,0,I)  IAM RET CODE
         PRINTEXT 'SYSTEM RETURN CODE = ',SKIP=1
         PRINTNUM  DEFSYSR,TYPE=S,FORMAT=(4,0,I) SYSTEM RET CODE
ENDIT    EQU    *
         PROGSTOP
*
*    DATA DEFINITION AND STORAGE AREAS:
*
SUCCESS  EQU    -1              SUCCESSFUL COMPLETION RETURN CODE
RTCODE   DATA   F'0'            SYSTEM RETURN CODE OF LOAD
IDEFADDR DATA   A(IDEFLIST)     A(USER IDEF PARAMETER LIST)
IDEFECB  ECB    0               POSTED WHEN $IAMUT3 ENDS
*
*  IDEF PARAMETER LIST
*
IDEFLIST EQU    *               USER IDEF PARAMETER LIST
DEFCNTR  DATA   X'0002'         NO EXTENTS, PRIMARY FILE, IMMED. WRITE-BACK
DEFBSRC  DATA   D'50'           NUMBER OF BASE RECORDS
DEFBKSZ  DATA   F'256'          BLOCK SIZE IN BYTES
DEFRCSZ  DATA   F'80'           RECORD SIZE IN BYTES
DEFKYPS  DATA   F'1'            KEY POSITION IN RECORD
*                               * FIRST BYTE OF RECORD IS 1
DEFFRER  DATA   F'0'            FREE RECORDS PER DATA BLOCK
DEFFREB  DATA   H'0'            FREE BLOCK (%). (DEFAULT)
DEFKYSZ  DATA   H'8'            KEY SIZE IN BYTES
*
DEFRSVB  DATA   H'-1'           RESERVE BLOCK (%). (DEFAULT)
DEFRSVI  DATA   H'0'            RESERVE INDEX (%). (DEFAULT)
DEFFREP  DATA   H'-1'           FREE POOL (%). (DEFAULT)
DEFDLTH  DATA   H'-1'           DELETE THRESHOLD (%). (DEFAULT)
DEFDYN   DATA   D'-1'           NUM. OF DYNAMIC FREE POOL BLOCKS (DEFAULT)
DEFIAMR  DATA   F'0'            IAM RETURN CODE WILL BE PLACED HERE
DEFSYSR  DATA   F'0'            SYSTEM RETURN CODE WILL BE PLACED HERE
DEFUTCB  DATA   F'0'            ADDRESS OF TCB OF USER TASK
DEFUADS  DATA   F'0'            ADDRESS SPACE OF USER TASK
DEFSIZX  DATA   F'0'            SIZE OF EXTENTS
DEFRES2  DATA   F'0'            RESERVED, MUST BE 0
*
DEFDSNM  DATA   CL8'IAMPRI01'       NAME OF DATA SET TO ALLOCATE
DEFVOLN  DATA   CL6'EDX003'         VOLUME NAME FOR DATA SET
*
         ENDPROG
         END
```

$IAMUT3 Return Codes

$IAMUT3 places the system return code into the word labeled IDEFSYSR in your parameter list. This is the return code from any system function (such as READ or WRITE) that did not complete properly.

If the system functions completed properly, or if no system functions were processed while $IAMUT3 was loaded, the IDEFSYSR word contains a return code of -1 (successful).

After $IAMUT3 has completed processing, check the Indexed Access Method return code field (IDEFIAMR) before you check the system return code field.

$IAMUT3 places The following Indexed Access Method return codes in the word labeled IDEFIAMR in your parameter list.

Code	Condition
-1	Successful completion
13	A required module is not included in load module $IAMUT3
30	Inconsistent free space parameters were specified
31	FCB write error occurred during IDEF processing; check system return code
32	Block size is not a multiple of 256
36	Invalid block size during file definition processing
37	Invalid record size
38	Invalid index size
39	Record size is greater than block size
40	Invalid number of free records
41	Invalid number of clusters
42	Invalid key size
43	Invalid reserve index value
44	Invalid reserve block value
45	Invalid free pool value
46	Invalid delete threshold value
47	Invalid free block value
48	Invalid number of base records
49	Invalid key position
101	Write error occurred; check system return code
130	No dynamic storage allocated for $IAMUT3
131	Base records parameter is out of range
132	Block size parameter is out of range
133	Record size parameter is out of range
134	Key position parameter is out of range
135	Free records per data block parameter is out of range
136	Dynamic blocks parameter is out of range
137	Data set already exists
138	Open failed in $DISKUT3 (other than Data Set Not Found); check system return code
139	Allocate failed in $DISKUT3. Check system return code
201	The primary file for this secondary file could not be opened; Check system return code
210	$DISKUT3 could not be loaded; check system return code
230	Directory read error for $IAMDIR; Check system return code and verify that the directory exists
231	$IAMQCB not found; Check operating system generation listing for $IAMQCB include statement.
232	Open failed for directory data set $IAMDIR; check system return code and verify that the directory exists
233	Directory related primary request is a primary entry
234	Data set name and volume name not found in directory data set $IAMDIR
248	I/O error on primary file during a secondary request; check system return code

Error Logging and Reporting

$IAMUT3 logs all positive Indexed Access Method return codes (errors) returned by the indexed file allocation function.

The $LOG utility should be loaded on your system before you execute the program that loads $IAMUT3.

To list the Indexed Access Method error log entries currently in the system error log data set, load the $ILOG utility program using the $L system command. Respond to the prompt "(DSNAME,VOLUME):" with the system error log data set name and volume name.

$IAMUT3 error conditions are recorded on the log report with a function code of "IDEF".

The following is a sample of the $ILOG error report showing two error records from $IAMUT3:

```
                 INDEXED ACCESS METHOD LOG REPORT PROGRAM ACTIVE

     TCB                      ORIG   CURR    $IAM    SYSTEM

PTN  ADDR   DSNAME    VOL     FNCTN  FNCTN  RTCODE  RTCODE     DATE      TIME
 8   0680  IAMSEC05  EDX003   IDEF   IDEF     31       5     06/22/84  11:52:10
 2   0530  IAMPRI02  EDX003   IDEF   IDEF    137      -1     06/22/84  11:20:55

2 INDEXED ACCESS METHOD LOG ENTRIES LOCATED

$ILOG ENDED
```

Load module $IAMUT3 also includes the system task error exit routine $$EDXIT. This routine:

- Captures relevant data from the program header, task control block, and hardware status area when an exception occurs.
- Formats and prints this data on $SYSLOG and $SYSPRTR.
- Displays an error message on the loading terminal.

Most of $IAMUT3 is written in Series/1 assembler language, so the contents of general registers R0 through R7 may not correspond to their headings in the printout that $$EDXIT creates.

Refer to the EDX library publications for additional information about $$EDXIT.

$IAMUT3 Parameter List

When your program loads $IAMUT3 into storage, it passes the address of a parameter list that defines the characteristics of the indexed file you want to allocate and format. This parameter list must be in the same partition as the program that loads $IAMUT3. The IDEFEQU copy code maps this parameter list.

Refer to "Option 2" on page 9-34 for information on the SE command of the $IAMUT1 utility program. It describes the parameters that define an indexed file.

The following chart shows each field in the IDEFEQU parameter list, whether it is set by the user (U) or by $IAMUT3 (S), its corresponding parameter name from option 2 of the SE command of $IAMUT1, and a brief description of the field:

IDEFEQU Field Name	Set By	SE Option 2 Parameter	Description
IDEFCNTR	U	None	Flag bits for primary or secondary file, and immediate write-back of data blocks. See figure below for equates.
IDEFBSRC	U	BASEREC	Number of base records. For default, code D'-1' (when IDEFDYN is not D'-1').
IDEFBKSZ	U	BLKSIZE	Block size in bytes.
IDEFRCSZ	U	RECSIZE	Record size in bytes. For a secondary file, CODE F'0'.
IDEFKYPS	U	KEYPOS	Key position in record. First byte of record is 1. For a secondary file, this is the position of the secondary key in the primary record. For default, code F'1'.
IDEFFRER	U	FREEREC	Number of free records per data block. For default, code F'0'.
IDEFFREB	U	FREEBLK	Free block (%). Can be 0-99. For default, code H'0'.
IDEFKYSZ	U	KEYSIZE	Key size in bytes. For a primary file, can be 1-254. For a secondary file, can be 1-250 (size of the secondary key in the primary record).
IDEFRSVB	U	RSVBLK	Reserve block (%). Sum of IDEFFREB and IDEFRSVB. Must be less than 100. For default, code H'-1'.
IDEFRSVI	U	RSVIX	Reserve index (%). Can be 0-99. For default, code H'0'.
IDEFFREP	U	FPOOL	Free pool (%). Can be 0-100. For default, code H'-1'.
IDEFDLTH	U	DELTHR	Delete threshold (%). Can be 0-99. For default, code H'-1'.
IDEFDYN	U	DYN	Number of dynamic free pool blocks. For default, code D'-1'.
IDEFIAMR	S	None	IAM return code will be placed here.
IDEFSYSR	S	None	System return code will be placed here.
IDEFUTCB	U	None	Address of TCB of user task.
IDEFUADS	U	None	Address space of user task.
IDEFSIZX	U	None	Size of extents.
IDEFRES2	U	None	Reserved (must be 0).
IDEFDSNM	U	None	Name of data set to allocate.
IDEFVOLN	U	None	Volume name for data set.

IDEFEQU	Bit	Description
IDEFEXT	4	Data set type If 1, data set is extendable If 0, data set is not extendable
IDEFSEC	12	File type flag If 1, file is secondary If 0, file is primary
IDEFIMDW	14	Data block write back flag If 1, immediate write back If 0, no immediate write back

This chapter provides information for designing applications that use the Indexed Access Method. It contains information about:

- Task priorities
- Connecting and disconnecting the indexed file
- Accessing the indexed file
- Maintaining the indexed file.

Chapter 8, "Coding the Indexed Access Method Requests" on page 8-1 contains a detailed description of the EDL coding syntax of each Indexed Access Method request. You may wish to refer to it while reading this chapter.

TASK PRIORITIES

$IAM executes at a priority of 100. Applications that issue requests to $IAM must execute at a priority equal to or below that of $IAM. Unpredictable results can occur if a user task is executing at a higher priority.

CONNECTING AND DISCONNECTING THE INDEXED FILE

An indexed file must be defined and formatted by using the $IAMUT1 utility set parms (SE) and define (DF) commands before issuing a LOAD or PROCESS request to the file.

Prior to using an indexed file, you must issue either a LOAD or PROCESS request to connect it to your program. The file must be defined in your PROGRAM statement or by a DSCB statement. A CALL statement specifying either LOAD or PROCESS automatically opens the Indexed Access Method file. If you have an already open DSCB for the Indexed Access Method file you can pass it as a parameter, but that is not required.

However, if the indexed file has already been connected to any program by a LOAD or PROCESS request, make sure that the DSCB passed on any subsequent LOAD or PROCESS request for this indexed file contains the data set name and volume name before you issue the request.

CONNECTING

A LOAD or PROCESS request builds an indexed access control block (IACB) that is associated with an indexed file. The IACB connects a request to the file.

In load mode, data records are placed in the file sequentially (free records and blocks are skipped). When in process mode, data records are placed in the first appropriate slot in the file (free space is used) unless the record has a new high key. In the case of a new high key, the record is placed in the next available base record slot.

Only one LOAD request can be active for a given file. However, processing can take place concurrently with loading.

Multiple IACBs can be associated with the same file. Data integrity is maintained by a locking system that assigns file locks, record locks, or block locks to the requesting IACB. This prevents concurrent modification of index or data records, thereby avoiding the possibility of a double update situation.

Some applications will need to wait for a lock to be released on a record, block, or buffer. In these situations you might want to use the conditional requests available for some Indexed Access Method functions. The conditional function requests allow control to be returned immediately to the requesting program for other processing, then return later to attempt to retrieve the record which was locked. The conditional requests are described in Chapter 8, "Coding the Indexed Access Method Requests" on page 8-1.

An IACB can hold only one lock at a time; if your application requires concurrent execution of functions that obtain locks (direct update or sequential update - see "Accessing the Indexed File" on page 7-4 for a description of these functions), you must issue multiple PROCESS requests to build multiple IACBs.

DISCONNECTING

A DISCONN request disconnects an IACB from the file, releases the storage for that IACB, releases locked blocks or records being held by that IACB, and writes out to disk any blocks that are being held in the buffer. The DISCONN request can be issued at any time during loading or processing.

There is no automatic DISCONN on task termination. Failure to disconnect your indexed files prior to task termination may prevent resources that were allocated to your task from being allocated to other tasks and updated records from being written to your file.

Using Secondary Keys

To access a file by a secondary key, you issue either a LOAD or PROCESS request, specifying the file name of the **secondary index** and specifying **secondary keys** when referencing data records. The Indexed Access Method determines the relationships among the files by using the directory and automatically opens the primary file. All subsequent operations done under this LOAD or PROCESS access the file using the secondary index. You must open a file by the primary name to access it by the primary keys.

Direct retrievals use the secondary index, and sequential retrievals return records in order by secondary key. Records within a group which have the same secondary key are returned in the order which the records were written into the file. Each application must determine whether the correct record has been retrieved when duplicate keys are possible; the Indexed Access Method provides no facility for that determination.

When records are updated, inserted, or deleted, in primary index files, some or all secondary indexes can be updated automatically according to the options you selected in the directory entries. These options are: auto-update and independent processing.

If the auto-update indicator is on in the directory entry for a secondary index and you open the associated primary file to insert, delete, or update records:

- the associated secondary index will be updated automatically. There is no consideration for whether the independent indicator is on for the secondary. However, if the invalid indicator for the secondary entry is on, the secondary index is not updated.

- use only conditional requests. To do this, code those requests that modify the file as DELETEC, PUTC, PUTDEC, or PUTUPC. Conditional requests are described in Chapter 8, "Coding the Indexed Access Method Requests" on page 8-1.

The independent indicator is used when a secondary index is opened in load mode to add new entries to the file.

> **Note:** When records are accessed by their secondary key, you must ascertain through your application program that you have retrieved the correct record because of the possibility of duplicate keys.

ACCESSING THE INDEXED FILE

Issue a PROCESS request to access an indexed file. After the PROCESS request has been issued, any of the following functions can be requested:

- Direct reading - Retrieving a single record independently of any previous request.
- Direct updating - Retrieving a single record for update; complete the update by either replacing, deleting, or releasing the record.
- Sequential reading - Retrieving the next logical record relative to the previous sequential request.

  The first sequential request can access the first record in the file or any other record in the file by key (except COBOL applications).
- Sequential updating - Retrieving the next logical record for update; complete the update by either replacing, deleting, or releasing the record.
- Inserting - Placing a single record, in its logical key sequence, into the indexed file.
- Deleting - Removing a single record from the indexed file.
- Extracting - Extracting data that describes the file.
- Direct Block Reading - Retrieving a data block independent of any previous request.
- Sequential Block Reading - Retrieving the next logical data block relative to the previous direct or sequential block-read request.

Note that the update functions require more than one request.

When a function is complete, another function may be requested, except that a sequential processing function may be followed only by another sequential function. You can terminate sequential processing at any time by issuing a DISCONN or ENDSEQ request. An end-of-data condition also terminates sequential processing.

DIRECT READING

Use the GET request to read a record using direct access. The key parameter is required and must be the address of a field of full key length regardless of the key length specification.

The record retrieved is the first record in the file that satisfies the search argument defined by the key and key relation (krel) parameters. The key field in your program is updated to reflect the key contained in the record that satisfied the search.

If the key length is specified as less than the full key length, only part of the key field is used for comparison when searching the file. For example, the keys in a file are AAA, AAB, ABA, and ABB, the key field contains AB0, and key relation is EQ. If key length is zero, the search argument defaults to the full key AB0 and a record-not-found code is returned. If the key length specification is 2 and the search argument is AB, the third record is returned. If the key length specification is 1 and the search argument is A, the first record is returned.

DIRECT UPDATING

To update a record using direct access:

1. Retrieve the record with a GET request, specifying the key and key relation (krel) parameters.

2. Complete the update by doing one of the following:

   - If you want to change the record, modify the record in your buffer (do not change the key field of the record). Issue a PUTUP request to return the updated record to the file.

   - If you do not want to change the record, issue a RELEASE request.

   - If you want to delete the record, issue a PUTDE request.

The key parameter must be specified as the address of a field of full key length. The primary key cannot be modified during the update; a secondary key can.

The only valid requests, other than DISCONN and EXTRACT, that can follow GET for direct update are PUTUP, PUTDE, and RELEASE.

During the update, the subject record is locked (made unavailable) to any other request until the update is complete. Even if no action is taken after the GET request is issued, the RELEASE request is required to release the lock on the record. You may wish to use the conditional option on your requests to avoid unnecessary wait for locks. For conditional request coding see Chapter 8, "Coding the Indexed Access Method Requests" on page 8-1. For details on long lock time or dead lock condition, see "Deadlocks and the Long-Lock-Time Condition" on page 12-10.

SEQUENTIAL READING

Use the GETSEQ request for sequential access to records. After a sequential processing request has been initiated, only sequential functions can be requested until an end-of-data condition occurs or an ENDSEQ request is issued. Processing is terminated when a DISCONN request is issued or an error or warning is returned.

-- Fig 'prot' unknown -- summarizes the protocol for sequential processing.

Note: You can sequentially process a file more than once.

To begin sequential access with the first record in a file, set the key address to zero. To start with any other record, specify a search argument by specifying the key and key relation (krel) parameters.

If you specify a search argument, the key field is modified to reflect the key of the first record found.

After the first retrieval, a GETSEQ retrieves the next sequential record regardless of any key or key relation specification. Therefore, you can use the same GETSEQ statement to retrieve all records. A search argument on succeeding retrievals is ignored and the key field is not modified.

When using secondary keys, you access the duplicate keys with a sequential get request. For example:

```
GETSEQ SMITH
```

Issuing the same request repeatedly will return all of the secondary keys whose value is SMITH. You must check to determine when the key changes, or when you have retrieved the particular record you want within that sequence of keys.

Specify ENDSEQ to stop reading before the end of data is reached. Reading ends automatically at the end of data. The end-of-data condition occurs when an attempt is made to retrieve a record after the last record in the file.

If you specify the end-of-data exit (EODEXIT) parameter on the PROCESS request, control is transferred to the address specified by the EODEXIT parameter when the end-of-data condition occurs.

During sequential reading, the block that contains the record is locked, making all records in the block unavailable to other requesters until the last record of the block is processed or sequential processing is ended. For details on long lock time or dead lock condition, see "Deadlocks and the Long-Lock-Time Condition" on page 12-10.

SEQUENTIAL UPDATING

To update a record using sequential access:

1. Retrieve the record with a GETSEQ request for update, specifying the key and one of the update key relation (krel) parameters. The key is used only on the first retrieval. Do not specify a key if processing is to begin with the first record in the file.

2. Complete the update by doing one of the following:

   - If you want to change the record, modify the record in your buffer (do not attempt to change the primary key field of the record). Issue a PUTUP request to return the updated record to the file.

   - If you do not want to change the record, issue a RELEASE request.

   - If you want to delete the record, issue a PUTDE request.

During sequential updating, the block that contains the record is locked, making all records in the block unavailable to other requesters until the last record of the block is processed or sequential processing is ended.

Terminate processing with an ENDSEQ request or a DISCONN request either before or after completing the update. Processing is also terminated on an end-of-data condition.

INSERTING RECORDS

To insert a new record in a file, issue a PUT request after the file has been connected with a PROCESS. The Indexed Access Method uses the primary key of the record to insert the record into the file.

The primary key of the inserted record must be different from any key in the file; otherwise, a duplicate key error occurs. The key can be higher than any key in the file.

If you are not loading base records, and want to insert records into the file in random order, the following should be satisfied:

- For files defined by option 1, ensure that random (R) was specified
- For files defined by option 2, ensure that sufficient free pool space was specified.

DELETING RECORDS

Use DELETE to delete a record from the file. Specify the full key of the record. If no record exists with the specified key, a warning return code is returned.

EXTRACTING INDEXED FILE INFORMATION

The EXTRACT request provides information about a file from the file control block (FCB) or FCB Extension. It can also return data paging statistics to the calling program with an option to reset the counters. Data paging is described under "Data Paging" on page 11-3.

The FCB includes information such as key length, key displacement, block size, record size, and other data regarding the file structure. The FCB Extension contains the $IAMUT1 utility SE command parameters that were used to define the file.

The EXTRACT request copies the file control block or the FCB Extension to an area that you provide. The file must have been connected by a LOAD or PROCESS request.

The contents of the FCB block and the FCB Extension are described by FCBEQU, a unit of copy code that is supplied with the Indexed Access Method. Use COPY FCBEQU to include these equates in an EDL program.

An EXTRACT issued for a secondary file returns the primary FCB with the secondary key size and position of the secondary key. If you want the actual FCB of the secondary file, you must open the secondary file independently and then the secondary index FCB will be returned for the EXTRACT request. The FCB extension returned is always the secondary FCB extension.

DIRECT BLOCK READING

The Block I/O functions can help improve program performance. To use these features, you must supply a buffer area in your program and specify on the PROCESS call that the file is to be opened in Block Mode. This causes data blocks to be read into the program's buffer instead of into the $IAM buffer pool. Subsequent record-level commands (such as GET, GETSEQ, and PUT) first check to see if the data record they want is in the block in the buffer, and if so IAMFR (the IAM link module) performs the function. In many applications, this reduces the number of calls to $IAM.

Two Block Mode commands are provided to allow even faster processing in some applications. The GETB request is similar to the GET request, but it returns to the program the entire block of data containing the record specified by the key. GETNB returns the next block of data (sequentially by key). By using these requests, your application program can read quickly through the data file sequentially, limiting direct and time-consuming use of the $IAM resource to call records already contained in the blocks obtained.

MAINTAINING THE INDEXED FILE

This section describes how to maintain Indexed Access Method files. The following topics are discussed:

- File backup and recovery
- File recovery without backup
- Reorganizing the file
- Dumping the file
- Deleting the file
- Verifying an indexed file.

FILE BACKUP AND RECOVERY

To protect against the destruction of data, copy the indexed file (or the volume in which the file exists) at regular intervals using the $COPY utility. See the Operator Commands and Utilities Reference manual in the EDX library for instructions on using the Event Driven Executive utilities.

To obtain a sequential dump of an indexed file, use the $IAMUT1 utility UN command. During the interval between making copies, you should keep a journal file of all transactions made against the indexed file.

The journal file can be a consecutive file containing records that describe the type of transaction and the pertinent data. A damaged indexed file can be recovered by updating the backup copy from the journal file.

For example, suppose an indexed file named REPORT is lost because of physical damage to the disk. The condition that caused the error has been repaired and the file must be recovered. Delete REPORT, copy the backup version of REPORT to the desired volume, and process the journal file to recreate the file.

If a data-set-shut-down condition exists, cancel $IAM and reload it. Then issue a PROCESS to the REPORT file and, using the journal file, reprocess the transactions that occurred after the backup copy was made. For more information, see "The Data-Set-Shut-Down Condition" on page 12-10.

Backing Up A Secondary Index

A secondary index can be backed up the same as primary index files. However, if your primary file is backed up you can rebuild your secondary from the backup copy of the primary indexed file.

Duplicate secondary keys are maintained in the order they are inserted by a secondary key sequence number. This sequence number is incremented with each new insert. When a secondary index is reloaded the secondary key sequence numbers are reassigned. Therefore, the history of which records were written to the file first is lost.

Note: If your application is dependent on the secondary key sequence number history, you would not want to rebuild your secondary index because the sequence numbers are reset.

RECOVERY WITHOUT BACKUP

If you do not use the backup procedures as described previously under "File Backup and Recovery" on page 7-9, and you encounter a problem with your file, you still may be able to recreate your file. However, the status of requests that were in process at the time of the problem is uncertain.

To recreate your file, follow the steps in "Reorganizing an Indexed File" to reorganize your file. After recreating the file, verify the status of the requests that were in process when the problem occurred.

REORGANIZING AN INDEXED FILE

An indexed file must be reorganized when a record cannot be inserted because of lack of space. This condition does not necessarily mean that there is no more space in the file; it means that there is no space in the area where the record would have been placed. Therefore, you may be able to reorganize without increasing the size of the file. Perform the following steps to reorganize a file:

1. Ensure that all outstanding requests against the file have been completed; issue a DISCONN for every current IACB.

2. Use the set parms (SE) or define (DF) commands of the $IAMUT1 utility to define a new indexed file. Estimate the number of base records and the amount and mix of free space in order to minimize the need for future reorganizations. See Chapter 3, "Defining Primary Index Files" for guidelines for making these estimates.

   You can use Option 3 of the SE command to define the new file like the original indexed file.

3. Use the reorganize command (RO) of the $IAMUT1 utility to load the new indexed file from the indexed file to be reorganized.

   Alternatively, you can use the unload command (UN) of the $IAMUT1 utility to transfer the data from an indexed file to a sequential file, then use the load command (LO) to load it back into the indexed file.

4. Use the $DISKUT1 utility to delete the old file and rename the new file.

REORGANIZING A SECONDARY INDEX: Reorganizing a secondary index does not reset the secondary key sequence numbers during the reorganization. The records are placed in another Indexed Access Method file without any modification within the individual records. The secondary key sequence numbers will be reset however, when the index is loaded.

DUMPING AN INDEXED FILE

To produce a hexadecimal dump of an indexed file, use the DP command of the $DISKUT2 utility. The dump includes control information, index blocks, and data blocks. For information on the $DISKUT2 utility, refer to the Operator Commands and Utilities Reference manual in the EDX library.

DELETING AN INDEXED FILE

Delete an indexed file the same way you delete any other file. From a terminal, use the DE command of the $DISKUT1 utility; from a program, use the $DISKUT3 data management utility. (Refer to the Operator Commands and Utilities Reference for a description of $DISKUT1, and to the Installation and System Generation Guide for a description of $DISKUT3. Both of these manuals are EDX library publications.)

VERIFYING AN INDEXED FILE

$VERIFY helps you check the validity of an indexed file and prints control block and free space information about the file on $SYSPRTR.

With $VERIFY you can:

- Verify that all pointers in an indexed file are valid and that the records are in ascending sequence by key.
- Print a formatted File Control Block (FCB) listing, including the FCB Extension block. The FCB Extension block contains the original file definition parameters.
- Print a report showing the distribution of free space in your file.
- Verify secondary files against primary files.

For details on using $VERIFY, see Chapter 10, "The $VERIFY Utility" on page 10-1.

CHAPTER 8. CODING THE INDEXED ACCESS METHOD REQUESTS

This chapter describes the syntax used to code Event Driven Language requests for the Indexed Access Method.

The information in this chapter is intended for use as a reference when coding EDL application programs that use the Indexed Access Method. For information on coding Indexed Access Method applications in other languages, refer to the appropriate language manual.

Included for each request is a description of the purpose of the request, the detailed coding syntax, a description of each parameter, and all of the return codes associated with using these requests.

At the end of this chapter is a summary of the syntax of the EDL CALL instructions used to invoke the functions provided by the Indexed Access Method.

For a complete example of using the Indexed Access Method requests, refer to Appendix C, "Coding Examples" on page C-1.

REQUEST FUNCTIONS OVERVIEW

This section provides an overview of the Indexed Access Method requests and how to code them. The Indexed Access Method callable requests are:

Request	Description
DELETE	Deletes a single record, identified by its key, from the file. Use DELETE to delete a record; the record cannot have been retrieved for update.
DISCONN	Disconnects an IACB from an indexed file, thereby releasing any locks held by that IACB; writes out all buffers associated with the file; and releases the storage used by the IACB.
ENDSEQ	Terminates sequential processing.
EXTRACT	Provides information about the file from the File Control Block, File Control Block Extension, and data paging statistics.
GET	Directly retrieves a single record from the file. If you specify the update mode, the record is locked (made unavailable to other requests) and held for possible modification or deletion. Use GET to retrieve a single record from the file.
GETB	Directly retrieves a block of data from a file that is opened in block mode, and puts it into a program buffer area. The block is locked until a request that requires another block is issued, or until a DISCONN request is made.
GETNB	Sequentially retrieves a block of data from a file that is opened in block mode, and puts it into a program buffer area. The block is locked until a request that requires another block is issued, or until a DISCONN request is made.
GETSEQ	Sequentially retrieves a single record from the file. If you specify update mode, the block containing the record is locked (made unavailable to other requests) and held for possible modification or deletion. Use GETSEQ when you are performing sequential operations.
LOAD	Builds an Indexed Access Control Block (IACB) and connects it to an indexed file. You can then use the IACB to issue LOAD requests to that file to load records.
PROCESS	Builds an Indexed Access Control Block (IACB) and connects it to an indexed file. You can then use the IACB to issue requests to that file to read, update, insert, and delete records. A program can issue multiple PROCESS functions to obtain more than one IACB for the same file, enabling the file to be accessed by several requests concurrently within the same program.
PUT	Loads or inserts a new record depending on whether the file was opened with the LOAD or PROCESS request. Use PUT when you are adding records to a file.
PUTDE	Deletes a record that is being held for update. Use PUTDE to delete a record that has been retrieved in update mode.
PUTUP	Replaces a record that is being held for update. Use PUTUP to modify a record.
RELEASE	Releases a record that is being held for update. Use RELEASE when a record that was retrieved for update is not changed.

CODING INDEXED ACCESS METHOD REQUESTS

All Indexed Access Method services are requested by using the CALL instruction. Parameters on the CALL instructions can have the following forms:

NAME: passes the value of the variable with the label 'NAME'

(NAME): passes the address of the variable 'NAME' or the value of a symbol defined using an EQU statement

For additional information, refer to the description of the CALL instruction in the Language Reference.

General Statement Format

The general form of all Indexed Access Method calls is as follows:

```
CALL   IAM,(func),iacb,(parm3),(parm4),(parm5)
```

The request type is determined by the operand 'func'. In addition to the function request, you will notice that some functions allow a suffix of C, R, or CR. The C means perform the function requested conditionally. The condition is that the function is to be executed only if the record, the block containing the record, or the buffer containing the record is not locked. If any of those three items are locked for the record being requested, control is to be returned to the requesting program immediately. A return code is set to indicate that a lock was encountered. A conditional request can still wait on a resource if it is during the process of updating an index for a delete or insert.

The appended character, R, means return the record and the relative block number (RBN) of the record being requested. Again this can be a conditional request by preceding the letter R with the letter C. The combination CR, indicates that the record and RBN is to be returned conditionally; return the record and RBN only if the record, block, or buffer is not locked by another request.

If the RBN is requested and the record, block, and buffer are free, the RBN is returned as a 4-byte value. The 4-byte RBN value is returned at the end of the retrieved record. Therefore, when using the suffix R, ensure that your buffer is large enough to accommodate the record length, plus the 4-byte RBN value.

The RBN can be used if you are building or maintaining your own secondary index. However, because records in an indexed file are subject to being moved to different locations (RBNs) due to insert and delete activity, the RBN is not guaranteed to remain accurate if insert and delete activity to the primary index file occur.

The option of C, R, or CR is indicated in the boxed instructions with a vertical bar (|). The presence of this bar indicates that a choice must be made. Only one of the requests can be used in any one statement. For example, PUT|PUTC, you must choose one or the other when coding the request.

Depending on the type of function the remaining parameters may or may not be required. The symbols used for func and parm5 are provided by EQU statements in the IAMEQU copy code module and are coded as shown in the syntax descriptions. These symbols are treated as addresses; therefore the MOVEA instruction should be used if it is necessary to move them into a parameter list.

Since these symbols are equated to constants, they may also be manipulated using other instructions by prefixing them with a plus (+) sign. Use the COPY statement to include IAMEQU in your program.

Note: You can not use the software registers (#1 and #2) on Indexed Access Method calls.

Using Program Variables

If you use variables for parameters parm3, parm4, and parm5 (that is, you code them without parentheses or a plus sign), they are set to zero by the Indexed Access Method before returning. Those parameters must be reinitialized before executing the CALL instruction again.

Link-edit Considerations

Programs which call the Indexed Access Method must be processed by $EDXLINK to include the subroutine module IAM. IAMEQU has an EXTRN statement for IAM. In addition, programs which use the block I/O features of this product must include another link module: $IAMFR. Refer to the Installation and System Generation Guide for information on $EDXLINK and how to perform the link-edit process. Refer also to the Operator Commands and Utilities manual for a description of the $EDXLINK utility. Both of these manuals are EDX library publications.

Return Codes

All Indexed Access Method requests pass a return code reflecting a condition that prevailed when the request completed. This code is passed in the task code word (referred to by task name) of the TCB associated with the requesting task. These return codes fall into three categories:

```
-1       = Successful completion
Positive = Error
Negative = Warning (other than -1)
```

Note: Return codes 1, 7, 8, and 22 are positive value return codes but they do not cause the error exit routine to be entered, even when ERREXIT is coded. Also the negative (warning) return codes do not cause error exits. For details on coding ERREXIT, see "LOAD - Open File for Record Loading" on page 8-25, or "PROCESS - Open File" on page 8-29.

The return codes associated with each request are included with the description of the request.

The Indexed Access Method also has the capability of logging errors in the system error log. Automatic updates for secondary indexes could encounter several errors within one request. These errors will be logged in the system error log if $LOG is active. This may provide additional information when analyzing errors.

CALL FUNCTION DESCRIPTIONS

The Indexed Access Method CALL functions are described on the following pages and are arranged in alphabetic order.

DELETE - DELETE RECORD

The DELETE request deletes a specific record from the file. The record to be deleted is identified by its key. The deletion makes space available for a future insert. The file must be opened in the PROCESS mode.

The DELETE/DELETEC request obtains a block lock to delete a record from a block. In order to obtain a block lock without waiting, there can be no other block lock or record locks in effect for the block.

The DELETEC request deletes a specific record from the file only if the record, block, or buffer is not locked.

Syntax:

```
label      CALL      IAM,(DELETE|DELETEC),iacb,(key)

Required:  all
Defaults:  none
```

Operands	Description
iacb	The label of a word containing the IACB address returned by PROCESS.
(key)	The label of your key area containing the full key identifying the record to be deleted.

DELETE Example

The following example deletes the record whose key is 'KEY0001' from the file. The file is identified by the field named 'FILE1'.

```
        CALL    IAM,(DELETE),FILE1,(KEY)
         .
         .
         .
FILE1   DATA    F'0'      IACB ADDRESS FROM PROCESS
KEY     TEXT    'KEY0001',LENGTH=7
```

DELETE Return Codes

Code	Condition
-1	Successful
-58	Record not found
-85	Record not found
-90	Request cancelled because the request was conditional and a wait on a lock or buffer would be required
7	Link module in use, synchronize use of link module with the program
8	Load error for $IAM, verify $IAM exists and enough storage is available to load it
10	Invalid request
12	Data set shut down due to error; see Chapter 12, 'Error Recovery '
13	A required module is not included in $IAM
14	Invalid index block found - during processing an incorrect index block type was found, recreate the file
22	Address supplied by your program is not a valid IACB
76	DSOPEN error occurred - The system error field in the OPEN table contains the DSOPEN error: 21 - DSNAME,VOLUME not found 22 - VOLSER error 23 - I/O error
80	Write error - FCB. See system return code
100	Read error - check system return code
101	Write error - check system return code
230	Directory read error for $IAMDIR - check system return code
242	Secondary index is out of sync with primary file. Must rebuild file to get back in sync
244	Error in opening auto-update file on secondary modification request
245	Auto update PUTDE to a secondary failed, Auto-update processing continues
247	During auto-update processing a GETSEQ to a secondary failed, auto-update processing continues

DISCONN - CLOSE FILE

The DISCONN request disconnects an IACB from an indexed file and releases the storage used for the IACB. It releases any locks held by that IACB and writes out any modified blocks from the file that are being held in the system buffer. Other users connected to this file are not affected.

Syntax:

```
label       CALL      IAM,(DISCONN),iacb


Required:   all
Defaults:   none
```

Operands	Description
iacb	The label of a word containing the IACB address returned by PROCESS or LOAD.

DISCONN Example

The following example closes the file identified by the field named 'FILE1'.

```
       CALL   IAM,(DISCONN),FILE1
        .
        .
        .
FILE1  DATA   F'0'     IACB ADDRESS FROM PROCESS
```

DISCONNN Return Codes

Code	Condition
-1	Successful
7	Link module in use, synchronize use of link module with the program
8	Load error for $IAM, verify $IAM exists and enough storage is available to load it
12	Data set shut down due to error; see Chapter 12, 'Error Recovery '
13	Module not included in load module $IAM
22	Address supplied by your program is not a valid IACB
100	Read error - check system return code
101	Write error - check system return code
110	Write error, file closed

ENDSEQ - END SEQUENTIAL PROCESSING

The ENDSEQ request ends sequential processing, during which a block is locked and fixed in the system buffer. Sequential processing is normally terminated by an end-of-data condition. The ENDSEQ request is useful for freeing the locked block when the sequence need not be completed. ENDSEQ is valid only during sequential processing.

Note: After sequential processing has been terminated, it can be restarted again anywhere in the file.

Syntax:

```
label      CALL     IAM,(ENDSEQ),iacb

Required:  all
Defaults:  none
```

Operands	Description
iacb	The label of a word containing the IACB address returned by PROCESS.

ENDSEQ Example

The following example ends sequential processing for the file identified by the field named 'FILE1'.

```
        CALL   IAM,(ENDSEQ),FILE1
         .
         .
         .
FILE1   DATA   F'0'    IACB ADDRESS FROM PROCESS
```

ENDSEQ Return Codes

Code	Condition
-1	Successful
7	Link module in use, synchronize use of link module with the program
8	Load error for $IAM, verify $IAM exists and enough storage is available to load it
10	Invalid request
12	Data set shut down due to error; see Chapter 12, 'Error Recovery '
13	A required module is not included in $IAM
22	Address supplied by your program is not a valid IACB

EXTRACT - GET FILE INFORMATION

The EXTRACT function returns information to the calling program. On a specific call, it performs one of the following:

- Returns information from a File Control Block (FCB). The FCB contains such things as the block size, key length, and data set and volume names of the indexed file. The FCBEQU copy code module contains a set of equates to map the File Control Block.

  An EXTRACT request issued for a secondary file returns the primary FCB with the secondary key size and key position for the secondary index. If you want the FCB of the secondary file, you must open the secondary index with the independent option then the secondary index FCB will be returned. The FCB extension returned is always the FCB extension for the secondary index.

- Returns information from a File Control Block Extension. The FCB Extension contains the parameters used to define the file. The FCBEQU copy code module contains a set of equates to map the FCB Extension.

- Returns data paging statistics. These can be used to calculate page "hit" ratios.

- Returns data paging statistics, then resets them to begin accumulating new statistics.

Syntax

```
label    CALL    IAM,(EXTRACT),iacb,(buff),(size),(type)

Required: iacb (only if type is FCBNRM or FCBEXT)
          buff
Defaults: size = Full FCB
          type = FCBNRM
```

Operands **Description**

iacb The label of a word containing the IACB address returned by PROCESS or LOAD. Required only if type=FCBNRM or FCBEXT; otherwise ignored.

(buff) The label of the user area into which the data is returned.

If type=FCBNRM or FCBEXT, the File Control Block is returned in this area. The area must be large enough to contain the requested portion of the FCB. Use the COPY statement to include FCBEQU in your program so that the FCB and FCB Extension fields can be referenced by symbolic names.

If type=PAGST or PAGSTR, the paging statistics are returned in this area. In this case, the size parameter is ignored, and this area must be 16 bytes in length to accommodate the statistics. The paging statistics are returned in four double-word fields:

1. Write Miss Count
2. Write Hit Count
3. Read Miss Count
4. Read Hit Count

(size) Used only if type=FCBNRM or FCBEXT; otherwise ignored. The number of bytes of the FCB or FCB Extension to be copied. The size of the FCB is the value of the symbol FCBSIZE in the FCBEQU equate table. The size of the FCB Extension is the value of the symbol FCBXSIZ in the FCBEQU equate table. Either of these symbols can be coded as the size parameter.

(type) Type of data to be returned. The following are defined:

FCBNRM Extract the FCB.

FCBEXT Extract the FCB Extension.

PAGST Returns data paging statistics to the buffer. It always returns 16 bytes.

PAGSTR Same as PAGST, except the data paging statistics are reset to zero after being copied to the buffer. This allows a new set of statistics to be accumulated.

EXTRACT Examples

The following example retrieves the current paging statistics and places then into the four double words provided.

```
         CALL    IAM,(EXTRACT),0,(WRMIS),0,(PAGST)
          .
          .
          .
WRMIS    DATA   D'0'        WRITE MISS COUNT
WRHIT    DATA   D'0'        WRITE HIT COUNT
RDMIS    DATA   D'0'        READ MISS COUNT
RDHIT    DATA   D'0'        READ HIT COUNT
```

The following example gets the attributes of the file identified by the field named FILE1 from the FCB and places them into an area called WORK.

```
         CALL    IAM,(EXTRACT),FILE1,(WORK),(FCBSIZE)
          .
          .
          .
FILE     DATA   D'0'        IACB ADDRESS FROM PROCESS
WORK     DATA   256F'0'     FCB COPY AREA
         COPY   FCBEQU      FCB EQUATES
```

EXTRACT Return Codes

Code	Condition
-1	Successful
7	Link module in use, synchronize use of link module with the program
8	Load error for $IAM, verify $IAM exists and enough storage is available to load it
12	Data set shut down due to error; see Chapter 12, 'Error Recovery '
13	A required module is not included in $IAM
22	Address supplied by your program is not a valid IACB
100	Read error - check system return code
120	Invalid extract type
122	File does not contain FCB extension
123	Cannot extract paging statistics. Data paging not active

GET - GET RECORD

The GET request retrieves a single record from the indexed file and places the record in a user area. The file must have been opened using the PROCESS request before the GET request is issued.

The requested record is located by key. The search may be modified by a key relation (krel) or a key length (klen). The first record in the file that satisfies the key condition is the one that is retrieved.

Retrieve for update can be specified if the requested record is intended for possible modification or deletion. The record is locked and remains unavailable to any other requests until the update is completed by a PUTUP, PUTDE or by a RELEASE. The record is also released if an error occurs or processing is ended with a DISCONN.

During an update, you must not change the primary key field in the record or the field addressed by the key parameter. The Indexed Access Method checks for and prohibits primary key modification.

The GETC request retrieves a single record from the indexed file and places the record in a user area only if the record, block, or buffer is not locked.

The GETR request retrieves the RBN of a specified record from the indexed file and places the record and RBN in a user area.

The GETCR request retrieves the RBN of a specified record from the indexed file and places the record and RBN in a user area only if the record, block, or buffer is not locked.

Syntax:

```
label       CALL   IAM,(GET|GETC|GETR|GETCR),iacb,(buff),(key),
                          (mode/krel)

Required:   iacb,buff,key
Defaults:   mode/krel=EQ
```

Operands	Description
iacb	The label of a word containing the IACB address returned by PROCESS.
(buff)	The label of the user area into which the requested record is placed. When the RBN is requested, the RBN is returned at the end of the record. The user buffer must be four bytes longer than the record length to accommodate the RBN.
(key)	The label of your key area containing the key identifying the record to be retrieved and preceded by the lengths of the key and area. This area has the standard TEXT format and may be declared using the TEXT statement. If you do not use the TEXT statement for this field, you must code it in the same format as the TEXT statement generates.

The TEXT statement format is as follows:

Offset	Field
key - 2	LENGTH (1 byte)
key - 1	KLEN (1 byte)
key	Key area ("LENGTH" bytes)

length — The length of the key area. It must be equal to or greater than the full key length for the file in use.

klen — The actual length of the key in the key area to be used as the search argument for the operation. It must be less than or equal to the full length of the keys in the file in use. If klen is 0, the full key length is assumed.

A generic key search is performed when klen is less than the full key size. The first n bytes (as specified by klen) of the key area are matched against the first n bytes of the keys in the file. The first matching key determines the record to be accessed. The full key of the record is returned in the key area.

key area — The area containing the key to be used as a search argument. If you are using a generic key, after a successful GET request this area contains the full key of the record accessed.

(mode/krel) Retrieval type and key relational operator to be used. The following are defined:

EQ — Retrieve only key equal

GT — Retrieve only key greater than

GE — Retrieve only key greater than or equal

UPEQ — Retrieve for update key equal

UPGT — Retrieve for update key greater than

UPGE — Retrieve for update key greater than or equal

GET Example

The following example gets a record whose key is 'JONES'. The file records are 80 bytes in length and the key length is 20 bytes. The record is returned in the area named RECORD, and because this is a GETR request, the RBN is also returned in the area named RBN, which must follow immediately after the record area.

```
         CALL   IAM,(GETR),FILE1,(RECORD),(KEY)
          .
          .
          .
FILE1    DATA   F'0'                   IACB ADDRESS FROM PROCESS
KEY      TEXT   'JONES',LENGTH=20      RECORD KEY
RECORD   DATA   128F'0'                RECORD AREA
RBN      DATA   D'0'                   RBN
```

GET Return Codes

Code	Condition
-90	Request cancelled because the request was conditional and a wait on a lock or buffer would be required
-58	Record not found
-1	Successful
7	Link module in use, synchronize use of link module with the program
8	Load error for $IAM, verify $IAM exists and enough storage is available to load it
10	Invalid request
12	Data set shut down due to error; see Chapter 12, 'Error Recovery'
13	A required module is not included in $IAM
22	Address supplied by your program is not a valid IACB
100	Read error - check system return code
101	Write error - check system return code
200	Error occurred while accessing the primary file
242	Secondary index is out of sync with primary file
247	During auto-update processing a GETSEQ to a secondary file failed, auto-update processing continues
248	I/O error on primary file during a secondary request
249	GET UPDATE error occurred trying to update a bad RBN

GETB - GET BLOCK

The GETB request retrieves a block of data from the indexed file and places the block in a user buffer area. The third parameter of the call points to the record in the block that matched the key search. The file must have been opened using the PROCESS request before the GETB request is issued, and the process call must have specified block mode.

The requested record is located by key. The search may be modified by a key relation (krel) or a key length (klen). The block containing the first record in the file that satisfies the key condition is the one that is retrieved.

The block that is retrieved is locked to prevent other users from accessing it. The lock remains in place until another block is accessed or a DISCONN is issued.

THE GETBC request performs the same function as the GETB, but it does not wait for the locked block to become unlocked. If the block that it needs is locked, a code of -90 is returned.

Syntax:

```
label       CALL    IAM,(GETB|GETBC),iacb,(recptr),
                        (key),(mode|krel)

Required:   iacb,recptr,key
Defaults:   mode/krel=EQ
```

Operands **Description**

iacb The label of a word containing the IACB address returned by PROCESS.

(recptr) The label of a word that will contain the address of the record that satisfied the key condition. This is an address in the user buffer that contains the data block that was retrieved.

(key) The label of your key area containing the key identifying the record to be retrieved and preceded by the lengths of the key area. This area has the standard TEXT format and may be declared using the TEXT statement. If you do not use the TEXT statement for this field, you must code it in the same format that the TEXT statement generates.

The TEXT statement format is as follows:

Offset	Field
key - 2	LENGTH (1 byte)
key - 1	KLEN (1 byte)
key	Key area ("LENGTH" bytes)

length The length of the key area. It must be equal to or greater than the full key length for the file in use.

klen The actual length of the key in the key area to be used as the search argument for the operation. It must be less than or equal to the full length of the keys of the file in use. If klen is 0, the full key length is assumed.

A generic key search is performed when klen is less than the full key size. The first n bytes (as specified by klen) of the key area are matched against the

first n bytes of the keys in the file. The first matching key determines the record to be accessed. The full key of the record is returned in the key area.

key area The area containing the key to be used as a search argument. If you are using a generic key, after a successful GET request this area contains the full key of the record accessed.

(mode/krel) Retrieval type and the key relational operator to be used. The following are defined:

EQ Retrieve only key equal

GT Retrieve only key greater than

GE Retrieve only key greater than or equal

Note: Blocks may not be retrieved for update.

GETB Example

The following example retrieves the data block that contains a record whose key is 'JONES'. The file records are 80 bytes in length, the key length is 20 bytes and the block size is 512. A pointer to the record is returned in the area named RECP. The block is read into BLK, which has been identified to $IAM as the block mode user buffer by a PROCESS request.

Note: The buffer is specified on the PROCESS request.

```
         CALL      IAM,(GETB),FILE1,(RECP),(KEY)
           .
           .
           .
FILE1    DATA      F'0'                IACB ADDRESS FROM PROCESS
KEY      TEXT      'JONES',LENGTH=20   RECORD KEY
RECP     DATA      F'0'                ADDRESS OF RECORD IN DATA BLOCK
BLK      BUFFER    548,BYTES           BLOCK MODE BUFFER
                                       (BLKSIZE + 36 BYTES)
```

GETB Return Codes

Code	Condition
-90	Request cancelled because the request was conditional and a wait on a locked buffer would be required
-58	Record not found
-1	Successful
7	Link module in use; synchronize use of link module with the program
8	Load error for $IAM; verify $IAM exists and that enough storage is available to load it
10	Invalid request
12	Data set closed due to error; see chapter 11
13	A required module is not included in $IAM
22	Address supplied by your program is not a valid IACB
100	Read error - check system return code
101	Write error - check system return code
200	Error occurred while accessing the primary file

GETNB - GET NEXT BLOCK

The GETNB request retrieves the next block of data from an indexed file and places it into a user buffer area. The file must be opened in block mode by the PROCESS request.

If there is a locked block in the user buffer area when the GETNB request is issued, the block logically following this block is read into the buffer area. If no block is in the user buffer area (for example, this is the first request after a PROCESS or another request has caused the current block to be unlocked), then the first block of the file is read into the user buffer area.

The block is locked to prevent other users from accessing it. The block remains in place until another block is read in or a DISCONN is issued.

The GETNBC request performs the same function as GETNB but it does not wait for a locked block to become unlocked. If the block that it needs is locked a code of -90 is returned.

Syntax:

```
label       CALL    IAM,(GETNB|GETNBC),iacb,(recptr),(key)

Required:   IACB,((recptr), only if no previous GETB issued.)
Defaults:   None
```

Operands **Description**

iacb The label of a word containing the IACB address returned by PROCESS.

(recptr) The label of a word that will contain the address of the record that satisfied the key condition. This is an address in the user buffer that contains the data block that was retrieved.

(key) The label of your key area. GETNB uses the key area if it has to go to $IAM to get the first block in the file. The contents of the key area before the call are of no importance, and the contents afterwards should not be depended upon by the application. It is used only as a work area. This area has the standard TEXT format and may be declared using the TEXT statement. If you do not use the TEXT statement for this field, you must code it in the same format that the TEXT statement generates.

The TEXT statement format is as follows:

Offset	Field
key - 2	LENGTH (1 byte)
key - 1	KLEN (1 byte)
key	Key area ("LENGTH" bytes)

length The length of the key area. It must be equal to or greater than the full key length for the file in use.

klen Any positive value less than or equal to the length.

key area The area containing the key to be used as a search argument. If you are using a generic key, after a successful GET request this area contains the full key of the record accessed.

GETNB Example

The following example gets the next block from the file. The file has a key length of 20. Upon return RECP will contain the address of the first record in the block. The PROCESS request specified block mode.

```
         CALL      IAM,(GETNB),FILE
           .
           .
           .
FILE     DATA      F'0'                IACB ADDRESS FROM PROCESS
RECP     DATA      F'0'                ADDRESS OF RECORD IN DATA BLOCK
KEY      TEXT      LENGTH=20           RECORD KEY
```

GETNB Return Codes

Code	Condition
-90	Request cancelled because the request was conditional and a wait on a lock or buffer would be required
-80	End of data.
-1	Successful
7	Link module in use, Synchronize use of link module with the program.
8	Load error for $IAM, verify $IAM exists and enough storage is available to load it.
10	Invalid request.
12	Data set shut down due to error; see chapter 12. regarding error recovery.
13	A required module is not included in $IAM.
22	Address supplied by your program is not a valid IACB.
100	Read error - check system return code.
101	Write error - check system return code.
200	Error occurred while accessing the primary file Secondary index is out of sync with primary file. I/O error on primary file during a secondary request. GET UPDATE error occurred trying to update a bad RBN.

GETSEQ - GET RECORD (SEQUENTIAL MODE)

The GETSEQ request retrieves a single record from the indexed file and places the record in a user area (buff). The file must be opened in the PROCESS mode.

The first GETSEQ of a sequence is performed like a GET; the first record in the file that satisfies the key condition is the one that is retrieved. If key is zero, the first record in the file is retrieved. Subsequent requests in the sequence locate the next sequential record in the file and the key parameter is ignored if specified. The sequence is terminated by an end-of-data condition, by an ENDSEQ, by a DISCONN, or by an error. During the sequence, direct-access requests are invalid.

Retrieval for update can be specified if the requested record is intended for possible modification or deletion. If update is used the record is locked and remains unavailable to any other requests until the update is completed by a PUTUP, PUTDE or RELEASE. The record is also released by ending the sequence with an ENDSEQ or by ending processing with a DISCONN or by an error.

During an update, the user must not change the primary key field in the record or the field addressed by the primary key parameter. The Indexed Access Method checks for and prohibits key modification.

The GETSEQC request retrieves a single record from the indexed file and places the record in a user area only if the record, block, or buffer is not locked. The file must be opened in the PROCESS mode.

The GETSEQCR request retrieves the RBN of the specified record from the indexed file and places the record in a user area only if the record, block, or buffer is not locked. The file must be opened in the PROCESS mode.

Note: Performance considerations regarding sequential processing can be found in "Other Performance Considerations" on page 11-6.

Syntax:

```
label       CALL   IAM,(GETSEQ|GETSEQC|GETSEQR|GETSEQCR),iacb,
                   (buff),(key),(mode/krel)

Required:   iacb,buff,key
Defaults:   mode/krel=EQ
```

Operand	Description
iacb	The label of a word containing the IACB address returned by PROCESS.
(buff)	The label of the user area into which the requested record is placed. When the RBN is requested, the RBN is returned at the end of the record. The user buffer must be four bytes longer than the record length to accommodate the RBN.
(key)	The label of the user key area containing the key identifying the record to be retrieved and preceded by the lengths of the key and area. If the first record of the file is to be retrieved, this field as specified should be 0.

The key field, if specified, has the standard TEXT format and may be declared using the TEXT statement. If you do not use the TEXT statement for this field, you must code it in the same format as the TEXT statement generates.

The TEXT statement format is as follows:

Offset	Field
key - 2	LENGTH (1 byte)
key - 1	KLEN (1 byte)
key	Key area ("LENGTH" bytes)

length
: The length of the key area. It must be equal to or greater than the full key length for the file in use.

klen
: The actual length of the key in the key area to be used as the search argument for the operation. It must be less than or equal to the full length of the keys in the file in use. If klen is 0, the full key length is assumed.

  A generic key search is performed when klen is less than the full key size. The first n bytes (as specified by klen) of the key area are matched against the first n bytes of the keys in the file. The first matching key determines the record to be accessed. The full key of the record is returned in the key area.

key area
: The area containing the key to be used as a search argument. If you are using a generic key, after the first successful GETSEQ request this area contains the full key of the record accessed.

[mode/krel] Retrieval type and key relational operator to be used. The following are defined:

EQ Retrieve only key equal

GT Retrieve only key greater than

GE Retrieve only key greater than or equal

UPEQ Retrieve for update key equal

UPGT Retrieve for update key greater than

UPGE Retrieve for update key greater than or equal

After the first GETSEQ of a sequence only the retrieval type is meaningful. The keys are not checked for equal or greater than relationship.

GETSEQ Example

The following example gets the record whose key is 'KEY0001' and places it in an area called 'BUFFER'. The file is identified by the field named 'FILE1'. Subsequent GETSEQ requests result in the next sequential record being returned.

```
         CALL    IAM,(GETSEQ),FILE1,(BUFFER),(KEY)
          .
          .
          .
FILE1    DATA    F'0'            IACB ADDRESS FROM PROCESS
BUFFER   DATA    256F'0'         I/O BUFFER
KEY      TEXT    'KEY0001',LENGTH=7  RECORD KEY
```

GETSEQ Return Codes

Code	Condition
-90	Request cancelled because the request was conditional and a wait on a lock or buffer would be required
-80	End of data
-58	Record not found
-1	Successful
7	Link module in use, synchronize use of link module with the program
8	Load error for $IAM, verify $IAM exists and enough storage is available to load it
10	Invalid request
12	Data set shut down due to error; see Chapter 12, 'Error Recovery'
13	A required module is not included in $IAM
22	Address supplied by your program is not a valid IACB
100	Read error - check system return code
101	Write error - check system return code
200	Error occurred while accessing the primary file
242	Secondary index is out of sync with primary file.
248	I/O error on primary file during a secondary request.
249	GET UPDATE error occurred trying to update a bad RBN.

LOAD - OPEN FILE FOR RECORD LOADING

The LOAD request builds an indexed access control block (IACB) associated with the file specified by the DSCB parameter. The address returned in the iacb variable is the address used to connect requests under this LOAD to this file.

To access the file by primary key, specify the primary file name as the DSCB parameter. On all subsequent requests, specify a primary key.

To access the file by secondary key, specify the secondary file name as the DSCB parameter. On all subsequent requests, specify a secondary key. The Indexed Access Method automatically opens the primary file when you specify a secondary file.

Note: The directory must be set up to reflect the relationship among the primary file and any secondary files.

LOAD opens the file for loading base records; the only acceptable processing requests in this mode are PUT, EXTRACT and DISCONN. Only one user of a file can use the LOAD function at one time.

If an error exit is specified, the error exit routine is executed whenever any Indexed Access Method request under this LOAD terminates with a positive return code.

Note: Return codes 1, 7, 8, and 22 are positive value return codes but they do not cause the error exit routine to be entered, even when ERREXIT is coded. The negative (warning) return codes also do not cause error exits.

Syntax:

```
label       CALL      IAM,(LOAD),iacb,(dscb),(opentab),(mode)

Required:   iacb,dscb,opentab
Defaults:   mode=(SHARE)
```

Operands	Description
iacb	The label of a 1-word variable into which the address of the indexed access control block (IACB) is returned.
(dscb)	The name of a valid DSCB. This name is DSn, where n is a number from 1-9, corresponding to a file defined by the PROGRAM statement. It can also be a name supplied by a DSCB statement. The CALL statement specifying LOAD causes the Indexed Access Method to open the index file in load mode.

(opentab) The label of a 3 word open table. The open table contains information used during this LOAD. The format of this table is as follows:

Offset	Field
0	SYSRTCD
2	ERREXIT
4	(0) reserved

Field **Description**

SYSRTCD A 1-word variable into which the return code from any system function (such as READ and WRITE) is placed when requested under this LOAD by the Indexed Access Method.

ERREXIT Your error exit routine address. If this address is zero, the error exit will not be taken. Note that error exits handle only positive return codes.

Note: Return codes 1, 7, 8, and 22 are positive return codes which do not cause the error exit routine to be entered, even if ERREXIT is coded.

RESERVED Must be 0 for LOAD requests.

(mode) Specifies shared or exclusive use of the file.

SHARE Allows shared read/write access by PROCESS requests.

ISHARE Allows shared read/write access by PROCESS requests with the independent processing flag on.

The I prefix on SHARE mode prevents any automatic update functions on any associated secondary indexes, even if the auto-update flag is on in the directory entry for those associated secondary indexes.

For a secondary index, the index is opened as an independent file and the records returned are secondary index records, not user data records.

EXCLUSV You can access the file in exclusive mode (EXCLUSV) only if there are no outstanding PROCESS or LOAD requests. No other user can access the file while exclusive use is in effect.

IEXCLUSV You can access the file only if there are no outstanding PROCESS or LOAD requests. No other user can access the file while independent exclusive (IEXCLUSV) use is in effect.

The I prefix on EXCLUSV mode prevents any automatic update functions on any associated secondary indexes, even if the auto-update flag is on in the directory entry for those associated secondary indexes.

For a secondary index, the index is opened as an independent file and the records returned are secondary index records, not user data records.

LOAD Example

The following example opens the file identified by 'DS3' for record loading in exclusive mode. The field named 'IACB' is set to the address of the IACB for this open. Subsequent requests use this field to refer to this file. The system return code is placed in the field named 'OPEN'. An error opening the file results in the routine named 'ERROR' being executed.

```
      CALL   IAM,(LOAD),IACB,(DS3),(OPEN),(EXCLUSV)
        .
        .
        .
IACB  DATA   F'0'
OPEN  DATA   F'0'         RETURN CODES
      DATA   A'ERROR'     ERROR EXIT ROUTINE ADDRESS
      DATA   F'0'         NOT USED
```

LOAD Return Codes

Code	Condition
-79	Warning - File was opened and not closed during the last session. Normal processing continues
-75	Warning - File has either not been formatted, or the invalid indicator is on in the directory for that file
-57	Data set has been loaded
-1	Successful
7	Link module in use, synchronize use of link module with the program
8	Load error for $IAM, verify $IAM exists and enough storage is available to load it
12	Data set shut down due to error; see Chapter 12, 'Error Recovery'
13	A required module is not included in $IAM
14	Invalid index block found - during processing of an index block, an incorrect block type was found.
17	IAM is inactive - not enough storage available. Use $IAMUT1 BF command to readjust storage size.
23	Insufficient number of IACBs, use BF command of $IAMUT1 to allocate more
50	File opened exclusively
51	Data set already opened in load mode
52	File in use, cannot open exclusively
54	$IAM buffer too small to process a file with this block size Use the BF command of $IAMUT1 to increase the buffer size
55	Insufficient FCBs
56	Read error - FCB. Refer to system return code
76	DSOPEN error occurred - The system error field in the open table contains the DSOPEN error: 21 - DSNAME,VOLUME not found 22 - VOLSER error 23 - I/O error
77	Record save area not large enough - use $IAMUT1 BF command to set maximum record size for secondary index processing
78	Attempted to open a secondary file for LOAD, file is not opened independently
230	Directory READ error for $IAMDIR. Check system return code
234	Directory error - DSNAME,VOL not found in $IAMDIR
243	Primary file failed to open on a secondary OPEN request

PROCESS - OPEN FILE

The PROCESS request builds an indexed access control block (IACB) associated with the file specified by the DSCB parameter. The address returned in the IACB variable is the address used to connect requests under this PROCESS to this file.

To access the file by primary key, specify the primary file name as the DSCB parameter. On all subsequent requests, specify a primary key.

To access the file by secondary key, specify the secondary file name as the DSCB parameter. On all subsequent requests, specify a secondary key. The Indexed Access Method automatically opens the primary file when you specify a secondary file.

Either primary or secondary files may be accessed in block mode. Secondary files, however, may be directly accessed in block mode only if they were opened as independent files.

Note: The directory must be set up to reflect the relationship between the primary file and any secondary files.

PROCESS opens the file for retrievals, updates, insertions, and deletions. Multiple users can PROCESS the same file. However, only one user at a time can use the LOAD function for a given file.

If ERREXIT is specified, the error exit routine is executed whenever any Indexed Access Method request under this PROCESS terminates with a positive return code.

> **Note:** Return codes 1, 7, 8, and 22 are positive value return codes but they do not cause the error exit routine to be entered, even when ERREXIT is coded. Also the negative (warning) return codes do not cause error exits.

If EODEXIT is specified, the end-of-data exit routine is executed whenever a GETSEQ associated with PROCESS attempts to access a record after the last record in the file.

Syntax:

```
label       CALL   IAM,(PROCESS),iacb,(dscb),(opentab),(mode)

Required:   iacb,dscb,opentab
Defaults:   mode=(SHARE)
```

Operands	**Description**
iacb	The label of a 1-word variable into which the address of the indexed access control block (IACB) is returned.
(dscb)	The name of a valid DSCB. This name is DSn, where n is a number from 1 - 9, corresponding to a file defined by the PROGRAM statement. It can also be a name supplied by a DSCB statement. The CALL statement specifying PROCESS causes the Indexed Access Method to open the index file in process mode.

(opentab) The label of a 3- or 4-word table that contains information used during this PROCESS request. If the mode does not specify block mode, the format of this table is as follows:

Offset	Field
0	SYSRTCD
2	ERREXIT
4	EODEXIT

If the mode does specify block mode, the format of the table is as follows:

Offset	Field
0	SYSRTCD
2	ERREXIT
4	EODEXIT
6	UBUFFAD

Field **Description**

SYSRTCD A 1-word variable into which the return code from any system function (such as a READ or WRITE) is placed when requested under this PROCESS by the Indexed Access Method.

ERREXIT Your error exit routine address. If this address is 0, the error will not be issued. Note that error exits handle only positive return codes.

EODEXIT Your end-of-data exit routine address. If this address is 0, the end-of-data exit will not be used.

UBUFFAD The address of the buffer area to be used in block I/O mode. This area has the standard BUFFER format and may be declared using the EDL BUFFER statement. If you do not use the BUFFER statement for this field, you must code it in the same format the BUFFER statement generates. The buffer statement format is as follows:

Offset	Field
Buffer - 4	Zero
Buffer - 1	LENGTH
Buffer	Buffer area Block size + 36 ("LENGTH" bytes)

The buffer area must be at least the block size of the file plus 36 bytes in length.

(mode) Specifies the shared or exclusive access to the file, and if it is being opened in block mode.

SHARE Allows shared READ/WRITE access by multiple PROCESS or LOAD requests.

SHAREB Same as SHARE, but open in block mode.

ISHARE — Allows shared READ/WRITE access by PROCESS requests with the independent processing flag on.

The I prefix on share mode prevents any automatic update functions on any associated secondary indexes, even if the auto-update flag is on in the directory entry for those secondary indexes.

For a secondary index, the index is opened as a secondary file, and the records returned are secondary index records, not user data records.

ISHAREB — Same as ISHARE, but open in block mode.

EXCLUSV — The user can access the file only if there are no outstanding PROCESS or LOAD requests. No other user can access the file while EXCLUSV (exclusive access) is in effect.

EXCLUSB — Same as EXCLUSV, but open in block mode.

IEXCLUSV — You can access the file only if there are no outstanding PROCESS or LOAD requests. No other user can access the file while IEXCLUSV (independent exclusive access) is in effect.

The I prefix on EXCLUSV mode prevents any automatic update functions on any associated secondary indexes, even if the auto-update flag is on in the directory entry for those associated secondary indexes.

For a secondary index, the index is opened as an independent file, and the records returned are secondary index records, not user data records.

IEXCLUSB — Same as IEXCLUSV, but open in block mode.

PROCESS Example

The following example opens the file identified by 'DS1' for general access in shared access mode. The field named 'IACB' is set to the address of the IACB for this open. Subsequent requests use this field to refer to this file. The system return code is placed in the field named 'OPENTAB'. An error opening the file results in the routine named 'ERROR' being executed. An end-of-data condition on a subsequent request results in the transfer of control to the code at the label 'END'.

```
         CALL    IAM,(PROCESS),IACB,(DS1),(OPENTAB),(SHARE)
          .
          .
          .
OPENTAB  DATA    F'0'           RETURN CODES
         DATA    A(ERROR)       ADDRESS OF ERROR EXIT ROUTINE
         DATA    A(END)         ADDRESS OF EOD EXIT ROUTINE
IACB     DATA    F'0'
```

Block Mode PROCESS Example

The following example opens a file identified as 'DS2' for general access in shared access block mode. The field named 'IACB2' is set to the address of the IACB for this file by $IAM during the execution of the PROCESS request. Subsequent requests use this field to refer to this file. The system return code is placed in the field 'OPENTAB2'. In this example both the ERROR and END routine addresses are coded F'0' to indicate that no routines are supplied and control should return to the instruction following the call to IAM if an error or EOD condition occurs. These exits can be coded for block mode. The fourth entry under OPENTAB2 is the address of the buffer area to be used by $IAM. The buffer length must be at least the block size of the file plus 36.

```
           CALL        IAM,(PROCESS),IACB2,(DS2),(OPENTABZ),(SHAREB)
            .
            .
            .
OPENTAB2   DATA        F'0'    RETURN CODES
           DATA        F'0'    NO ERROR EXIT ROUTINE
           DATA        F'0'    NO EOD EXIT ROUTINE
           DATA        A(BUF)  ADDRESS OF BLOCK I/O BUFFER
OPENTAB2   DATA        F'0'    RETURN CODES
IACB2      DATA        F'0'
BUF        BUFFER      1060,bytes  BLOCK SIZE + 36
```

PROCESS Return Codes

Code	Condition
-79	Warning - File was opened and not closed during the last session. Normal processing continues
-75	Warning - File has either not been formatted, or the invalid indicator is on in the directory for that file
-56	Your file has been opened in block mode, but it has auto-update secondaries. Do not issue PUTUP or PUTDE against it.
-1	Successful
7	Link module in use, synchronize use of link module with the program
8	Load error for $IAM, verify $IAM exists and enough storage is available to load it
12	Data set shut down due to error; see Chapter 12, 'Error Recovery'
13	A required module is not included in $IAM
17	IAM is inactive - not enough storage available. Use $IAMUT1 BF command to readjust storage size.
23	Insufficient number of IACBs, use BF command of $IAMUT1 to allocate more
24	Invalid user buffer address
25	Invalid user buffer length
26	Invalid header information in block in user area.
50	File opened exclusively
52	File in use, cannot open exclusively
54	$IAM buffer too small to process a file with this block size Use the BF command of $IAMUT1 to increase the buffer size
55	Insufficient FCBs
56	Read error - FCB. Refer to system return code
76	DSOPEN error occurred - The system error field in the open table contains the DSOPEN error: 21 - DSNAME,VOLUME not found 22 - VOLSER error 23 - I/O error
77	Record save area not large enough - use $IAMUT1 BF command to set maximum record size for secondary index processing
230	Directory READ error for $IAMDIR. Check system return code
234	Directory error - DSNAME,VOL not found in $IAMDIR
243	Primary file failed to open on a secondary OPEN request

PUT - PUT RECORD INTO FILE

The PUT request processes the record that is in your buffer (buff) according to the way the file was opened (LOAD or PROCESS).

If the current open is for LOAD, the record must have a higher key than the highest key already in the file and only base record slots are used (refer to "Loading Base Records From An Application Program" on page 4-5 for a description of load mode). If the current open is for PROCESS, the record may have any key and is placed in key order in either a base record or in a free slot in the appropriate place in the file.

The PUTC request requires a block lock. The request processes the record in your buffer (buff) according to the way the file was opened (LOAD or PROCESS). In order to obtain a block lock without waiting, there can be no other block lock or record locks in effect for the block.

Syntax:

```
label       CALL      IAM,(PUT|PUTC),iacb,(buff)

Required:   all
Defaults:   none
```

Operands Description

iacb The label of a word containing the IACB address returned by PROCESS or LOAD.

(buff) The label of the user area containing the record to be added to the file.

PUT Example

The following example puts the record in the area named 'BUFFER' into the file. The file is identified by the field named 'FILE1'.

```
         CALL    IAM,(PUT),FILE1,(BUFFER)
          .
          .
          .
FILE1    DATA  F'0'          IACB ADDRESS RETURNED HERE
BUFFER   DATA  256F'0'       I/O BUFFER
```

PUT Return Codes

Code	Condition
-90	Request cancelled because the request was conditional and a wait on a lock or buffer would be required
-1	Successful
7	Link module in use, synchronize use of link module with the program
8	Load error for $IAM, verify $IAM exists and enough storage is available to load it
10	Invalid request
12	Data set shut down due to error; see Chapter 12, 'Error Recovery'
13	A required module is not included in $IAM
14	Invalid index block found - during processing an incorrect index block type was found, recreate the file
22	Address supplied by your program is not a valid IACB
60	Out of sequence or duplicate key (LOAD mode only)
61	End of file (in LOAD mode)
62	Duplicate key found (PROCESS mode only)
70	No space for insert; reorganize the file
76	DSOPEN error occurred - The system error field in the OPEN table contains the DSOPEN error: 21 - DSNAME,VOLUME not found 22 - VOLSER error 23 - I/O error
90	Internal key save area temporarily in use by another request
100	Read error - check system return code
101	Write error - check system return code
230	Directory read error for $IAMDIR. Check system return code
244	Error in opening auto-update on modification request
246	Auto-update processing an INSERT to a secondary file failed, auto-update processing continues
248	I/O error on primary file during a secondary request

PUTDE - DELETE PREVIOUSLY READ RECORD

The PUTDE request deletes a record from an indexed file. The record must have been previously retrieved by a GET or GETSEQ in update mode. Deleting the record creates free space in the file. The PUTDE releases the lock placed on the record by the GET or GETSEQ.

The PUTDEC request deletes a record from an indexed file only if the block or buffer is not locked.

Syntax:

```
label       CALL      IAM,(PUTDE|PUTDEC),iacb,(buff)

Required:   all
Defaults:   none
```

Operands	Description
iacb	The label of a word containing the IACB address returned by PROCESS.
(buff)	The name of the area containing the record previously retrieved by GET or GETSEQ.

PUTDE Example

The following example deletes the record in the area named 'BUFFER' from the file. The record was read with either a GET or GETSEQ request in update mode. The file is identified by the field named 'FILE1'.

```
          CALL    IAM,(PUTDE),FILE1,(BUFFER)
            .
            .
            .
FILE1     DATA    F'0'          IACB ADDRESS FROM PROCESS
BUFFER    DATA    256F'0'       I/O BUFFER
```

Note: If you are processing primary $IAM files that have associated auto-update secondary indexes, do not issue a PUTDE in block mode. Issue a DELETE command instead.

PUTDE Return Codes

Code	Condition
-90	Request cancelled because the request was conditional and a wait on a lock or buffer would be required
-85	Record not found
-1	Successful
7	Link module in use, synchronize use of link module with the program
8	Load error for $IAM, verify $IAM exists and enough storage is available to load it
10	Invalid request
12	Data set shut down due to error; see Chapter 12, 'Error Recovery'
13	A required module is not included in $IAM
14	Invalid index block found - during processing an incorrect index block was found. Recreate the file
22	Address supplied by your program is not a valid IACB
27	PUTDE is invalid against block mode files with auto-update secondary index files.
76	DSOPEN error occurred - The system error field in the OPEN table contains the DSOPEN error: 21 - DSNAME,VOLUME not found 22 - VOLSER error 23 - I/O error
85	Key was modified by user
100	Read error - check system return code
101	Write error - check system return code
230	Directory read error for $IAMDIR. Check system return code
242	Secondary index is out of sync with primary file. Must rebuild file to get back in sync.
244	Error in opening auto-update on modification request
245	Auto update PUTDE to a secondary file failed, auto-update processing continues.
247	During auto-update processing a GETSEQ to a secondary file failed, auto-update processing continues.
248	I/O error on primary file during a secondary request.

PUTUP - UPDATE RECORD

The PUTUP request replaces the record in the file with the record in your buffer. The record must have been retrieved by a GET or GETSEQ in update mode. You must not change the primary key field in the record or the contents of the key area in your program returned by the GET or GETSEQ request. The Indexed Access Method checks for and prohibits primary key modification. The PUTUP releases the lock placed on the record by the GET or GETSEQ.

The PUTUPC request replaces the record in the file with the record in your buffer only if the record, block, or buffer is not locked.

Syntax:

```
label       CALL      IAM,(PUTUP|PUTUPC),iacb,(buff)

Required:   all
Defaults:   none
```

Operands **Description**

iacb The label of a word containing the IACB address returned by PROCESS.

(buff) The label of the user area containing the record to replace the one previously retrieved.

PUTUP Example

The following example puts the updated record in the area named 'BUFFER' back into the file. The record was read with either a GET or GETSEQ request in update mode. The file is identified by the field named 'FILE1'.

```
          CALL    IAM,(PUTUP),FILE1,(BUFFER)
           .
           .
           .
FILE1     DATA   F'0'          IACB ADDRESS FROM PROCESS
BUFFER    DATA   256F'0'       I/O BUFFER
```

Note: If you are processing primary $IAM files that have associated auto-update secondary indexes, do not issue a PUTUP in block mode. Issue a combination of DELETE and PUT requests to simulate the function.

PUTUP Return Codes

Code	Condition
-90	Request cancelled because the request was conditional and a wait on a lock or buffer would be required
-1	Successful
7	Link module in use, synchronize use of link module with the program
8	Load error for $IAM, verify $IAM exists and enough storage is available to load it
10	Invalid request
12	Data set shut down due to error; see Chapter 12, 'Error Recovery'
13	A required module is not included in $IAM
14	Invalid index block found - during processing an incorrect index block was found. Recreate the file
22	Address supplied by your program is not a valid IACB
27	PUTUP is invalid against block mode files with auto-update secondary index files.
76	DSOPEN error occurred - The system error field in the OPEN table contains the DSOPEN error: 21 - DSNAME,VOLUME not found 22 - VOLSER error 23 - I/O error
85	Key was modified by user
100	Read error - check system return code
101	Write error - check system return code
230	Directory read error for $IAMDIR. Check system return code
242	Secondary index is out of sync with primary file. Must rebuild file to get back in sync.
244	Error in opening auto-update on modification request
245	Auto update PUTDE to a secondary file failed, auto-update processing continues.
246	Auto-update processing an INSERT to a secondary file failed, auto-update processing continues
247	During auto-update processing a GETSEQ to a secondary file failed, auto-update processing continues.
248	I/O error on primary file during a secondary request.

RELEASE - RELEASE RECORD

The RELEASE request frees a record that has been locked by a GET or GETSEQ for update. A record lock is normally released by a PUTUP or PUTDE. The RELEASE request is useful for freeing the locked record when the update need not be completed. RELEASE is valid only when a record is locked for update.

Syntax:

```
label       CALL      IAM,(RELEASE),iacb


Required:   all
Defaults:   none
```

Operands **Description**

iacb The label of a word containing the IACB address returned by PROCESS.

RELEASE Example

The following example releases the record that was read with either a GET or GETSEQ request in update mode. The file is identified by the field named 'FILE1'.

```
         CALL   IAM,(RELEASE),FILE1
          .
          .
          .
FILE1    DATA   F'0'         IACB ADDRESS FROM PROCESS
```

RELEASE Return Codes

Code	Condition
-1	Successful
7	Link module in use, synchronize use of link module with the program
8	Load error for $IAM, verify $IAM exists and enough storage is available to load it
10	Invalid request
12	Data set shut down due to error; see Chapter 12, 'Error Recovery'
13	A required module is not included in $IAM
22	Address supplied by your program is not a valid IACB

EDL CALL FUNCTIONS SYNTAX SUMMARY

Following is a summary of the syntax of the EDL CALL instructions used to invoke the functions provided by the Indexed Access Method.

```
label    CALL   IAM,(DELETE|DELETC),iacb,(key)
label    CALL   IAM,(DISCONN),iacb
label    CALL   IAM,(ENDSEQ),iacb
label    CALL   IAM,(EXTRACT),iacb,(buff),(size),(type)
label    CALL   IAM,(GET|GETC|GETR|GETCR),iacb,(buff),(key),(mode/krel)
label    CALL   IAM,(GETSEQ|GETSEQC|GETSEQCR|GETSEQR),iacb,(buff),
                    (key),(mode/krel)
label    CALL   IAM,(GETB|GETBC),iacb,(RECPTR),(key),(mode/krel)
label    CALL   IAM,(GETNB|GETNBC),iacb,(RECPTR),(key)
label    CALL   IAM,(LOAD),iacb,(dscb),(opentab),(mode)
label    CALL   IAM,(PROCESS),iacb,(dscb),(opentab),(mode)
label    CALL   IAM,(PUT|PUTC),iacb,(buff)
label    CALL   IAM,(PUTDE|PUTDEC),iacb,(buff)
label    CALL   IAM,(PUTUP|PUTUPC),iacb,(buff)
label    CALL   IAM,(RELEASE),iacb
```

INDEXED ACCESS METHOD RETURN CODES SUMMARY

Return Code	Condition
-90	Request cancelled because the request was conditional and a wait on a lock or buffer would be required. Any locks obtained by this IACB were released.
-85	Record to be deleted not found
-80	End of data
-79	Warning - File was opened and not closed during the last session, normal processing continues
-75	Warning - File has either not been formatted or the invalid indicator is on in the directory for that file
-58	Record not found
-57	Data set has been loaded
-56	Your file has been opened in block mode, but it has auto-update secondaries. Do not issue PUTUP or PUTDE against it.
-1	Successful completion
01	Invalid function specified on CALL to $IAM
07	Link module in use, synchronize use of link module with the program
08	Load error for $IAM, verify $IAM exists and enough storage is available to load it
10	Invalid request
12	Data set shut down due to error; see Chapter 12, 'Error Recovery'
13	A required module is not included in $IAM
14	Invalid index block found - during processing an incorrect index block type was found, recreate the file
17	IAM is inactive - not enough storage available Use $IAMUT1 BF command to readjust storage size
22	Address supplied by your program is not a valid IACB
23	Insufficient number of IACBs, use BF command of $IAMUT1 to allocate more
24	Invalid user buffer address
25	Invalid user buffer length
26	Invalid header information in block in user area.
27	PUTUP and PUTDE are invalid against block mode files with auto-update secondaries.
50	Data set is opened for exclusive use, cannot be opened by another user
51	Data set already opened in load mode
52	Data set is opened, cannot be opened exclusively
54	$IAM buffer too small to process a file with this block size Use the BF command of $IAMUT1 to increase the buffer size
55	Get storage error - FCB
56	READ error - FCB, refer to system return code
60	Out of sequence or duplicate key in LOAD mode
61	End of file in LOAD mode
62	Duplicate key found in PROCESS mode
70	No space for insert. Reorganize the file

Return Code	Condition
76	DSOPEN error occurred - The system error field in the OPEN table contains the DSOPEN error: 21 - DSNAME,VOLUME not found 22 - VOLSER error 23 - I/O error
77	Record save area not large enough - use $IAMUT1 BF command to set maximum record size for secondary file processing
78	Attempted to open a secondary file for LOAD, file is not opened independently
80	FCB WRITE error during DELETE processing - see system return code
85	Key field modified by user
90	Internal key save area temporarily in use by another request
100	READ error - check system return code
101	WRITE error - check system return code
110	WRITE error - data set closed
120	Invalid EXTRACT type
122	File does not contain FCB extension
123	Cannot extract paging statistics. Data paging is not active
150	Not enough storage available for data paging
200	Error occurred while accessing the primary file
230	Directory read error for $IAMDIR
231	$IAMQCB not found. Check sysgen for include of $IAMQCB
234	Directory error - DSNAME,VOL not found in $IAMDIR
242	Secondary index is out of sync with primary file. Must rebuild file to get back in sync.
243	Primary file failed to open on secondary open request
244	Error in opening an auto-update file on a modification request
245	Auto-update PUTDE to a secondary file failed; auto-update processing continues
246	Auto-update processing an INSERT to a secondary file failed, auto-update processing continues
247	During auto-update processing a GETSEQ to a secondary file failed, auto-update processing continues
248	I/O error on primary file during a secondary request
249	GET UPDATE error occurred trying to update a bad RBN

Note: For return codes 243 through 249, multiple errors may have occurred. Use $ILOG to display the errors.

This chapter describes how to use the $IAMUT1 utility to build and maintain your indexed files. Each command is described, including its function, parameters, and an example of how to use it. The file definition parameters are also described.

This chapter is arranged in alphabetical order as follows:

"BF—Tailor the Indexed Access Method Buffers" on page 9-4

"DF—Define Indexed File" on page 9-6

"DI—Display Parameter Values" on page 9-9

"DR—Invoke Secondary Index Directory Functions" on page 9-10

"EC—Control Echo Mode" on page 9-19

"EF—Display Existing Indexed File Characteristics" on page 9-20

"LO—Load Indexed File" on page 9-22

"NP—Deactivate Paging" on page 9-25

"PG—Select Paging" on page 9-26

"PP—Define Paging Partitions" on page 9-27

"PS—Get Paging Statistics" on page 9-28

"RE—Reset Parameters" on page 9-29

"RO—Reorganize Indexed File" on page 9-30

"SE—Set Parameters" on page 9-32

"UN—Unload Indexed File" on page 9-41

$IAMUT1

$IAMUT1 can be invoked using the $L command, $JOBUTIL, or the Session Manager. $IAMUT1 functions use dynamic storage for work and buffer areas. The $IAMUT1 utility is shipped with sufficient dynamic storage to handle input and output block sizes of up to 512 bytes. This enables you to define an indexed file with a maximum block size of 512 bytes, and to load, unload, and reorganize indexed files with a maximum block size of 512 bytes. $IAMUT1 determines if enough dynamic storage has been provided. If sufficient storage has not been provided, $IAMUT1 displays a message. In order to handle large blocks of data, a larger dynamic storage area will have to be provided to $IAMUT1. Additional dynamic storage can be provided by one of two ways: provide the storage parameter on the $L command, or use the SS command of the $DISKUT2 utility.

The load, unload and reorganize functions use the entire dynamic storage available to minimize the number of disk I/O operations. Improved performance, therefore, can be obtained by specifying as large a dynamic area as possible.

$IAMUT1 updates data set $IAM when it executes certain commands, such as PG, NP, PP, and BF. $IAMUT1 searches for data set $IAM in the following sequence:

1. The volume from which $IAMUT1 was loaded.

2. The IPL volume.

When using these commands, $IAMUT1 updates the first occurrence of data set $IAM that it finds.

$IAMUT1 updates directory data set $IAMDIR when it executes some directory commands, such as AL, IE, DE, and UE. Directory data set $IAMDIR resides on the IPL volume.

$IAMUT1 COMMANDS

The commands available under $IAMUT1 are listed below. To display this list at your terminal, enter a question mark in response to the prompting message ENTER COMMAND (?):.

The command descriptions in this chapter are arranged in alphabetic order.

```
ENTER COMMAND (?): ?

EC - SET/RESET ECHO MODE
EF - DISPLAY EXISTING FILE CHARACTERISTICS
DR - SECONDARY INDEX DIRECTORY FUNCTIONS
EN - END THE PROGRAM

SE - SET DEFINE PARAMETERS
DF - DEFINE AN INDEXED FILE
DI - DISPLAY CURRENT SE PARAMETERS
RE - RESET CURRENT VALUES FOR DEFINE

LO - LOAD INDEXED FILE FROM SEQUENTIAL FILE
RO - REORGANIZE INDEXED FILE
UN - UNLOAD INDEXED FILE TO SEQUENTIAL FILE

PG - SELECT DATA PAGING
NP - DESELECT DATA PAGING
PP - DEFINE PAGING PARTITIONS
PS - DATA PAGING STATISTICS
BF - SET BUFFER SIZES

ENTER COMMAND (?):
```

After the commands are displayed, you are again prompted with ENTER COMMAND (?):. Respond with the command you wish to use.

BF—TAILOR THE INDEXED ACCESS METHOD BUFFERS

The BF command specifies the amount of storage that the Indexed Access Method ($IAM) is to use for buffers and control blocks and the maximum record size for any file with a secondary index.

BF prompts you for each of the following parameters by displaying the current value and accepting new settings.

BUFFER SIZE Indicates the amount of storage (in bytes) to be used for the central buffer. Use the following formula to calculate your minimum buffer size:

```
Buffer Size = (2 x blocksize) + (28 x blocksize/256)
+ (n x blocksize) + (n x 28 x blocksize/256)

where: blocksize = maximum block size
       n         = maximum number of PUT operations (in LOAD
                   mode) and GETSEQ operations that can be
                   in effect at any point in time
```

NUMBER OF IACBs Indicates the number of the IACBs. The maximum number of IACBs is 300. There is an IACB associated with each PROCESS or LOAD that is issued. When calculating the number of IACBs you should consider the number of concurrent users you may have at any one time.

NUMBER OF FCBs Indicates the number of FCBs. The maximum number of FCBs is 64. There is one FCB for every file that is open. When calculating the number of FCBs you should consider the maximum number files that might be open at a given time.

MAXIMUM RECORD SIZE Indicates the maximum record size of any file with an associated secondary index. If no files have a secondary index, this value can be zero. The actual amount of storage reserved as a result of this parameter is twice the value specified plus 8 bytes.

None of these take effect until the next time the Indexed Access Method is loaded.

BF Command Example

This example sets the central buffer size to 540 bytes, leaves the number of IACBs at 3, leaves the number of FCBs at 3, and sets the maximum record size of any file with a secondary index to 120 bytes.

```
ENTER COMMAND (?): BF
PARAMETER                DEFAULT    NEW VALUE
BUFFER SIZE                 1080   : 540
NUMBER OF IACBs                3   :
NUMBER OF FCBS                 3   :
MAXIMUM RECORD SIZE          256   : 120
VALUE(S) SET
STORAGE FOR $IAM HAS BEEN SET TO 2048
BECOMES EFFECTIVE ON NEXT LOAD OF $IAM

ENTER COMMAND (?):
```

DF—DEFINE INDEXED FILE

The DF command allocates, defines, and formats an indexed file. The DF function will optionally invoke the load or reorganize function for you. Before entering DF, you must use the SE command to set up parameters that determine the size and format of the indexed file. The DF command uses those SE parameters to optionally allocate and format the file. The DF function can be invoked at the end of the SE function.

The allocate step consists of using the file size computed during the SE step to dynamically allocate the file. If the file already exists, the size is verified to ensure that it is large enough. The define step consists of writing the file control block (FCB) and its extension to the indexed file. Finally, the optional format step initializes all records in the indexed file to provide an empty structured file.

INVOKING THE LOAD AND REORGANIZE FUNCTIONS FROM DF: You can invoke the LOAD or REORGANIZE functions directly from the DF (or SE) command. If you invoke these functions, DF does not format the file because LOAD and REORGANIZE will format the file. If you do not invoke the LOAD or REORGANIZE function, DF formats the file so you can load the file using an application program or the LO command.

Notes:

1. You can use the LOAD/REORGANIZE command later to load the file, if you do not invoke it from the DF command.

2. An application program cannot access an unformatted indexed file.

3. The prompt for the load/reorganize function occurs before the file is actually defined.

4. A secondary index file cannot be loaded with the LO command, though it can be reorganized using the RO function.

Defining the File

The define function prompts for the file to be allocated. If the file already exists, its size is checked. If the size is at least as large as needed, DF prompts you as to whether the file should be reused as follows:

```
ENTER COMMAND (?): DF
ENTER DATA SET (NAME,VOLUME) : IAMFILE,EDX003
DATA SET ALREADY EXISTS
DELETE AND REALLOCATE (Y,N)? : Y
DELETE AND REALLOCATE COMPLETED
```

If the file exists, but it is not as large as needed, you have the option of deleting and reallocating it as shown in the following example:

```
ENTER COMMAND (?): DF
ENTER DATA SET (NAME,VOLUME) : MASTER,VOL123
DATA SET ALREADY EXISTS
DELETE AND REALLOCATE (Y,N)? : Y
DELETE AND REALLOCATE COMPLETED
```

If the file does not exist, it is allocated either with or without data set extents as follows:

```
ENTER COMMAND (?): DF
ENTER DATA SET (NAME,VOLUME) : MASTER,VOL123
DYNAMIC DATA SET EXTENTS ON FILE (Y/N): Y
SIZE OF DISK EXTENTS? 2
NEW DATA SET IS ALLOCATED
```

```
ENTER COMMAND (?): DF
ENTER DATA SET (NAME,VOLUME) : MASTER,VOL123
DYNAMIC DATA SET EXTENTS ON FILE (Y/N): N
NEW DATA SET IS ALLOCATED
```

Using Immediate Write-Back

DF prompts you to select whether or not you want to use the immediate write-back option. Immediate write-back has the same effect on primary or secondary indexed files.

Each request to insert, delete, or update a data record causes the affected blocks to be read into the Indexed Access Method buffer. The actual modification to the block is performed in the buffer.

If you enter N to the immediate write-back prompt, file modifications are held in the main storage buffer and not written back to the indexed file until the buffer space is needed for another block or until the file is closed. If the device where the file resides was powered off before the block was written back to the file, the modification to the file would not have been performed.

If you enter Y to the immediate write-back prompt, you are assured that the changed block is written back to the file immediately.

The prompt is as follows:

```
DO YOU WANT IMMEDIATE WRITE-BACK? Y
```

DF Command Example

The following example shows a use of the DF command to define a file named MASTER on volume VOL123. Immediate write-back is selected and the request to invoke LOAD or REORGANIZE is indicated.

```
ENTER COMMAND (?): DF
ENTER DATA SET (NAME,VOLUME) : MASTER,VOL123
   DYNAMIC DATA SET EXTENTS ON FILE (Y/N): N
NEW DATA SET IS ALLOCATED
DO YOU WANT IMMEDIATE WRITE-BACK? Y
INVOKE LOAD(L), REORGANIZE(R) OR END(E) AFTER CURRENT FUNCTION? L
DEFINE IN PROGRESS
DATA SET SIZE IN EDX RECORDS:              17
INDEXED ACCESS METHOD RETURN CODE:         -1
SYSTEM RETURN CODE:                        -1
PROCEED WITH LOAD/REORGANIZE (Y/N)
```

DI—DISPLAY PARAMETER VALUES

DI displays the current parameter values entered during the current session of $IAMUT1 SE command. The parameter values can be used to format a file using the DF command or they can be modified by reusing the SE command.

Note: You can also use the EF command to display the parameters of an existing file.

The following example shows a use of the DI command.

```
ENTER COMMAND (?): DI
CURRENT VALUES FOR SE COMMAND ARE:
FILE TYPE = PRIMARY
BASEREC          100
BLKSIZE          256
RECSIZE           80
KEYSIZE           28
KEYPOS             1
FREEREC            1
FREEBLK           10
RSVBLK          NULL
RSVIX              0
FPOOL           NULL
DELTHR          NULL
DYN             NULL
```

For a secondary file, the record size is not displayed.

DR—INVOKE SECONDARY INDEX DIRECTORY FUNCTIONS

The DR command provides access to secondary index directory functions. Those functions are made available by replying DR when $IAMUT1 requests "ENTER COMMAND (?):". You can then respond to the "ENTER DIRECTORY COMMAND (?):" with a subcommand. To obtain a list of the available subcommands, reply with a question mark (?) as follows:

```
ENTER COMMAND (?): DR

ENTER DIRECTORY COMMAND (?): ?

AL - ALLOCATE/REALLOCATE DIRECTORY
LE - LIST ENTRIES
IE - INSERT ENTRY
DE - DELETE ENTRY
UE - UPDATE ENTRY
EN - END DIRECTORY FUNCTION

ENTER DIRECTORY COMMAND (?):
```

The directory function commands are arranged in alphabetical order as follows:

"AL—Allocate Directory" on page 9-11

"DE—Delete Directory Entry" on page 9-12

"EN—End Directory Function" on page 9-13

"IE—Insert Entry" on page 9-14

"LE—List Entries" on page 9-15

"UE—Update Directory Entry" on page 9-17

AL—ALLOCATE DIRECTORY

The AL subcommand allocates a directory for secondary indexes. If a directory already exists, this subcommand gives the option to delete and reallocate it.

Note: To use this subcommand, you must first use the DR command.

You are prompted to enter the maximum number of directory entries. Enter the number of entries you want the directory to be able to hold. Each entry describes a primary file or secondary index. The maximum number of entries defaults to 47.

The directory, $IAMDIR, is always allocated on the IPL volume.

The following example shows a use of the AL subcommand to allocate a new directory with a capacity of 10 entries:

```
ENTER DIRECTORY COMMAND (?): AL
MAX # OF DIRECTORY ENTRIES: 10
THE DIRECTORY DATA SET REQUIRES 1 EDX RECORDS, CONTINUE (Y/N/EN)? Y
DIRECTORY DATA SET ALLOCATED: $IAMDIR,EDX002
```

The next example assumes a directory already exists and allocates a new one.

```
ENTER DIRECTORY COMMAND (?): AL
DIRECTORY EXISTS, OPTIONS ARE:
BN - BUILD NEW DIRECTORY
AS - ADJUST SIZE
EN - END DIRECTORY ALLOCATE

ENTER OPTION: BN

ALL DIRECTORY ENTRIES WILL BE DELETED, CONTINUE (Y/N)? Y
MAX # OF DIRECTORY ENTRIES: 20
THE DIRECTORY DS REQUIRES      2 EDX RECORDS, CONTINUE (Y/N/EN) ? Y

DIRECTORY DATA SET ALLOCATED: $IAMDIR,EDX002
```

The following example, adjusts the size of the directory data set. All existing entries will be retained.

```
ENTER DIRECTORY COMMAND (?): AL
DIRECTORY EXISTS, OPTIONS ARE:
BN - BUILD NEW DIRECTORY
AS - ADJUST SIZE
EN - END DIRECTORY ALLOCATE

ENTER OPTION: AS
MAX # OF DIRECTORY ENTRIES: 1
THE DIRECTORY DS REQUIRES      1 EDX RECORDS, CONTINUE (Y/N/EN) ? Y

DIRECTORY DATA SET ALLOCATED: $IAMDIR,EDX002
```

DE—DELETE DIRECTORY ENTRY

The DE subcommand deletes an entry from the directory. If you delete a primary entry, all associated secondary index entries are also deleted.

Note: To use this subcommand, you must first use the DR command.

The following example shows the deletion of the directory entry for the file named MASTER on the volume named VOL123. MASTER is a primary index file entry which has secondary indexes associated with it.

```
ENTER DIRECTORY COMMAND (?): DE
ENTRY (DSNAME,VOLUME): MASTER,VOL123
ASSOCIATED SECONDARY ENTRIES WILL BE DELETED, CONTINUE (Y/N)?      Y
DELETE SUCCESSFUL, NUMBER OF ENTRIES DELETED:    2
```

The following example shows the deletion of the directory entry for a file named MASTER, on the volume named VOL123. MASTER is a primary index file entry which no longer has any secondary indexes associated with it.

```
ENTER DIRECTORY COMMAND (?): DE
ENTRY (DSNAME,VOLUME): MASTER
ENTRY FOR MASTER  ,EDX002 WILL BE DELETED, CONTINUE (Y/N)? Y
DELETE SUCCESSFUL, NUMBER OF ENTRIES DELETED:     1
```

EN—END DIRECTORY FUNCTION

The EN subcommand ends the directory functions (DR) and returns to $IAMUT1 for your next command.

IE—INSERT ENTRY

The IE subcommand inserts a new entry into the secondary index directory. It is used to insert either a primary or secondary entry. However, the primary entry must be inserted before any of its secondary entries can be inserted.

For a primary entry, enter the data set name and volume of the file for which the entry is being inserted. Specify N when asked "IS THIS A SECONDARY ENTRY (Y/N)?."

For secondary entries, enter the data set name and volume of the secondary index for which the entry is being inserted and specify that it is a secondary index. You are then prompted for additional information.

Specify the name of the primary index file which the secondary index is to be associated with. You can select automatic update, which indicates that any change to a primary file is to be reflected in the secondary index. The default for automatic update is yes.

The following example inserts a directory entry for a primary index file:

```
ENTER DIRECTORY COMMAND (?): IE
ENTRY (DSNAME,VOLUME): TOMPRI,EDX002
IS THIS A SECONDARY ENTRY (Y/N)? N

DIRECTORY INSERT SUCCESSFUL
```

The following example inserts a directory entry for a secondary index named 'TOMSEC1,EDX002' which is to be associated with the primary index file 'TOMPRI,EDX002'. Automatic update is selected.

```
ENTER DIRECTORY COMMAND (?): IE
ENTRY (DSNAME,VOLUME) TOMSEC1,EDX002
IS THIS A SECONDARY ENTRY?  Y

ASSOCIATED PRIMARY ENTRY (DSNAME,VOLUME): TOMPRI,EDX002
AUTO-UPDATE (Y/N)? Y
```

Note: To use this subcommand, you must first use the DR command.

LE—LIST ENTRIES

The LE subcommand lists the contents of one or more directory entries. Specify the name of a primary indexed file to get information about that file and its secondary indexes. Specify the name of a secondary index to get information about only that secondary index. To obtain a complete list of all information in the directory, just press the Enter Key without supplying any data set name or volume.

Note: To use this subcommand, you must first use the DR command.

The following example lists the directory entries related to the primary file named 'TOMPRI' on volume 'EDX002'.

```
ENTER DIRECTORY COMMAND (?): LE
ENTRY (DSMANE,VOLUME) BLANK=ALL: TOMPRI

                  PRIMARY  INDE-              AUTO
DSNAME   VOLUME DATA SET PENDENT  INVALID  UPDATE

TOMPRI   EDX002 YES      NO       ****     ****
TOMSEC1  EDX002 NO       NO       YES      YES
TOMSEC2  EDX002 NO       NO       YES      NO

NUMBER OF DIRECTORY ENTRIES USED =      5
NUMBER OF AVAILABLE ENTRY SLOTS =     42
DIRECTORY LIST COMPLETED
```

The following example lists all directory entries.

```
ENTER DIRECTORY COMMAND (?): LE
ENTRY (DSNAME,VOLUME) BLANK=ALL:

                   PRIMARY   INDE-                AUTO
DSNAME    VOLUME DATA SET  PENDENT   INVALID  UPDATE

EDXIAM    EDX003 YES       NO        ****     ****
EDXIAMS1  EDX003 NO        NO        YES      YES

TOMPRI    EDX002 YES       NO        ****     ****
TOMSEC1   EDX002 NO        NO        YES      YES
TOMSEC2   EDX002 NO        NO        YES      NO

NUMBER OF DIRECTORY ENTRIES USED =       5
NUMBER OF AVAILABLE ENTRY SLOTS =       42
DIRECTORY LIST COMPLETED
```

UE—UPDATE DIRECTORY ENTRY

The UE subcommand updates an entry in the secondary index directory. You can use this command as follows:

- Specify null values for parameters to remain unchanged (press the Enter key when you are prompted for them).
- Enter new values for parameters to be modified.

Note: You cannot change a primary entry to a secondary entry or a secondary entry to a primary entry. To do this, you must delete the old entry and insert a new one.

The following example updates a primary directory entry named 'MASTER,VOL123', changes the volume name from VOL123 to EDX002 and leaves the DSNAME MASTER as it is.

```
ENTER DIRECTORY COMMAND (?): UE

ENTRY (DSNAME,VOLUME) MASTER,VOL123

THIS IS A PRIMARY ENTRY

IN THE FOLLOWING, ENTER NEW VALUE OR,
ENTER NULL LINE TO RETAIN (PRESENT VALUE)

DSNAME (MASTER):
VOLUME (VOL123): EDX002
INDEPENDENT (N):

DIRECTORY UPDATE SUCCESSFUL
```

DR - UE

The following example updates a secondary directory entry named 'MASTER,VOL123', changes the VOLUME name to EDX002 and leaves the DSNAME MASTER as it is. It sets automatic update, leaves the independent processing flag as it is, and sets the invalid indicator off.

```
ENTER DIRECTORY COMMAND (?): UE

ENTRY (DSNAME,VOLUME) MASTER,VOL123

THIS IS A SECONDARY ENTRY
IN THE FOLLOWING, ENTER NEW VALUE OR,
ENTER NULL LINE TO RETAIN (PRESENT VALUE)

DSNAME (MASTER):
VOLUME (EDX123): EDX002
INDEPENDENT (N):
INVALID INDICATOR (Y): N
AUTO-UPDATE (Y): Y

DIRECTORY UPDATE ENDED
```

Note: To use this subcommand, you must first use the DR command.

EC—CONTROL ECHO MODE

EC enables you to enter or leave echo mode. When in echo mode, all $IAMUT1 input and output is logged on the $SYSPRTR device. This enables you to save information about the files you maintain using $IAMUT1. When in echo mode, all input and output is logged until either the current utility session is ended or echo mode is reset by use of the EC command. Echo mode is off when $IAMUT1 is loaded.

Note: Input and output from $DISKUT3 is not logged.

The following examples show the commands to set and reset echo mode:

```
ENTER COMMAND (?): EC
DO YOU WANT ECHO MODE? (Y/N)?: Y   (Set echo mode)
FUNCTION COMPLETED

ENTER COMMAND (?): EC
DO YOU WANT ECHO MODE? (Y/N)?: N   (Reset echo mode)
FUNCTION COMPLETED
```

EF—DISPLAY EXISTING INDEXED FILE CHARACTERISTICS

The EF command displays the file definition parameters that were used to set up the file. The information is obtained from the FCB Extension block. This command does not give the size of the file in Event Driven Executive blocks.

EF Command Example for Primary Files

This example shows how to display the file parameters used to set up the file.

```
ENTER COMMAND (?): EF
EXHIBIT FUNCTION ACTIVE
ENTER DATASET (NAME,VOLUME): EDXIAM1,EDX003

FILE TYPE = PRIMARY
BASEREC          20
BLKSIZE         256
RECSIZE          80
KEYSIZE           4
KEYPOS            1
FREEREC           0
FREEBLK           0
RSVBLK         NULL
RSVIX             0
FPOOL          NULL
DELTHR         NULL
DYN              10
EXHIBIT FUNCTION COMPLETED
```

EF Command Example for Secondary Files

This example shows how to display the file parameters used to set up the file.

```
ENTER COMMAND (?): EF
EXHIBIT FUNCTION ACTIVE
ENTER DATASET (NAME,VOLUME): EDXIAM11,EDX003

FILE TYPE = SECONDARY
BASEREC          20
BLKSIZE         256
KEYSIZE           6
KEYPOS            9
FREEREC           0
FREEBLK           0
RSVBLK         NULL
RSVIX             0
FPOOL          NULL
DELTHR         NULL
DYN              10
```

Note: If you create this secondary file with the SE option 1 command, your secondary and primary file will look the same except for KEYSIZE and KEYPOS.

LO—LOAD INDEXED FILE

LO loads a primary indexed file from a sequential (blocked or unblocked) input file. (A secondary indexed file must be loaded by using the DF or SE command). A primary indexed file can be loaded in one of two environments. Loading an empty file is referred to as the initial load. For an indexed file that already contains some records, the LO command can be used to add records with higher keys (keys of higher value than those already in the indexed file). This is called load in **extend** environment.

Blocks are read from the sequential file with the EDL READ instruction and de-blocking is performed, if necessary. In the initial load environment, data records are formatted into Indexed Access Method blocks and written to the indexed file with the EDL WRITE instruction. Corresponding index blocks are written as required. The remainder of the indexed file is formatted if formatting was not completed during the DF function. In the extend environment, records are loaded into the indexed file using Indexed Access Method PUT requests.

The sequential input file can contain blocked or unblocked records. For a description of blocked and unblocked sequential data sets, see "Blocked and Unblocked Sequential Data Sets" on page 9-23. The records in the sequential file must be in ascending order by the data contained in the key field. If a record with a duplicate or out of sequence key is found, you are given the option to either omit the record and continue loading, or to end loading. The indexed file must have been defined by using the SE and DF commands before using the LO command.

Your response to the prompt message "ENTER INPUT BLOCKSIZE", defines to the LO command whether the input is a blocked or unblocked sequential file. A null response to the prompt "ENTER INPUT BLOCKSIZE" indicates an unblocked input file and the block size is then calculated using the input record size value, rounded up to the next 256-byte multiple value. If the actual block size value is entered as your response to this prompt, a blocked sequential input file is indicated.

The record lengths of the input and output files do not have to be the same. When the indexed file is opened, the record length is displayed on the terminal. At this point, you can specify the record length of the sequential file if it is different than that of the indexed file. If the indexed file records are longer than the sequential file records, the loaded records are left justified and filled with binary zeroes. If the indexed file records are shorter than the sequential file records, the following message appears on the terminal:

```
INPUT REC GT OUTPUT REC. TRUNCATION WILL OCCUR.
OK TO PROCEED?
```

Reply 'Y' to proceed (records will be truncated).

Reply 'N' to terminate the load function.

If the end of the input sequential file is reached, you can continue loading from another sequential file. You are asked if there is more data to load. If you reply yes (Y), you are prompted for the file and volume name of the new input sequential file to use. The load operation continues, putting the first record of the new input sequential file in the next available record slot of the indexed file.

Note: The record lengths and block sizes of subsequent input files are assumed to be the same as the initial input file.

If the end of input file is reached and you do not name another input file, the load operation is complete.

Note: If you are loading the indexed file from a tape file, $IAMUT1 does not close the tape file upon completion of the load. Use the $VARYOFF command to close the tape file (refer to the Operator Commands and Utilities Reference in the EDX library for a description of the $VARYOFF command).

The following example shows use of the LO command:

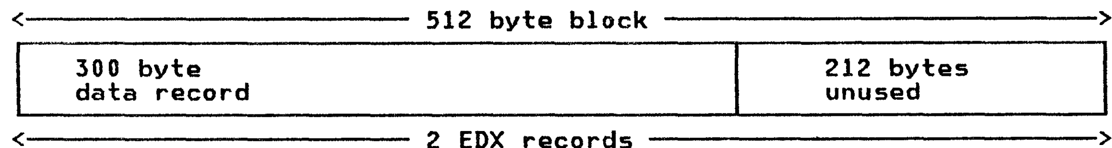
```
ENTER COMMAND (?): LO

LOAD ACTIVE
ENTER OUTPUT DATASET (NAME,VOLUME): IAMFILE,EDX003
$FSEDIT FILE RECSIZE = 128
INPUT RECORD ASSUMED TO BE     80 BYTES. OK?: Y
ENTER INPUT BLOCKSIZE (NULL = UNBLOCKED):
ENTER INPUT DATASET (NAME,VOLUME): SEQ01,EDX003
LOAD IN PROCESS

END OF INPUT DATASET
ANY MORE DATA TO BE LOADED?: N
     6 RECORDS LOADED
LOAD SUCCESSFUL
```

Blocked and Unblocked Sequential Data Sets

The LO (load) function of $IAMUT1 will accept either blocked or unblocked sequential data sets as input when loading an indexed file. The UN (unload) function will either block or unblock data as requested when unloading an indexed file to a sequential data set.

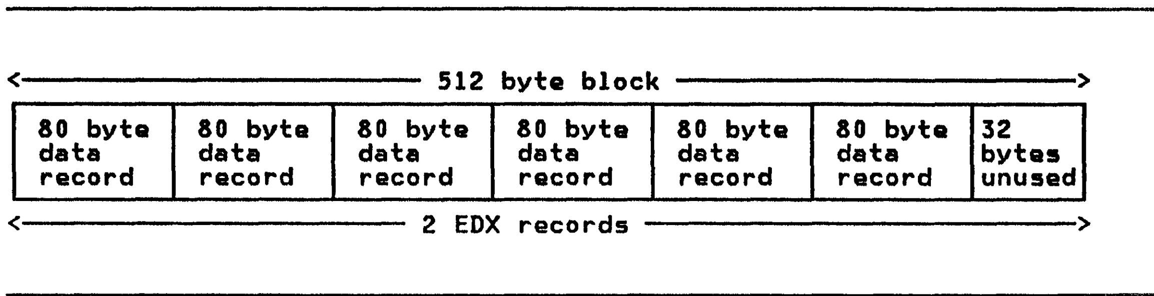
UNBLOCKED SEQUENTIAL DATA SET: An unblocked sequential data set contains one record in each block. The blocksize must be a multiple of 256 bytes. The record size must be equal or less than the block size. A block can span one or more EDX records.

The following diagram illustrates the relationship of a data record of 300 bytes to a block size of 512 bytes in an unblocked data set.



BLOCKED SEQUENTIAL DATA SET: In a blocked sequential data set a block can contain multiple logical records. The block size must be a multiple of 256 bytes. The record size must be equal to or less than the block size. A block can span one or more EDX records.

The following diagram illustrates 6 data records of 80 bytes each within a block of 512 bytes in a blocked data set.



Both the blocked and unblocked forms of sequential data sets, used by the utility, are compatible with the language processors, Sort/Merge and data sets produced by $FSEDIT. If you use the EDX edit utilities to prepare your data records for input, remember that these utilities put one 80-byte line from $FSEDIT into a 128-byte $FSEDIT record. Two of these 128-byte records are then used to form one 256-byte EDX record. When you use such a data set as sequential input for the LO (load) function, specify the record length as 128 and the block size as 256. If your indexed file is defined as having a record length of 80, you will receive the message "TRUNCATION WILL OCCUR." This is acceptable because Indexed Access Method strips off the extra bytes added by $FSEDIT.

The last block of a blocked sequential data set may not have enough records for a full block. In this case, all of the unused space in the block is set to binary zeroes.

Invoking the LOAD and REORGANIZE Functions

You can invoke the LOAD or REORGANIZE functions directly from the DF command. If you invoke these functions, DF does not format the file because LOAD and REORGANIZE will do it. If you do not invoke the LOAD or REORGANIZE function, DF formats the file so you can load the file using an application program or $IAMUT1 at a later time.

Notes:

1. You can use the LOAD/REORGANIZE command later to load the file, if you do not invoke it from the DF command.

2. An application program cannot access an unformatted indexed file.

3. The prompt for the load/reorganize function occurs before the define step.

NP—DEACTIVATE PAGING

The NP command directs that data paging be deselected the next time the Indexed Access Method is loaded.

Page area sizes are not affected by this command.

NP Command Example

This example shows how to indicate data paging is to be deselected on the next invocation of the Indexed Access Method.

```
ENTER COMMAND (?): NP
DATA PAGING MARKED AS NOT ACTIVE
BECOMES EFFECTIVE ON NEXT LOAD OF $IAM
```

PG—SELECT PAGING

The PG command directs that data paging be selected the next time the Indexed Access Method is loaded.

Page area sizes are not affected by this command.

PG Command Example

This example shows how to indicate data paging is to be selected on the next invocation of the Indexed Access Method.

```
ENTER COMMAND (?): PG
DATA PAGING MARKED AS SELECTED
BECOMES EFFECTIVE ON NEXT LOAD OF $IAM
SEE INDEXED ACCESS METHOD GUIDE CONCERNING
REMOVAL OF PAGING MODULES FROM STORAGE.

ENTER COMMAND (?):
```

PP—DEFINE PAGING PARTITIONS

The PP command defines the amount of storage in each partition that the Indexed Access Method should reserve for paging. Storage is actually used for paging only when paging is active.

PP prompts you for the size of the paging area for each partition by displaying the partition number and current paging area size for that partition. Respond with a null entry (just press the Enter key) to retain that size. Enter a new size to change the space allocation. Sizes are displayed and entered in K bytes (1K = 1024), and should be entered as even numbers (multiple of 2K). If not, they are adjusted up to the next even number. The new sizes do not take effect until the next time the Indexed Access Method is loaded with paging active.

PP Command Example

This example sets the paging area size in partition 3 to 40K and increases the paging area in partition 5 from 6K to 10K.

```
ENTER COMMAND (?): PP
PARTITION  CURRENT   NEW

    1          0K  :
    2          0K  :
    3          0K  : 40
    4          0K  :
    5          6K  : 10
    6          0K  :
    7          0K  :
    8          0K  :
PAGE AREA SIZE(S) RESET
BECOMES EFFECTIVE ON NEXT LOAD OF $IAM
TOTAL PAGE AREA SIZE IS   50K
SEE INDEXED ACCESS METHOD GUIDE CONCERNING
REMOVAL OF PAGING MODULES FROM STORAGE.
```

Notes:

1. The letter K is optional on input, and is assumed if missing.
2. The new total page area size is 50K and becomes effective on the next LOAD of $IAM.

PS—GET PAGING STATISTICS

The PS command displays data paging information about the currently executing Indexed Access Method. It shows "hit" information for reads, writes and overall.

The Indexed Access Method increments a "hit" counter each time a referenced block is found in the paging area. It increments a "miss" counter each time a referenced block is not found in the paging area. The PS command displays these numbers, along with "hit percentages." Use the hit percentages to determine how efficiently the paging area is being used.

After the statistics are displayed, you have the option of resetting the counters to zero so that a new set of paging statistics can be gathered.

PS Command Example

Display the current paging statistics and reset them.

```
ENTER COMMAND (?): PS
FUNCTION          HITS      MISSES      HIT %
  READ           45678       81205        36
  WRITE           2450           0       100
  OVERALL        48128       81205        37

RESET STATISTICS (Y/N)? Y
STATISTICS RESET
```

RE—RESET PARAMETERS

RE resets the parameters set up by the SE command to their default values.

The following example shows a use of the RE command:

```
ENTER COMMAND (?): RE
PARAMETERS RESET
```

RO—REORGANIZE INDEXED FILE

RO reorganizes a primary or secondary indexed file. It unloads an indexed file filled by insert activity into an empty indexed file and reorganizes the records to provide space for additional inserts.

This command requires two existing indexed files of the same type. Both the input file and the output file must be primary indexed files, or both must be secondary index files. Records are read sequentially from the input file using the Indexed Access Method GETSEQ request. The records are loaded into the output file in a manner similar to the initial load of the LO command.

All reserved and free space is retained as free space.

Reorganizing a secondary index does not reset the secondary key sequence numbers during the reorganization, because it does not use the primary file. The records are placed in another Indexed Access Method file without any modification within the individual records.

The output indexed file must have been defined by using the SE or DF commands before using the RO command. The SE Option 3 will format an output file like the original file, or $VERIFY will show the number of records in the file so that you can set up an output file.

The record lengths of the two files need not be the same. Unloaded records are truncated or filled with binary zeroes if record lengths differ (see LO command). The key fields and key positions of the two files must be the same; however, the other file specifications (SE parameters) may differ.

INVOKING THE LOAD AND REORGANIZE FUNCTIONS FROM DF: You can invoke the LOAD or REORGANIZE functions directly from the DF command. If you invoke these functions, DF does not format the file because LOAD and REORGANIZE will do that, thus saving time. If you do not invoke the LOAD or REORGANIZE function, DF formats the file so you can load the file using an application program or the LO command.

Notes:

1. You can use the LOAD/REORGANIZE command later to load the file, if you do not invoke it from the DF command.
2. An application program cannot access an unformatted indexed file.
3. The prompt for the load/reorganize function occurs before the define step.

The following example shows use of the RO command:

```
ENTER COMMAND (?): RO

REORG ACTIVE
ENTER INPUT DATASET (NAME,VOLUME): IAMFILE,EDX003
ENTER OUTPUT DATASET (NAME,VOLUME): IAMFIL2,EDX003
REORG IN PROCESS

END OF INPUT DATASET

   100 RECORDS LOADED
REORG SUCCESSFUL

ENTER COMMAND (?): EN
```

SE—SET PARAMETERS

SE prompts you for parameters that determine the structure and size of the indexed file. An explanation of the SE command parameters follow and an example of each is included with the description.

The parameter values entered are saved by $IAMUT1. This enables you to reuse the SE command to change one or more parameters without having to reenter all of them. The current values can be displayed by the DI command.

The SE command provides three methods of setting up an indexed file.

Option 1 Significant Parameters—Enter a minimal set of SE parameters. The utility internally converts the smaller set to the complete set.

Option 2 All Parameters—Enter the complete set of SE parameters.

Option 3 Parameters from Existing Data Set—Use the set of SE parameters that were used previously to define an existing indexed file.

Note: Information which is common to all three options appears near the end of the SE description under "All Options" on page 9-39.

When you specify the SE command, you are prompted to select one of the options as shown in the following display.

```
SET FILE DEFINITION PARAMETERS
0 = EXIT
1 = SIGNIFICANT PARAMETERS
2 = ALL PARAMETERS
3 = PARAMETERS FROM EXISTING INDEXED DATASET
ENTER OPTION:
```

Option 1

Option 1 prompts for a minimal set of parameters. It issues a prompt to determine if a secondary index is being defined. If so, the secondary file name, key size, and key position are requested. If a primary file is being defined, different prompts are issued. $IAMUT1 internally converts the option 1 parameters to option 2 parameters.

When the SE option 1 is invoked for the first time, the prompts and default values are as follows (sample values are shown for parameters that must be entered):

```
SECONDARY INDEX (Y/N)?: N

                                          DEFAULT  NEW VALUE
RECORD SIZE                                     0: 80
KEY SIZE                                        0: 4
KEY POSITION                                    1:
BLOCKING FACTOR (RECORDS PER BLOCK)             1:
NUMBER OF BASE RECORDS                          0: 20
ESTIMATED TOTAL RECORDS                        24:
TYPE OF INSERT ACTIVITY(C=CLUSTERED,R=RANDOM)   C:
```

On subsequent invocations of the SE option 1, the defaults are taken from the parameter values since the last SE option 1 invocation. Option 1 and 3 values do not carry over to option 2.

The estimated total records value defaults to the last value, provided this value equals or exceeds the current base records. Otherwise it defaults to 1.2 times the current base records.

To set up a secondary index, enter the following:

```
SECONDARY INDEX (Y/N)?: Y
ENTER SECONDARY DATASET NAME (DS,VOL): FILE01,EDX002
SECONDARY KEY SIZE:10
SECONDARY KEY POSITION:36
```

Before you can define a secondary index, you must place an entry into the directory for the associated primary index file and the primary file must exist. The directory is searched to obtain the data set name and volume of the associated primary file which will then be used to compute the remainder of the secondary SE parameters.

Parameter Descriptions for Option 1

The attributes of the file are determined by the following SE command parameters:

RECORD SIZE: The length, in bytes, of each record in the file.

KEY SIZE: The length of the key to be used for this file. The minimum key length is 1. For primary files, the maximum key length is 254.

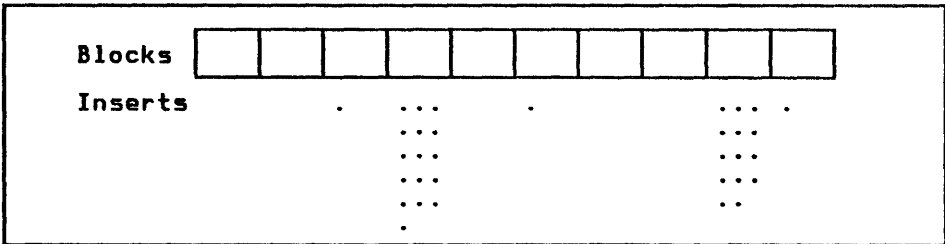
KEY POSITION: The position, in bytes, of the key within the record. The first byte of the record is position 1.

BLOCKING FACTOR (RECORDS PER BLOCK): The total number of records to be placed in an Indexed Access Method block. This value and the record size will be used to compute the actual Indexed Access Method block size, rounded up to the next 256-byte value. The rounding up action may increase the actual blocking factor.

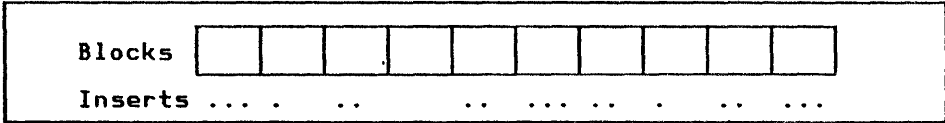
NUMBER OF BASE RECORDS: The number of indexed record slots to be set up in the indexed file for LOAD mode. The number of base records must be greater than zero to allow the file to load any data records. These record slots can be loaded with data records by $IAMUT1 or by a PUT request after either a LOAD or PROCESS request.

ESTIMATED TOTAL RECORDS: The total number of records you expect the indexed file to contain after insert processing activity.

TYPE OF INSERT ACTIVITY(C=CLUSTERED,R=RANDOM): Inserts are considered clustered if most of the inserts occur at only certain places in the file. The following diagram represents clustered inserts by vertically stacked bullets.



The next diagram represents randomly inserted records. Inserts are considered random if few or no points in the file have a concentration of activity; inserts are expected throughout the file.



SECONDARY KEY SIZE: The length, in bytes, of the secondary key within the primary record. For secondary keys the maximum key length is 250.

SECONDARY KEY POSITION: The position, in bytes, of the secondary key within the primary record.

Option 2

The following list shows the default values for parameters when the SE command is invoked the first time (all values are decimal):

BASEREC	NULL
BLKSIZE	0
RECSIZE	0
KEYSIZE	0
KEYPOS	1
FREEREC	0
FREEBLK	0
RSVBLK	NULL
RSVIX	0
FPOOL	NULL
DELTHR	NULL
DYN	NULL

On subsequent invocations of the SE command, the option 2 defaults are taken from the parameter values set according to the last SE command, regardless of the option used. If the default value is acceptable, press the enter key when prompted for the parameter. If you wish to change the value for any parameter, enter the new value in response to the prompting message.

The new value becomes the new default value for the current $IAMUT1 session. The parameters for which a null can be specified are BASEREC, FREEREC, FREEBLK, RSVBLK, RSVIX, FPOOL, DELTHR, and DYN. To specify a null parameter after the original default has been modified, enter an ampersand (&) in response to the prompting message.

The following example shows a use of the SE command in establishing the size and structure of an indexed file.

```
PARAMETER     DEFAULT NEW VALUE
BASEREC          NULL :100
BLKSIZE             0 :256
RECSIZE             0 :80
KEYSIZE             0 :28
KEYPOS              1 :1
FREEREC             0 :1
FREEBLK             0 :10
RSVBLK           NULL :
RSVIX               0 :
FPOOL            NULL :
DELTHR           NULL :
DYN              NULL :
```

Following the response to the DYN parameter, the following list is displayed. The list shows the details of how the indexed file will be constructed using the parameters just entered.

```
TOTAL LOGICAL RECORDS/DATA BLOCK:          3
FULL RECORDS/DATA BLOCK:                   2
INITIAL ALLOCATED DATA BLOCKS:            50
INDEX ENTRY SIZE:                         32
TOTAL ENTRIES/INDEX BLOCK:                 7
FREE ENTRIES/PIXB:                         1
RESERVE ENTRIES/PIXB(BLOCKS):              0
FULL ENTRIES/PIXB:                         6
RESERVE ENTRIES/SIXB:                      0
FULL ENTRIES/SIXB                          7
DELETE THRESHOLD ENTRIES:                  7
FREE POOL SIZE IN BLOCKS:                  0
# OF INDEX BLOCKS AT LEVEL    1:           9
# OF INDEX BLOCKS AT LEVEL    2:           2
# OF INDEX BLOCKS AT LEVEL    3:           1

DATA SET SIZE IN EDX RECORDS:             73
```

If a secondary file is being defined, the list of prompts is the same except for the following:

the reply to the prompt "SECONDARY INDEX (Y/N)?:" is Y

the secondary data set name is requested

the RECSIZE prompt is omitted; the Indexed Access Method computes the correct record size

```
SECONDARY INDEX (Y/N): Y
ENTER SECONDARY DATASET (NAME,VOLUME):
```

Parameter Descriptions for Option 2

The attributes of the file are determined by these SE command parameters:

BASEREC The estimated number of records to be initially loaded into the file in ascending key sequence. These records can be loaded by $IAMUT1 or by a PUT request after either a LOAD or PROCESS request.

The number of records must be greater than zero to allow the file to load any data records.

If DYN is not specified, BASEREC defaults to null, resulting in an error condition. In this case, specify BASEREC as a positive number.

If DYN is specified, BASEREC defaults to one.

BLKSIZE The length, in bytes, of blocks in the file. It must be a multiple of 256. The Indexed Access Method uses 16 bytes in each block for a header.

RECSIZE The length, in bytes, of each record in the file. Record length must not exceed block length minus 16.

KEYSIZE The length of the key to be used for this file. The minimum key length is 1. For primary files, the maximum key length is 254. For a secondary index, the maximum key length is 250.

KEYPOS The position, in bytes, of the key within the record. The first byte of the record is position 1.

FREEREC The number of free records to be reserved in each block. It must be less than the number of records per block (block size minus 16, divided by record size). If not, an error message is issued. The calculation is adjusted to ensure that there is at least one allocated record in the block; that is, there cannot be 100% free records.

FREEREC defaults to zero.

FREEBLK The percentage (0-99) of each cluster to reserve for free blocks. The percentage calculation result is rounded up so that at least one free block results. The calculation is adjusted to ensure that there is at least one allocated block in the cluster; that is, there cannot be 100% free blocks.

FREEBLK defaults to zero.

RSVBLK The percentage of the entries in each primary index block to reserve for cluster expansion. These reserved entries are used to point to new data blocks as they are taken from the free pool to expand the cluster. The result of the calculation is rounded up so that any non-zero specification indicates at least one reserved index entry. The calculation is adjusted to ensure that there is at least one allocated block in the cluster.

Enter a null character (&) for this prompt if you do not want initial reserved blocks and do not want the indexed access method to create reserved blocks as records are deleted and blocks become empty. Specify a value of zero for this prompt if you do not want initial reserved blocks but you do want the indexed access method to create reserved blocks as records are deleted and blocks become empty (See the DELTHR prompt).

Note that the sum of the FREEBLK and RSVBLK prompts must be less than 100 or an error message is issued. This value defaults to null if the DYN parameter is not specified. If the DYN parameter is specified, this value defaults to zero.

RSVIX The percentage (0-99) of the entries in each second level index block to reserve for use in case of cluster splits. A cluster split is required when there is no room to insert a new record in a cluster. Each cluster split uses one reserved entry of the second-level index block to create a new cluster with blocks from the free pool. The result of this calculation is rounded up so that any non-zero specification indicates at least one reserved index entry. The calculation is adjusted so that there is at least one unreserved entry in each second level index block. This value defaults to zero.

FPOOL The percentage (0-100) of the maximum possible free pool to allocate as determined by the RSVIX and RSVBLK parameters. The RSVBLK and RSVIX prompts result in a file structure set up to draw on the free pool for expansion.

If insertion activity is evenly distributed throughout the file, every reserve entry of every index block can be used. The number of blocks drawn from the free pool to support this unlikely condition is the maximum free pool size needed for the file. In more realistic cases, insertion activity is not evenly distributed throughout the file, so fewer free blocks are needed. The percentage specified here represents the evenness of the distribution of inserted records. Specify a large number (90, for example) if you expect insertions to be evenly distributed. Specify a small number (20, for example) if insertions are anticipated to be concentrated in specific key ranges.

If a null character (&) is specified for this prompt, a free pool is not created for this indexed file (you can use the DYN parameter to override this and create a free pool). If zero is specified, an empty free pool is created. Blocks can then be added to the free pool as records are deleted and blocks become empty (see the DELTHR prompt explanation). If you do not specify a null for this prompt, the RSVBLK must not be null and/or the RSVIX must be non-zero or an error is returned. Conversely, if the RSVBLK and/or RSVIX is non-zero, FPOOL must not be null or an error is returned.

The default for FPOOL is a null; no free pool is created.

DELTHR The percentage (0-99) of blocks to retain in the cluster as records are deleted and blocks made available. This is known as the delete threshold. When a block becomes empty, it is first determined if the block should be given up to the free pool by checking the response to this prompt. If the block is not given up to the free pool, it is retained in the cluster, either as a free block or as an active empty block. The

result of this calculation is rounded up so that any non-zero specification indicates at least one block. The calculation is adjusted to ensure that the cluster always contains at least one block.

If the DELTHR parameter is specified as null (&) and DYN is not specified, DELTHR defaults to the number of allocated blocks in the cluster plus one half of the value calculated by the FREEBLK prompt. If the DELTHR parameter is specified as null and a value is specified for the DYN parameter, DELTHR defaults to zero.

DYN The number of blocks to be assigned to, or added to, the free pool. When DYN is used with other free pool parameters, the free pool size is calculated as specified by the FPOOL parameter plus the value specified for DYN.

If DYN is specified without the FPOOL parameter, the free pool is the number of blocks specified for DYN.

If DYN is specified, other parameters assume the following default values when specified as null:

```
BASEREC = 1
BLKSIZE = 0
RECSIZE = 0
KEYSIZE = 0
KEYPOS  = 1
FREEREC = 0
FREEBLK = 0
RSVBLK  = NULL
RSVIX   = 0
FPOOL   = NULL
DELTHR  = NULL
```

- When you specify the number of blocks for the DYN parameter, remember that the Indexed Access Method can store several data records in a block, depending on the record size and block size you specify. Each block contains a 16 byte header. The number of records that can be contained in each block can be calculated by the following formula:

```
Records per block = (BLKSIZE-16)/RECSIZE
```

- In the above calculation, use the integer quotient only; discard any remainder.

Blocks can be taken from the free pool for use as index blocks as well as for data blocks, so provide some extra blocks for these. A reasonable estimate of the number of index blocks required is 10%. Thus, if you know the number of data records you would like to add to the file, you can calculate the number of blocks to specify for the DYN parameter as follows:

$$\text{DYN} = \frac{\text{(Number of records to insert)} \times 1.1}{\text{(Records per block)}}$$

Option 3

Option 3 issues a prompt to determine what existing file to obtain the parameters from. The parameters can be set exactly according to the parameters of the original file by replying Y to the appropriate prompt. Otherwise, the parameters will be set based on the current condition of the existing data set to reflect insert activity.

```
SECONDARY INDEX (Y/N)?: N
NAME OF EXISTING INDEXED DATA SET (NAME,VOLUME): IAMFILE,EDX003
NEW PARAMETERS EXACTLY SAME AS ORIGINAL PARAMETERS (Y/N) ? Y

DATA SETSIZE IN EDX RECORDS:              17
INDEXED ACCESS METHOD RETURN CODE:        -1
SYSTEM RETURN CODE:                       -1
```

All Options

For all three options, the prompts are followed by the option of entering the DF (define file) function directly from the SE command. This simplifies the file definition process. The prompt is as follows:

```
CREATE/DEFINE FILE (Y/N) ? Y
    DYNAMIC DATA SET EXTENTS ON FILE (Y/N): N
ENTER DATASET (NAME,VOLUME): FILE01,EDX003
NEW DATASET IS ALLOCATED
```

The immediate write-back option is then queried:

```
DO YOU WANT IMMEDIATE WRITE-BACK? Y
```

The next prompt allows you the option of invoking the load or reorganize functions as follows:

```
INVOKE LOAD(L), REORGANIZE(R) OR END(E) AFTER CURRENT FUNCTION? L
DEFINE IN PROGRESS
```

Size calculations are performed using the parameter values you specify.

After the values are entered, the following is displayed showing the size and structure of the defined indexed file.

```
DATA SET SIZE IN EDX RECORDS:              17
INDEXED ACCESS METHOD RETURN CODE:         -1
SYSTEM RETURN CODE:                        -1

CREATE/DEFINE FILE (Y/N)?:
```

UN—UNLOAD INDEXED FILE

UN unloads an indexed file to a sequential file. Records are read from the indexed file with the Indexed Access Method GETSEQ request and written into the sequential file with the EDL WRITE instruction. If a secondary indexed file is specified, the primary file will be unloaded in secondary key sequence.

You can unload a secondary index independent of its primary if you first use the UE subcommand of the DR command of $IAMUT1 to set the independent indicator. You must turn the independent indicator off when the unload operation is completed.

The record lengths of the two files need not be the same. Unloaded records are truncated or padded with zeroes if the records lengths of the two data sets differ. For further detail, see the LO command.

Records are placed into the sequential file in ascending key sequence as indicated by the indexed file. Unloaded records can be blocked or unblocked. For a description of blocked and unblocked data sets, see "Blocked and Unblocked Sequential Data Sets" on page 9-23.

The UN command prompts you for the block size of the file to be unloaded. A null response or a value less than or equal to the record size causes the indexed file to be unloaded to an unblocked sequential file. The sequential file block size is calculated as the record size rounded up to the next 256-byte multiple value. If you want the file to be unloaded to a blocked sequential file, specify the actual block size value to the prompt "OUTPUT BLOCK SIZE". The record and block sizes of subsequent output sequential files are assumed to be the same as the initial output sequential file.

If the indexed file contains more records than are allocated in the sequential file, you are given the option to continue unloading to another sequential file. If you choose to continue unloading, you are prompted for the name of the file and volume to use to continue the unload operation. The unload operation continues, putting the records read from the indexed file into the new sequential file. If the end of the output file is reached and you choose not to continue, the unload operation ends.

Note: Do not specify the same file for input and output.

The following example shows the use of the UN command to put 80-byte records into a blocked sequential file.

```
ENTER COMMAND (?): UN

UNLOAD ACTIVE
ENTER INPUT DATASET (NAME,VOLUME): EDXF02,AM4VOL
ENTER OUTPUT DATASET (NAME,VOLUME): SEQ01,EDX003
OUTPUT RECORD ASSUMED TO BE 80 BYTES. OK?: Y
ENTER OUTPUT BLOCK SIZE (NULL = UNBLOCKED): 256
UNLOAD IN PROCESS

END OF INPUT DATASET
   100 RECORDS UNLOADED
UNLOAD SUCCESSFUL
ENTER COMMAND (?): EN
```

$IAMUT1 COMPLETION CODES

Completion Code	Condition
-1	Successful completion
7	Link module in use
8	Load error for $IAM
12	Data set shut down
13	Module not included in load module $IAM
23	Get storage error - IACB
30	Inconsistent free space parameters were specified.
31	FCB WRITE error during IDEF processing, check system return code
32	Blocksize not multiple of 256
34	Data set is too small
36	Invalid block size during file definition processing
37	Invalid record size
38	Invalid index size
39	Record size greater than block size
40	Invalid number of free records
41	Invalid number of clusters
42	Invalid key size
43	Invalid reserve index value
44	Invalid reserve block value
45	Invalid free pool value
46	Invalid delete threshold value
47	Invalid free block value
48	Invalid number of base records
49	Invalid key position
50	Data set is already opened for exclusive use
51	Data set opened in load mode
52	Data set is opened, cannot be opened exclusively
54	Invalid block size during PROCESS or LOAD
55	Get storage for FCB error
56	FCB READ error, check system return code
60	LOAD mode key is equal to or less than previous high key in data set
61	End of file in LOAD mode
62	Duplicate key found in PROCESS mode

Note: For completion codes number 30 and 37 through 49, check your parameters for consistency.

Completion Code	Condition
100	READ error, check system return code
101	WRITE error, check system return code
110	WRITE error - data set closed
201	Request failed because the primary file for this secondary could not be opened. Check system return code
210	Request failed because $DISKUT3 could not be loaded
230	Directory read error for $IAMDIR, verify that directory exists
231	$IAMQCB not found, check sysgen for include of $IAMQCB
232	Directory open error for $IAMDIR, verify that directory exists
233	Directory related primary request is a primary entry
234	Directory error - DSNAME,VOL not found in $IAMDIR
235	Directory resource has not been requested
239	Directory write error. Refer to previously displayed message

$VERIFY checks the validity of an indexed file and prints control block and free space information about the file on a user-specified printer (such as $SYSPRTR).

This $VERIFY description contains the following topics:

- $VERIFY Functions
- Invoking $VERIFY
- $VERIFY Example
- $VERIFY Messages
- $VERIFY Storage Requirements.

$VERIFY FUNCTIONS

With $VERIFY you can:

- Verify that all pointers in an indexed file are valid and that the records are in ascending sequence by key.
- Verify the contents of a secondary index against the primary file and report any discrepancies.
- Print a formatted File Control Block (FCB) listing, including the FCB Extension block. The FCB Extension block contains the original file definition parameters.

  Note: The FCB Extension block does not exist and file definition parameters are not saved in the FCB for indexed files defined prior to version 1.2 of the Indexed Access Method. The reorganize (RO) $IAMUT1 command can be used to reformat those files by adding an FCB Extension block to make use of all the $VERIFY facilities.
- Print a report showing the distribution of free space in your file.
- Determine if any space is available for inserts.

INVOKING $VERIFY

$VERIFY can be invoked from either a terminal or a program coded in Event Driven Language. You supply the same input in either case. If you invoke $VERIFY from a terminal, supply the input required in response to prompts. If you invoke $VERIFY from a program, supply the input required as parameters passed to the program.

$VERIFY INPUT

This section describes the input required to execute $VERIFY.

output printer — The name of a printer to which the report should be directed. The default printer is $SYSPRTR.

name,volume — Data set and volume names for the primary index file or secondary index to be processed. (Ensures that all chains within this data set are correct).

Option — The type of processing you want $VERIFY to do. The three options are:

- **Y** The FCB and the FCB Extension blocks are formatted and printed. The file is verified. A free space report is printed.
- **N** The FCB and the FCB Extension blocks are formatted and printed. The file is verified. No free space report is printed.
- **F** The FCB and the FCB Extension blocks are formatted and printed. No free space report is printed, but the '# OF AVAILABLE BLOCKS IN FREEPOOL' entry can be examined to determine if space is available for inserts; if the value is greater than zero (>0), space is available.

Cross verify option — The type of check you want $VERIFY to do between the primary index files and secondary indexes. The options are:

- **Y** a. If a primary index file was specified above as the data set name, this will check that all entries in the primary index file are in the secondary index.

  b. If a secondary index was specified above as the data set name, this will check that all entries in the secondary index are in the associated primary indexed file.
- **N** Do not perform any cross verification.

secname,volume — Data set and volume names of the secondary index to be verified. Specify 'ALL' to verify all secondary indexes associated with the primary file.

INVOKING $VERIFY FROM A TERMINAL

Load the $VERIFY program as follows:

```
> $L $VERIFY
```

When $VERIFY begins execution, you are prompted for the parameters described previously. A complete example of a $VERIFY invocation from a terminal is shown under "$VERIFY Example" on page 10-5.

INVOKING $VERIFY FROM A PROGRAM

$VERIFY can be invoked by EDL programs with the LOAD instruction. The only required parameter is the address of a 38-byte area that contains:

	Hex Displacement	Length (Bytes)
Data set name	0	8
Volume name	8	6
Detail listing request (Y, N, or F)	E	1
Secondary file cross verify (Y or N)	F	1
Secondary index file name	10	8
Secondary index file volume	18	6
Output Printer	1E	8

The next example shows the use of $VERIFY to verify a file named IAMFILE in the volume EDX002. A file verification and free space report are requested. The secondary file named SECIAM in the volume EDX002 is also verified.

```
EXAMPLE  PROGRAM START
START    EQU   *
          .
          .
          .
         LOAD  $VERIFY,PARMLIST,EVENT=VERIFY
         WAIT  VERIFY                WAIT FOR POST COMPLETE
          .
          .
          .
         PROGSTOP
PARMLIST EQU   *
DSNAME   DC    CL8'IAMFILE'          INDEXED DATA SET NAME
VOLUME   DC    CL6'EDX002'           VOLUME NAME
DETAIL   DC    CL1'Y'                PROCESSING OPTION
SECONDRY DC    CL1'Y'                SECONDARY FILE VERIFICATION
SECDSN   DC    CL8'SECIAM'           SECONDARY FILE NAME
SECVOL   DC    CL6'EDX002'           SECONDARY FILE VOLUME
PRINTER  DC    CL8'$SYSPRTR'         OUTPUT PRINTER
*NOTE: BLANKS CAUSE DEFAULT TO $SYSPRTR
VERIFY   ECB   -1                    EVENT CONTROL BLOCK
         ENDPROG
         END
```

$VERIFY EXAMPLE

This section presents the input and output for an example run of $VERIFY, along with descriptions of the material presented.

$VERIFY is invoked from the terminal as follows:

```
[1] > $L $VERIFY
[2] INDEXED ACCESS METHOD FILE VERIFICATION PROGRAM ACTIVE

[3] ENTER NAME OF OUTPUT PRINTER. (BLANK = $SYSPRTR):

[4] (NAME,VOLUME): DPRIM1,EDXIAM

[5] DO YOU WANT DETAIL LISTING? (Y/N/F/?)?: Y

[6] DO YOU WISH TO VERIFY SECONDARY VS PRIMARY INDEXES (Y/N):N

[7] VERIFICATION COMPLETE,   0   ERROR(S) ENCOUNTERED

[8] $VERIFY ENDED
```

[1] In this example, the first line loads and executes $VERIFY.

[2] The second line is printed by the program to indicate that execution has begun.

[3] This line allows you to direct the output to a particular printer. You can also press the Enter key without supplying a device name and the output will be printed on $SYSPRTR.

[4] In the fourth line, the program prompts for the data set name and volume of the indexed file to be referenced by the program. In this example the reply indicates that the data set is DPRIM1, located on volume EDXIAM.

[5] In the fifth line, the program prompts for the amount of detail to be provided as output. The response of Y indicates that maximum detail is to be provided.

[6] In the sixth line, the program prompts for verification of secondary indexes. The response of N indicates that secondary indexes are not to be verified. As the program executes, it provides output to the printer, as shown in the example outputs that follow.

[7] Finally, messages are displayed to indicate the number of errors found.

[8] This information message is provided stating that the program has ended.

FCB REPORT

The first page of the example output from $VERIFY follows. This page is always printed.

```
VERIFY REPORT. FILE = DPRIM1   , VOLUME = EDXIAM

FLAG1 :    FILE    FILE
         LOADED   TYPE
           Y        1   (0=PRPQ, 1=PP)
*******************************************
KEY SIZE =                                  6
KEY POSITION =                              1
BLOCK SIZE =                              256
RECORD SIZE =                              60
INDEX ENTRY SIZE =                         10
RBN OF HIGH LEVEL INDEX BLOCK IN USE =      2
RBN OF LAST DATA BLOCK IN USE =           786
RBN OF FIRST DATA BLOCK IN USE =            6
TOTAL RECORDS PER DATA BLOCK =              4
TOTAL ENTRIES PER INDEX BLOCK =            24
LOAD POINT VALUE FOR A DATA BLOCK =         4
LOAD POINT VALUE FOR AN INDEX BLOCK =      24
*******************************************
FLAG2 : IMMEDIATE   SECONDARY   FILE
       WRITE-BACK  INDEX FILE  FORMATTED
          N           N          Y
*******************************************
VERSION NUMBER =                          2.0
DELETE THRESHOLD (RECORDS) =              0
# OF AVAILABLE BLOCKS IN FREEPOOL          30
RBN OF 1ST FREE POOL BLOCK =              787
RBN OF HIGHEST LOGICAL INDEX BLOCK =        2
LEVEL OF HIGHEST INDEX BLOCK IN USE=        3
CURRENT NO. OF RECORDS IN FILE =         3000
```

The preceding sample report is interpreted as follows:

The first line shows the data set name and volume.

FLAG1: These three lines show the significant bits of the first flag byte in the FCB. The first two of the three lines are a heading. The third line shows the bit value (1 = on and 0 = off or Y = on and N = off). The headings are defined as follows:

FILE LOADED: Data set has been loaded flag. This flag is set when any record has been successfully loaded into the file in load mode.

FILE TYPE: This flag indicates whether the indexed file was created with the Realtime Programming System Indexed Access Method PRPQ (bit=0) or either the Event Driven Executive or Realtime Programming System Indexed Access Method Program Product (bit=1).

KEY SIZE: Shows the size of the key in bytes.

KEY POSITION: Shows the byte displacement of the key from the start of the record.

BLOCK SIZE: Shows the byte length of blocks in the file.

RECORD SIZE: Shows the byte length of records in the file.

INDEX ENTRY SIZE: Shows the number of bytes in each index entry. This length should be the key length plus 4, rounded up to a multiple of two bytes.

RBN OF HIGH LEVEL INDEX BLOCK IN USE: Shows which index block is to be used as the starting point when the index is to be searched.

RBN OF LAST DATA BLOCK IN USE: Points to the last logical data block in the file which has been used.

RBN OF FIRST DATA BLOCK IN USE: Points to the first logical data block in the file which has been used. It is used as the starting point when a sequential read operation is begun with no key specified.

TOTAL RECORDS PER DATA BLOCK: Shows how many data records can be contained in a data block.

TOTAL ENTRIES PER INDEX BLOCK: Shows how many index entries can be contained in an index block.

LOAD POINT VALUE FOR A DATA BLOCK: The number of records that can be placed in each data block while in load mode. This value is calculated at file definition time to provide the requested number of free records.

LOAD POINT VALUE FOR AN INDEX BLOCK: The number of data blocks in each cluster to be used while in load mode. This value is calculated at file definition time to provide the space requested by the RSVBLK, RSVIX and FREEBLK parameters.

FLAG2: Another byte of flags described by a pair of lines: a heading line followed by a data line. The heading has the following meaning:

IMMEDIATE WRITE-BACK: Immediate write back flag. If set (Y), this flag indicates that the immediate write back option was specified when the indexed file was defined.

SECONDARY INDEX FILE: A Y indicates that this is a secondary file. N indicates that this is a primary file.

FILE FORMATTED: Y indicates that the file has been formatted. N indicates that only the parameters have been specified and the file allocated. The file has not been formatted.

VERSION NUMBER: Shows the version number and modification level of the Indexed Access Method that was used to define the indexed file.

DELETE THRESHHOLD (RECORDS): Indicates the number of data blocks to retain in each cluster as records are deleted and blocks become empty. This value is calculated when the file is defined and is based on the DELTHR parameter.

 # OF AVAILABLE BLOCKS IN FREEPOOL: The number of available blocks in the free pool. This count is updated as blocks are taken from or returned to the free pool.

RBN OF 1ST FREE POOL BLOCK: Points to the last block which was put in the free pool (which is the next block to be taken from the free pool).

RBN OF HIGHEST LOGICAL INDEX BLOCK: Points to the logical top of the index. In some cases (if the file has not been completely loaded), this RBN might not agree with the RBN OF HIGHEST LEVEL INDEX BLOCK IN USE. If it does not agree, then the file is structured with index blocks that are not yet needed because the file does not contain enough records.

LEVEL OF HIGHEST INDEX BLOCK IN USE: Indicates how many levels of the index are currently in use.

CURRENT NO. OF RECORDS IN FILE: The current number of records that are now contained in the file.

FCB EXTENSION REPORT

The second page of the example output from $VERIFY follows. This page is always printed.

This information is obtained from the FCB Extension block and shows the parameters that were specified when the file was defined. Some information (BLKSIZE, RECSIZE, KEYSIZE, KEYPOS) is duplicated on the FCB and FCB Extension report because it is contained in both control blocks. The values should correspond with each other. The word NULL for the value of a parameter indicates that no value was specified when the file was defined.

```
VERIFY REPORT. FILE = DPRIM1   ,  VOLUME = EDXIAM

INDEX FILE DEFINED WITH THESE PARAMETERS:

BASEREC=           3000
BLKSIZE=            256
RECSIZE=             60
KEYSIZE=              6
KEYPOS=               1
FREEREC=              0
FREEBLK=              0
RSVBLK=            NULL
RSVIX=                0
FPOOL=             NULL
DELTHR=            NULL
DYN=                 30
```

Note: The parameters are the file definition parameters that were specified using the SE command of the $IAMUT1 utility when the file was defined.

FREE SPACE REPORT

The following is a free space report of the example output from $VERIFY. The free space report is printed only if the $VERIFY option is specified as Y.

```
VERIFY REPORT. FILE = XMPL1   ,  VOLUME = EDX002
          TOTAL    USED   UNUSED  RESERVE  FREE    AVAILABLE    HIGH KEY
 RBN LVL ENTRIES ENTRIES ENTRIES ENTRIES BLOCKS RECORD SLOTS (FIRST
                                                              20 CHAR.)
 --- --- ------- ------- ------- ------- ------ ------------ ---------
   2   3      24       2       0      22      0           --  143949

   3   2      24      24       0      16      0           --  130536
   4   2      24       8       0      16      0           --  143949

   5   1      24      24       0       0      0            0  044932
  30   1      24      24       0       0      0            0  046750
  55   1      24      24       0       0      0            0  048655
  80   1      24      24       0       0      0            0  050527
 105   1      24      24       0       0      0            0  052392
 130   1      24      24       0       0      0            0  054225
 155   1      24      24       0       0      0            0  056075
 180   1      24      24       0       0      0            0  057930
 205   1      24      24       0       0      0            0  059829
 230   1      24      24       0       0      0            0  061640
 255   1      24      24       0       0      0            0  063548
 280   1      24      24       0       0      0            0  065389
 305   1      24      24       0       0      0            0  067297
 330   1      24      24       0       0      0            0  069166
 355   1      24      24       0       0      0            0  071029
 380   1      24      24       0       0      0            0  072887
 405   1      24      24       0       0      0            0  074731
 430   1      24      24       0       0      0            0  076586
 455   1      24      24       0       0      0            0  078441
 480   1      24      24       0       0      0            0  080329
 505   1      24      24       0       0      0            0  082175
 530   1      24      24       0       0      0            0  084006
 555   1      24      24       0       0      0            0  085861
 580   1      24      24       0       0      0            0  130536
 605   1      24      24       0       0      0            0  132395
 630   1      24      24       0       0      0            0  134205
 655   1      24      24       0       0      0            0  136097
 680   1      24      24       0       0      0            0  137929
 705   1      24      24       0       0      0            0  139815
 730   1      24      24       0       0      0            0  141655
 755   1      24      24       0       0      0            0  143523
 780   1      24       6       0      18      0            0  143949

VERIFICATION COMPLETE,      0   ERROR(S) ENCOUNTERED
```

In this report, each printed line represents an index block. The columns have the following meanings:

RBN: The relative block number within the indexed file, based on the block size specified when the file was defined. The first block in the file is relative block number zero.

LVL: The level of the index block analyzed. Lowest level (PIXB) is 1, second level (SIXB) is 2, etc.

TOTAL ENTRIES: The maximum number of index entries that can fit in an index block.

USED ENTRIES: The number of entries used in this index block.

UNUSED ENTRIES: The number of entries in the index block which are neither used nor reserved.

RESERVE ENTRIES: The number of reserve entries in this index block. This number represents the number of new index blocks that can be obtained from the free pool for creation of new blocks, provided there are enough blocks remaining in the free pool.

FREE BLOCKS: The number of free blocks associated with this index block.

AVAILABLE RECORD SLOTS: The maximum number of records that can be inserted into this cluster without obtaining blocks from the free pool.

HIGHEST KEY IN BLOCK: The first 20 bytes of the highest key in the block.

$VERIFY MESSAGES

As $VERIFY executes, any errors encountered result in an error message being written describing the type of error and where the error occurred.

FILE ERROR MESSAGES

The following messages indicate that the indexed file contains errors:

```
# BLOCKS IN FREEPOOL CHAIN DOES NOT MATCH FREE POOL COUNT IN FCB.

BLOCK OUT OF SEQUENCE. RBN _____.

HIGH KEY IN RBN _____ DOES NOT MATCH INDEX ENTRY IN RBN _____.

POINTERS IN HEADER OF HIGH INDEX BLOCK ARE NOT ZERO.

RBN _____ CONTAINS INVALID UPWARD POINTER.

RBN _____ CONTAINS INVALID BACKWARD POINTER.

RBN _____ CONTAINS INVALID FORWARD POINTER.

RBN _____ IS IN FREEPOOL CHAIN, BUT IS NOT A VALID FREEPOOL BLOCK.

RECORD OUT OF SEQUENCE NEAR RBN _____.

RECORD MATCH NOT FOUND FOR SEC INDEX.
PRIMARY=
SECONDARY=
```

If any of these messages are printed, the indexed file has at least one error.

Possible sources of the error include:

- The data set is not an indexed file.
- Data in the file has been inadvertently destroyed.
- Secondary index is not auto-update.
- The Indexed Access Method has a program error.

Note: If you encounter another message while using $VERIFY, refer to the Messages and Codes manualin the EDX library for an explanation.

ERROR RECOVERY PROCEDURE

If any of the $VERIFY file error messages are printed, use the following procedure:

- Dump the file or portion of the file which $VERIFY indicated has errors.
- Attempt to reorganize the file with the $IAMUT1 utility RO command.
- If reorganization fails, submit an APAR, including the file dump.
- Secondary indexes may need to be regenerated. Invoke $VERIFY for each of the secondaries to determine if they are error free. If errors are indicated rebuild the index from the primary data sets after the problem has been corrected.

$VERIFY STORAGE REQUIREMENTS

Working storage space is required for $VERIFY and the amount required varies, depending on the maximum number of blocks at the SIXB level and the block size of the file.

USING DEFAULT WORKING STORAGE REQUIREMENTS

The default working storage specification is 4K bytes. For a file with a block size of 256,this default is sufficient to handle up to 896 blocks at the SIXB level. The larger the block size of the file, the fewer the maximum number of SIXBs that can be processed.

The following formula can be used to calculate the maximum number of blocks at the SIXB level that $VERIFY can process, given the block size of the indexed file:

```
NS = (4096 - (2 * BLKSIZE)) / 4

NS is the number of blocks at the SIXB level
BLKSIZE is the block size of the indexed file
```

MODIFYING WORKING STORAGE REQUIREMENTS

The default working storage allocation is intended to satisfy the requirements of most indexed files. It may be necessary or desirable to modify the amount of working storage space available to $VERIFY.

The following formula can be used to calculate the amount of working storage required to process a file with a given block size and number of blocks at the SIXB level.

```
DS = (4 * NS) + (2 * BLKSIZE)
```

Where:
DS is the amount of dynamic storage required
NS is the number of blocks at the SIXB level
BLKSIZE is block size of the indexed file

The number of SIXBs in a file can be determined by examining the free space report.

You can override the default working storage size at load time (if loaded by a program), or with the SS command of the $DISKUT2 utility.

SUMMARY

$VERIFY requires a variable amount of working storage which defaults to 4K bytes. Increase the working storage size if $VERIFY runs out of space during execution.

Decrease the working storage size if the number of SIXBs is significantly less than that supported by the default working storage allocation (896 with a block size of 256) and your available storage is limited.

This chapter describes the storage required for the Indexed Access Method and offers suggestions for improving performance. The main topics are:

- Determining Storage Requirements
- Data Paging
- Other Performance Considerations.

DETERMINING STORAGE REQUIREMENTS

The minimum amount of storage required by the Indexed Access Method is dependent upon the package you choose to install, plus the link module and any error exit routine you may have written. The approximate sizes of the available packages are included here for planning purposes.

THE INDEXED ACCESS METHOD PACKAGES

The Indexed Access Method program product is shipped with four packages:

- $IAM
- $IAMRS
- $IAMNP
- $IAMRSNP

You select the particular package to install on your system which meets your requirements for function, storage, and performance. The individual packages are described below:

1. $IAM— (23K). A full-function Indexed Access Method package using an overlay structure. It is expected to satisfy the needs of most users.
2. $IAMRS— (32K). A full-function Indexed Access Method package that is fully resident. It requires more storage than $IAM, but offers maximum performance.
3. $IAMNP— (20K). This package is similar to $IAM (using an overlay structure) but does not include data paging. It is designed for users who have severe storage limitations.
4. $IAMRSNP— (29K). This package is similar to $IAMRS (fully resident) but does not include data paging. This package provides the performance of a resident system but is intended for users who do not have sufficient storage to take advantage of the data paging feature.

Notes:

1. The storage values above do not include Indexed Access Method control blocks, the central buffer (minimum of 2 X block size), and secondary index update buffers (minimum of 2 X record size).
2. To find the exact size of your Indexed Access Method package, load $IAM with the operator command $L. A message will be displayed about the loaded program. The number, followed by the letter P, indicates the size of the program in 256-byte pages. Multiplying

this number by 256 yields the size in bytes of $IAM, including control blocks, work areas and buffers.

INDEXED ACCESS METHOD STORAGE ENVIRONMENT

A single copy of the Indexed Access Method load module $IAM serves the entire system.

Figure 11-1 shows the components of the Indexed Access Method, and their relationship to the operating system.

The Indexed Access Method control blocks, buffers and programs are contained in a single module, which can be loaded in any partition (but only one copy on the system).

Application programs in any partitions (including the partition containing the Indexed Access Method) can invoke Indexed Access Method services using the IBM supplied link module, which must be included in the application program.

If the data paging feature of the Indexed Access Method is active, it uses storage in the partition(s) you select for performance improvement. This storage is in the form of a load module, $IAMSTGM.

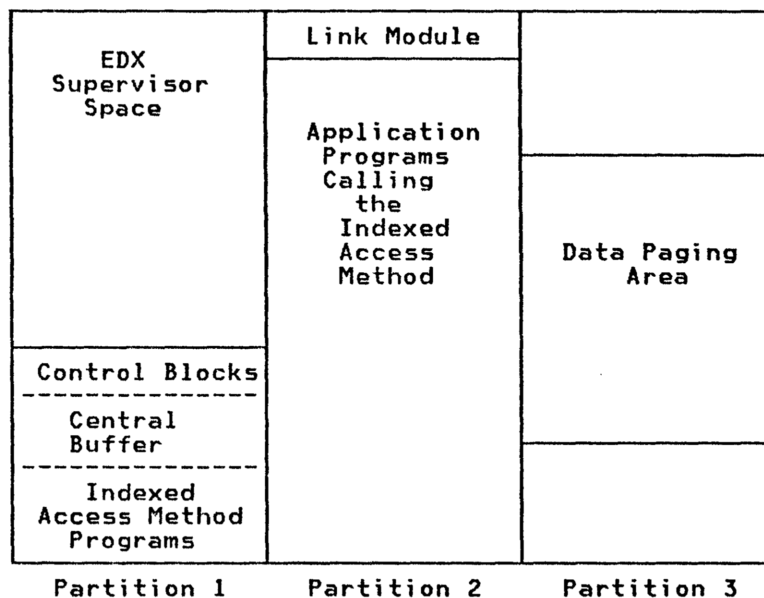


Figure 11-1. Indexed Access Method Storage Environment

Because $IAM is loaded automatically when the first Indexed Access Method request is issued, it does not need to be explicitly loaded before being used by any program. When loaded automatically on the first Indexed Access Method request, $IAM is loaded into partition 1 if enough storage is available there. If not, attempts are made to load $IAM into successively higher numbered partitions until space is found or no more partitions are available. Once loaded, the Indexed Access Method remains in storage until cancelled with the $C operator command.

The Indexed Access Method can also be loaded manually by using the $L operator command or automatically at IPL time through a $INITIAL program. Refer to the Customization Guide manual in the EDX library for more information on using a $INITIAL program.

$IAM can be loaded into any partition. It can be loaded (through the link module) from application programs in any partition.

PERFORMANCE

Performance can be improved by various factors and the performance will be different for each application. One performance consideration has been described previously, the resident Indexed Access Method packages $IAMRS and $IAMRSNP. Another supplied performance feature is data paging.

DATA PAGING

Data paging is a performance feature that uses main storage space for a paging area (a cache) to improve the performance of the Indexed Access Method. This paging area retains recently used index and data blocks which have been retrieved for processing. As blocks are read from an indexed file, they are retained in the paging area on the assumption that they will probably be requested again. When a block is requested again, if it is in the paging area, no I/O operation is required; the block is moved directly into the central buffer.

The paging area is divided into 2K-byte (2048-byte) pages. Each indexed file can also be thought of as being divided into 2K-byte pages. When data is read from the file, a 2K-byte page is read and saved in the paging area. When data is written to the file, only the modified block (not the 2K-byte page) is written.

When the paging area becomes full, pages are overlaid according to a least-recently-used algorithm. The Indexed Access Method data paging algorithm handles direct access records differently from the way it handles sequential access records.

SEQUENTIAL ACCESS AND DATA PAGING: All of the pages in the page area can be used for direct access. However, because sequential access can cause the page area to be flushed out (negating the advantages of data paging), only 25% of the pages are set aside for use in sequential mode. Therefore, pages referenced in sequential mode will only use a small portion of the page area. This causes the pages to tend to preempt themselves instead of flushing out the page area.

REMOVAL OF STORAGE MODULES: The data paging area is obtained by loading a copy of $IAMSTGM into one or more partitions. Each copy of $IAMSTGM remains in storage, even if you cancel $IAM. Cancelling $IAM is not recommended unless you have ascertained that no files are currently open and no requests are about to be issued. If you have cancelled $IAM you can use the $C $IAMSTGM operator command to remove the data paging storage module from each partition. $IAMSTGM should never be cancelled until you have first cancelled $IAM.

Adjusting the Size of the Paging Area

Because every application is different you should not regard any information relative to the following described example as being directly applicable to your application. However, the general principles should apply to most applications.

Figure 11-2 on page 11-5 shows the effect of various data paging area sizes on the percentage of times a requested block was in the paging area ("Hit Ratio") and the resultant performance (response time indicator) for one application. The data was acquired by measuring the performance, and printing data paging statistics, while the application was

running. The total size of all indexed files being accessed during the run was 36592 sectors (9.3M-bytes). It must be stressed that this is only one application, and your application may not behave in the same manner.

The use of data paging does not affect the timing of the write. The timing of the write is always controlled by the immediate write-back function (described in paragraph [16] of "Setting Up An Indexed File Using $IAMUT1" on page 2-2).

The three variables considered in data paging described in this example are:

- storage size dedicated to data paging
- the percentage of times that the block requested is in the paging area ("Hit Ratio")
- read/write ratio.

STORAGE SIZE: The figure shows general trends for various storage sizes. Note that there is a minimum amount of storage which can provide a benefit. In this example the minimum storage to acquire a performance improvement is approximately 20k-bytes. This is because the data paging algorithms in the Indexed Access Method require a certain amount of processing, which is additional overhead. Your application may have a different minimum. If you cannot supply enough storage to provide a benefit, you are better off not to use data paging. Within certain limits, the more storage you supply, the better the performance. However, there are optimal minimum and maximum limitations. Figure 11-2 on page 11-5 shows that, for this example application, the minimum amount is about 20k-bytes.

The optimal maximum amount of storage, beyond which the benefit of using more storage becomes less pronounced, is about 70k-bytes for the example shown in Figure 11-2 on page 11-5. You must determine, based on your own storage/performance trade-off requirements, how much storage to dedicate to data paging for the performance improvement you receive. Larger files require a proportionately larger paging area to attain the same hit ratio.

THE "HIT RATIO": The values shown at the left side of Figure 11-2 on page 11-5 is called a "Hit Ratio". This ratio is a percentage of how often an index block or data block requested is already in the paging area. Most applications tend to concentrate activity in a few areas of the file for a time, then move on to other areas of the file. These applications can use data paging to good advantage because there is a probability that the data being requested has been recently requested.

If your application references data in a completely random manner, data paging will be less efficient. Random applications result in a smaller hit ratio for a given paging area size than applications that concentrate on certain areas of the file. Therefore, larger paging area is required to obtain the same hit percentage.

THE READ/WRITE RATIO: The data paging function is optimized for read operations. In order to insure file integrity, write operations cause a write-through to the file. This means that there is no benefit in using data paging for write operations. In fact, due to paging overhead, write operations are less efficient with data paging than without data paging.

The higher your ratio of reads to writes, the more efficiently the data paging algorithm works, thus the better your performance improvement. In the example shown in Figure 11-2 on page 11-5, 80% of the requests were reads, 20% were writes.

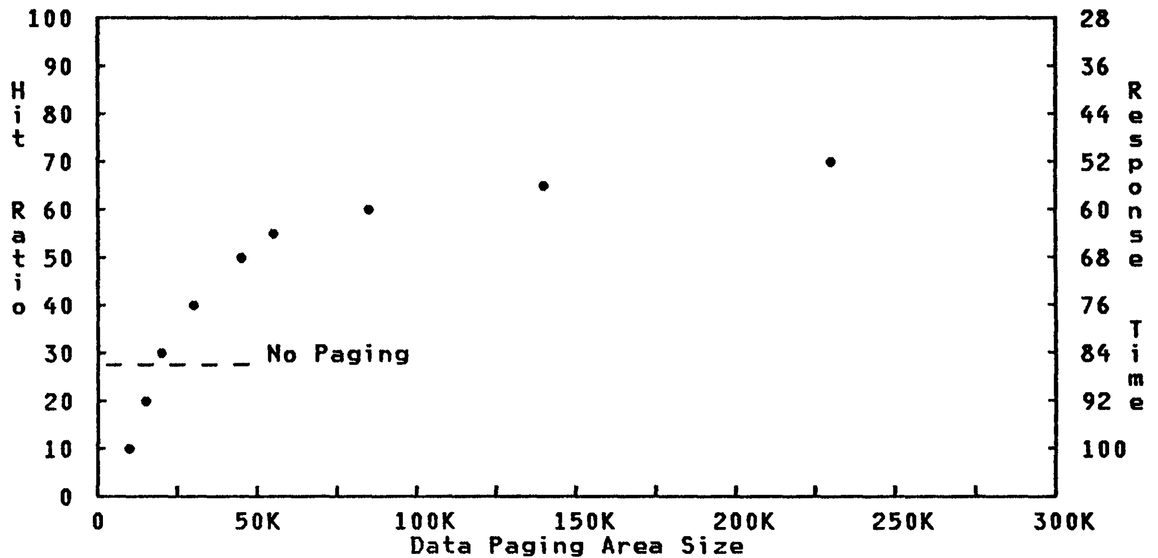


Figure 11-2. Plot of Data Paging Area Sizes

This graph shows how the size of the data paging area (shown across the bottom) affects the hit ratio (shown on the left margin), and the results in the response time (shown on the right margin). The unit of time for the response time scale is not given because it is application dependent. For this application, a hit ratio of at least 28% (which can be achieved with a paging area size of about 20K) is required to attain performance equal to that without data paging active. This is due to data paging processing overhead. Also note that a paging area size of greater than about 70K provides relatively little response improvement for the amount of storage dedicated.

Using Data Paging

The Indexed Access Method is distributed with the paging area size set to zero; therefore, the data paging function is not enabled. To use paging, use the $IAMUT1 PP command to set the paging area size for each partition and the $IAMUT1 PG command to activate paging.

When $IAM is loaded, the loader attempts to obtain storage in the requested partition. When storage is requested in a particular partition to activate paging, you are informed of the results with appropriate messages. The messages returned to inform you of the paging status are written to the $SYSLOG device. If $SYSLOG is not available, the messages are written to $SYSPRTR device. Following are the conditions which can result:

1. Data paging is successfully initialized. The storage you requested or the default amount of storage required for data paging is available. The following message is displayed:

   "DATA PAGING ACTIVE."

2. Data paging is not successfully initialized.

   a. If you have attempted to activate paging and you requested zero for the storage amount, or the minimum amount of storage necessary for paging is not available in the partition you specified, the following message is displayed:

      "NOT ENOUGH STORAGE AVAILABLE FOR DATA PAGING."
      "DATA PAGING NOT ACTIVE."

b. If you have requested more storage for paging than is available in the partition you specified, the following message is displayed:

```
LOAD FAILED FOR $IAMSTGM  RC=xxx, PTN= Y, SIZE= zz
```

where: xxx represents the return code from the LOAD instruction
y represents the partition number requested
zz represents the size in 1024-bytes of storage you requested

OTHER PERFORMANCE CONSIDERATIONS

Following is a list of subjects followed by some ideas you might use to affect the performance of your application:

- Looking at the File Structure
- Controlling the File size
- Reducing the Number of Index Levels
- Increasing the Buffer Size
- Sequential Processing
- Avoiding Resource Contention
- Using Block Mode.

LOOKING AT THE FILE STRUCTURE: Performance of the Indexed Access Method is primarily determined by the structure of the indexed file being used. This structure is determined by parameters you specify when you create the file. The best performance from an indexed file is attained when the file structure is well planned and the free pool is rarely used, if it exists at all. For descriptions of the file parameters, see Chapter 9, "The $IAMUT1 Utility." For examples of the effects of parameter values, see Chapter 3, "Defining Primary Index Files."

Use the $IAMUT1 utility to see the effects of the various parameters on the file structure.

FILE SIZE: A large file spans more cylinders of the direct access device, so the average seek to get the record you want is longer. Splitting files into smaller files according to application type, or moving seldom used records to a "history file" might be viable solutions for file size reductions.

If your records contain unused or unnecessary fields, delete those fields and reduce your record length before defining and loading your file. The Sort/Merge Program Product contains facilities to accomplish this while sorting your records by key.

REDUCING THE NUMBER OF INDEX LEVELS: A file with many index levels requires more accesses to get to the desired data record, thus degrading performance. Factors which influence the number of index levels are:

- Number of records in file—see "File Size" previously described.
- Amount and type of free space—see "File Structure" previously described.
- Block size—when defining your indexed file, remember larger block sizes usually require fewer I/O operations.
- Key size—shorter keys are more efficient than long keys. If only a portion of your key field provides uniqueness, set your key position and key length to that portion of the field when you define the file.

INCREASING THE BUFFER SIZE: The buffers required for I/O operations for all Indexed Access Method requests throughout the system are taken from a single buffer pool. The size can be changed at any time (to become effective during the next load of $IAM) as described in "BF—Tailor the Indexed Access Method Buffers" on page 9-4. If you provide a large buffer when you install the Indexed Access Method, it is more likely that blocks (especially high-level index blocks) needed are already in storage and need not be recalled from the file.

A possible exception to this consideration is found in the following section on sequential processing.

SEQUENTIAL PROCESSING: In certain cases, sequential processing performance can be improved by reducing the size of the IAM Central Buffer (using the BF command of $IAMUT1). In such a case, reduce the IAM Central Buffer size only for the duration of the sequential processing and then, only if sequential processing is the only activity.

Whether or not your application will experience a performance improvement will depend on the blocking factor (records per block), the block size of the file being processed, and the type of processor in use.

IAM buffer management serves to provide optimal performance in most environments by bypassing disk I/O's if a requested block is in storage. This process entails some overhead which may not be neccessary if a file is being processed sequentially since an I/O must always be issued to read or write the next block. The overhead is greatest if the file's block size is small, with a low blocking factor.

You may find the best performance improvement by allocating enough IAM central buffer space for two blocks and two buffer table entries. A buffer table entry requires 14 bytes. The block size that you use in this calculation should be the largest block for the file(s) being processed in sequential mode.

This consideration applies when sequential processing is the only IAM activity taking place in the system, and only one task is accessing a given IAM file. This consideration does not apply in the case of GETB or GETNB operations. In these cases, system operation bypasses the IAM central buffer.

AVOIDING RESOURCE CONTENTION: Application programs that use the Indexed Access Method are executed the same as other application programs. Because the Indexed Access Method and the indexed files are resources available to all tasks, delays can occur. When more than one task uses the Indexed Access Method, contention can occur between tasks for any of the following resources:

- An entire indexed file
- An index block in the file
- A data block in the file
- A data record in the file
- Buffer space from the system buffer pool.

For example, during the execution of a request from task A, some buffer space is required and an index block, data block, or record is locked (made unavailable to other requests). A request from task B requires more buffer space than is available or attempts to retrieve a block or record that was locked by task A. Task B must wait until the required resource becomes available.

Resources required by the Indexed Access Method are allocated only for the duration of a request except under the following circumstances:

- During an update, when control returns to the task after a GET or GETSEQ for update, the subject record is locked. The lock is released when the update is completed with a PUTUP, PUTDE, RELEASE, or DISCONN.

- During sequential processing, when control returns to the task after a GETSEQ, the block containing the subject record is locked and held in the buffer.

  Subsequent GETSEQ requests pick up records directly from the buffer. When a GET requires a record from the next block, the current block and buffer are released. Pending requests for a buffer area are satisfied and the next block is locked and held in the buffer. Except for momentary release of the buffer area between blocks, a block is locked while it is being processed. Processing is terminated by an end-of-data condition, an ENDSEQ request, a DISCONN request, or an error condition.

Use the following guidelines to avoid resource contention:

- Disconnect all indexed files before task termination. The DISCONN request releases locked records or blocks and writes records that have not already been written.
- Use conditional requests whenever possible so that your application can be productive while a resource is unavailable.
- Try to schedule applications so that they do not execute at the same time.
- If a file is used for "read only" by more than one application, consider multiple copies of the file using unique file names.
- With multiple Indexed Access Method applications, use direct access to retrieve a group of records. A suggested method is the following:

  1. Retrieve the first record by key.
  2. Extract the key from the record and save it for the next retrieval.
  3. Retrieve the next record using the saved key and a greater than key relational operator (GT or UPGT).
  4. Repeat the second and third steps until processing is complete.

USING BLOCK MODE

Applications that process primary files sequentially should improve performance by using the block I/O feature of $IAM. This feature enables $IAM to read data blocks directly into a buffer area you set up in your application program. Subsequent requests for data from that block are then handled within your program by the IAM link module and $IAM is not called again until the program requests a record not contained in that block.

Record level block I/O is most effective in applications that do a lot of sequential processing.

The main drawbacks of block I/O are:

- The feature is supported only for applications written in EDL.
- The block in the user buffer area is locked, so no other application may access it. The block remains locked until the program replaces it with another, issues an ENDSEQ in sequential mode, or issues a DISCONN.
- Each application areas needs a buffer area the size of the file block size + 36 bytes. This storage is required for each file opened in block mode.

- Each application needs to have the block I/O stub module IAMFR and the module IAM linked in. This increases the size of the application by 4.3K.

- Block mode support is not available for applications using high-level languages.

  There are two ways to use the block I/O feature.

  - Record-level block I/O

  - High speed block reads.

Record Level Block I/O

Record Level Block I/O allows you to use all of the regular IAM requests such as GET and PUT, but $IAM puts the data block into the buffer area in your application program. If a request can be satisfied by the data in the buffer, then the IAM link module does all the processing and $IAM is not called. This cuts down on competition for $IAM.

If the block mode file has auto-update secondaries, then PUTUP and PUTDE requests are invalid. The GET-for-update/ PUTUP and PUTDE call sequence in this use should be replaced by a GET/ DELETE/ DELETE/ PUT sequence of calls.

Requests that require a call to $IAM are:

- DELETE - If the record is not in the block, if the record is the only record in the block, or if the file has auto-update secondaries.

- DISCONN - always

- ENDSEQ - always - to release the lock on the block.

- EXTRACT - always

- GET - If the record is not in the current block.

- GETSEQ - If the record is not in the current block.

- LOAD - not applicable

- PROCESS - always

- PUT - If the block is full, if the record does not go into this block, or if the file has auto-update secondaries.

- PUTDE - If the record is the only record in the block.

- PUTUP - never

- RELEASE - never

Considerations for the use of record level block I/O are:

- The block in your programs buffer is locked, so no other application may access it. The block remains locked until the program replaces it with another, issues an ENDSEQ in sequential mode, or issues a DISCONN.

- Each application needs a buffer area the size of the file's blocksize plus 36 bytes. This storage is required for each file opened in block mode.
- Each application needs to have the block I/O link module IAMFR linked in. This increases the size of the application by approximately 3.5K. Refer to Appendix B, "Preparing Indexed Access Method Programs" on page B-1 for additional information.
- Files that are opened in block mode which have immediate write-back on have their block locks released and the block written back with each write operation (PUT, DELETE, PUTUP, and PUTDE), even if the request can be satisfied entirely within the current block.
- Files that have auto-update secondaries cause the stub to write the block back on every PUT and DELETE. This is to allow the secondary file to be updated. PUTUP and PUTDE are not allowed in block mode against files with auto-update secondaries.

High Speed Block Reads

In block mode, $IAM reads the data block into a buffer in the user program. It is therefore possible for the application program to process the records in the block itself, going to the link module only to retrieve records not contained in the block on hand in the buffer. Two requests, GETB and GETNB have been implemented to facilitate processing records in blocks. Both requests require the file to be opened by the PROCESS request in block mode.

Like GET, GETB places the block containing the record that satisfies the key condition in the user block I/O buffer area specified in the PROCESS request. The difference is that the third parameter, instead of being a record area, is a pointer to the address of the word in the block.

The GETNB request uses the forward pointer in the header of the current block in the program's buffer area to read the next block of data.

By using GETB and GETNB, your program can read quickly through a file in a sequential manner. Note that there is no "sequential mode" concept with these requests and a GETB may be issued at any point in a series of GETNB requests to move backward or forward in the file.

The GETB and GETNB requests are designed to be used by applications that need to read data, and not to write it. You must code an application using these requests to process blocks of data in its own buffer. To help you, IAMEQU contains equates that point into the buffer to the start of the data. You may may want to use the information in the buffer heading to determine, for example, how many data records are in the block.

Note that if a file is opened in block mode, the PUT and DELETE commands can still be issued against it. These commands cause the block in the buffer to be written to disk and therefore update the data file. Ensure that the data in the buffer is not altered incorrectly if it will be written back out.

Each block that is read into the user buffer is locked. This locking requires a call to $IAM. To avoid this call, the application can open the file for exclusive use (EXCLUSB) in block mode. This prevents other programs from accessing the file until it is DISCONNECTED, while allowing the fastest possible processing of the data file.

Secondary Index Functions

Using secondary indexes affects the performance of the Indexed Access Method. Some of those reasons are described here.

DIRECT RETRIEVAL: Direct retrievals are somewhat slower when using a secondary index because of the extra accesses required to retrieve the data record from the primary file.

SEQUENTIAL RETRIEVAL: Sequential Retrievals are slower when using a secondary index because the records are returned in order by secondary key. The primary file containing the data records is in order by the primary key. Therefore, the records are not stored in the same sequence that they are retrieved. This requires random accesses to obtain the records.

RECORD INSERTS: Record inserts are slower if any associated secondary indexes have the auto-update indicator on. A new record must be inserted into each auto-update secondary index, as well as the primary, whether the original insert was a primary or a secondary.

RECORD DELETE: Record deletes are slower for the same reason as for inserts; records must be deleted from secondary indexes that have the auto-update indicator on. However, the impact for deletion is more severe than for insertion. This is because a search is required when multiple records have the same value for their secondary key as the record being deleted. The group of records having the same key must be sequentially searched until the record with the required primary key is found. This time could be quite significant if you have large groups of duplicate keys.

RECORD UPDATE: Record updates that modify the secondary key must also update any associated secondary index which has the auto-update indicator on. The secondary index is updated by deleting the old key and inserting the new key.

DATA RECORD MOVEMENT: Each record in a secondary index contains a pointer to the RBN where the record is located in the primary index file. If a data record has been moved, due to insert/delete activity in nearby areas of the primary file, the RBN in the secondary index record will be wrong. When the affected data record is retrieved through the secondary index, the error is detected. A full retrieval is then performed, using the primary key to obtain the data record. The RBN in the secondary index record is then updated for the benefit of future retrievals. This activity will affect the performance.

$VERIFY PERFORMANCE: The $VERIFY performance will be slower when the primary file being verified has a secondary index with large numbers of duplicate secondary keys. This is because the entire group of duplicate keys must be searched for the proper record. Because $VERIFY retrieves all records in the file, these impacts accumulate and the total execution time can be longer than expected.

This chapter describes how to handle Indexed Access Method errors and how to diagnose application program errors. The major headings are:

- "Return Codes"
- "Error Exits" on page 12-2
- "Aids for Analyzing Problems" on page 12-3
- "Application Program Considerations" on page 12-9.

RETURN CODES

All Indexed Access Method requests return a code in the task code word of the Task Control Block (TCB). The task code word is the same name as the task name. The return code reflects the condition of the requested function. Return codes are grouped in the following categories:

-1 Successful completion

Positive Error

Negative Warning (other than -1)

SYSTEM FUNCTION RETURN CODES

If a system function called by an Indexed Access Method request ends with a positive return code, the return code is placed into a location named by the SYSRTCD parameter in the PROCESS or LOAD request. This location is used until a DISCONN is issued.

For example, the GET request uses the supervisor read function. If the read ends with a positive return code, that return code is saved in the location named by the SYSRTCD parameter in the PROCESS request associated with the GET request. The GET request also ends with a positive return code in the task control word. The positive return code indicates that a read error has occurred. The cause of the read error can be determined by examining the location named by the SYSRTCD parameter.

Note: When analyzing errors, the Indexed Access Method return code in the task code word should be checked prior to the system return code.

The following example is a method of obtaining the return code value from the location SYSRTCD. This routine gets the task SYSRTCD, and compares it to the EDX successful return code, negative one (-1).

```
YOURPRGM    PROGRAM  START
               .
               .
               .
            SUBROUT  ERRTEST
            MOVE     TASKRC,SYSRTCD       get system return code
            IF       (TASKRC,EQ,-1)       if -1, return now
               .
               .                          if not -1 then perform
               .                          your diagnosis
            ENDIF
            RETURN
               .
               .
   TASKRC   DATA     F'0'                 saved system return code
```

ERROR EXITS

There are three types of error exits for your application:

- Task error exit, provided by the supervisor
- Error exit, provided by the Indexed Access Method
- The task error exit used by the Indexed Access Method itself in case of an error.

TASK ERROR EXIT

You can specify a task error exit routine that will receive control if your application program causes a soft exception or if a machine check occurs during the execution of your application.

Because your application may have requests pending (for example, a record is being held for update or a file is being processed sequentially), you should issue a DISCONN request before terminating your application. The task error exit allows you to release records, disconnect from any file you are connected to, and make your resources available to other applications. Use of the task error exit facility helps to ensure data integrity and allows proper termination or continuation of your application.

Implementing the task error exit facility is described in the Customization Guide of the EDX library.

> **Note:** An error exit is taken if an error is encountered on a DISCONN call to the Indexed Access Method; this could result in a continuous loop.

ERROR EXIT

In PROCESS and LOAD requests, the address of an error exit routine can be specified by the ERREXIT parameter. If specified, this routine is executed whenever an Indexed Access Method request ends with a positive return code, except for return codes 1, 7, 8, and 22.

If the exit routine is not specified, the next sequential instruction after the request is executed regardless of the value of the return code.

$IAM TASK ERROR EXIT

The Indexed Access Method itself has a task error exit. If this error exit is given control by the supervisor, it writes these messages to the $SYSLOG device:

```
$IAM HAS INCURRED A SEVERE ERROR
$IAM CENTRAL BUFFER ADDRESS IS xxxx - PARTITION n
 PSW  LSB
 yyyy zzzz zzzz zzzz zzzz zzzz zzzz zzzz zzzz zzzz zzzz zzzz
```

Where xxxx is the address of the $IAM central buffer, and n is the partition containing $IAM.

The PSW (yyyy), and LSB contents (zzzz), are also listed. For an explanation of the PSW (program status word) and the LSB (level status block), refer to the Problem Determination guide of the EDX library.

$IAM then goes into an unrecoverable wait and will not process any access requests. You can dump the central buffer with the $D system command and take appropriate action to complete your application (refer to the Operator Commands and Utilities Reference in the EDX library for a description of the $D command).

You can use the recovery and backup procedures, described under "File Backup and Recovery" on page 7-9, to restore the file, or you can resume execution of your application. To restart your application, you can either IPL or cancel $IAM and reload it.

If you wish to extend the logic of the error exit, code your own exit to replace the $IAM task error exit. Then rename CDIERR (the $IAM task error exit), name your error exit CDIERR, and rebuild $IAM.

AIDS FOR ANALYZING PROBLEMS

You can get data to find out what is causing your problem by:

- Determining the error return code. If system error logging is active, use the $ILOG utility to find out what errors have occurred.
- Using a system dump. A system dump tells you how to locate the access method control blocks, wait states, and how to check for a loop.
- Verifying and diagnosing your file. For information on using $VERIFY, see Chapter 10, "The $VERIFY Utility" on page 10-1.

Note: If a wait condition occurs or the system terminates, print the contents of processor storage using the $TRAP/$DUMP utility. See the Operator Commands and Utilities Reference for information on how to use these utilities.

USING $ILOG - ERROR LOGGING FACILITY

This section describes how to use the Indexed Access Method error log data set with your system. To use the error logging facility, be sure your system has an error log data set. The data set must be a minimum of three 256-byte EDX records. The first two records are used for control, and this would allow one error log entry. The error log entries are entered in the log data set one after the other as they occur. When the data set becomes full, the new entries overlay the old entries starting at the front of the data set again. Therefore the size of the data set should be based on the frequency of errors, and the frequency with which the data set is listed or examined. Each error log entry requires a 256-byte EDX record.

You can load $LOG into any partition. The system command $LOGINIT initializes and activates error logging for any Indexed Access Method errors.

To list the Indexed Access Method error log entries currently in the system error log, you can load $ILOG using the system command $L. Respond to the prompt "(DSNAME,VOLUME):" with system error log data set and volume name.

The list will be directed to the terminal which was used to load $ILOG.

Following is a sample of the printed error report showing two error records:

```
INDEXED ACCESS METHOD LOG REPORT PROGRAM ACTIVE

    TCB                        ORIG    CURR    $IAM   SYSTEM
PTN ADDR  DSNAME    VOLUME    FNCTN   FNCTN   RTCODE RTCODE  DATE      TIME
___ ____  _______   ______    _____   _____   ______ ______  ________  ________
 2  1F64  IAMFILE   EDX002    PUTNW   PUTNW     62     -1    00/00/00  00:00:00
 2  1F64  IAMFILE   EDX002    PUTNW   PUTNW     62     -1    00/00/00  00:00:00

  2 INDEXED ACCESS METHOD LOG ENTRIES LOCATED

$ILOG ENDED
```

USING THE SYSTEM DUMP AND THE $EDXLINK MAP

To use the system dump and the $EDXLINK map, first locate the access method control blocks by finding the load point of $IAM. To find the load point (starting address) of $IAM, check the program names in front of the dump. Next, find the $IAM link map. The link map tells you where the entry points are in storage. These entry points include control blocks, module names, work and overlay areas.

If you have customized the access method, you have access to the link map. If you have not modified the access method, see the Link Controls section of the Program Directory. It contains an explanation of how to generate a link map corresponding to each of the access method packages ($IAM, $IAMRS, $IAMNP, $IAMRSNP).

After you have obtained the correct link map, find the pointer to CDIMCB. CDIMCB is the master control block. Once you find the entry point (address) for CDIMCB, add the loadpoint address of $IAM to the displacement of CDIMCB. This gives you the location of CDIMCB (MCB) in the system dump.

The control blocks section of the program directory explains how to generate a listing of the master control block (CDIMCBM, which contains all the fields and their addresses.

Locating Information in the System Dump

The following information on file control blocks (FCBs) and Indexed Access Method Control Blocks (IACBs) is useful when locating information.

FILE CONTROL BLOCK (FCB) CHARACTERISTICS: FCBs are located within $IAM in a pool of FCBs. The link map tells you where CDIIAM is. The address of the oldest FCB in use can be found in MCBFCBQH of CDIMCB. All currently used FCBs are chained together by FCBQPTR (FCB queue pointer).

To locate the FCBs within $IAM, find the entry point within CDIIAM called CDISTFCB and add this address to the load point address of $IAM. The word at the resulting location contains the starting address of the FCB pool.

The Control Blocks section of the Program Directory explains how to generate a listing of the file control block (CDIFCBM and CDIFCBXT) which contains all of the fields and their addresses.

IACB CHARACTERISTICS: The link map also points to the IACBs (Indexed Access Method Control Blocks). These IACBs:

- Connect your application to an access method file
- Contain control information for the request
- Are located within $IAM in a pool of IACBs.

To locate the IACBs within $IAM, find the entry point within CDIIAM called CDISTICB and add this address to the load point address of $IAM. The word at the resulting location contains the starting address of the IACB pool.

The Control Blocks section of the Program Directory explains how to generate a listing of the file control block (CDIICBM) which contains all the fields and their addresses.

Analyzing Wait States

There are several types of wait states. If the access method is waiting, locate the access method master control block (MCB) to find out why. Find out the address of the MCB in the $IAM link map at label CDIMCB. You may ask:

- Why is $IAM waiting?
  - There may be no request on the dispatch queue, or
  - No requests on the dispatch queue are active. These requests may be:
    - Waiting on locks
    - Waiting on buffers
- Do you have requests on the dispatch queue? Find:
  - MCBHEAD in CDIMCB. MCBHEAD points to the first IACB referenced on the dispatch queue.
  - MCBLASTL in CDIMCB. It points to the last IACB referenced on the dispatch queue.
  - ICBNEXT in each IACB. It points to the next IACB on the dispatch queue.
  - If MCBHEAD is zero, there are no requests on the dispatch queue. Check your application program to see if it regained control after the $IAM request.
- Is each IACB in a wait state?
  - Check each IACB. Note that ICBFLAG3 is in the IACB. If the IACB is waiting, bit 6 (ready flag) and bit 7 (post flag) will be off.
- Why is the IACB waiting? The IACB may be waiting for a:
  - lock
  - buffer
  - If the IACB is waiting for a buffer, check the buffer queue. Find MCBBUFQH in CDIMCB, and find MCBBUFQE in CDIMCB. If both fields are zero, they are not waiting on a buffer. Try locking.
  - Where are the buffers? First check each IACB for:
    - ICBFLAG1 — Is the ICBPRIBF (primary buffer flag) on?
    - ICBFLAG4 — Is the ICBSECBF (secondary buffer flag) on?
  - Is there any buffer space, and how much?
    - If MCBBUFNX equals MCBBUFEN, then there is no buffer space left.
    - If MCBBUFNX is not equal to MCBBUFEN, subtract MCBBUFNX from MCBBUFEN. This tells you how much buffer space is left.
    - If there are any IACBs that have buffers, the size of these buffers should make up the remaining buffer area.

Analyzing Abnormal System Termination

If the system terminates, do the following:

- Check the FCB chain which contains an FCB for every file opened to the access method. A single file can have multiple users, but has only one FCB. The MCB contains the address of the first FCB in the chain.
- Check the block lock queue and the record lock queue in each FCB. These queues contain pointers to the IACBs for requests that are waiting for specific records to unlock. Several requests can be outstanding and are held up due to either an earlier request for the same records, or a record within the same block has not yet been released.
- Check the buffer queue in the MCB to ensure that the buffer pool is large enough. If all the space in the buffer pool is being used, the IACBs on the buffer pool queue can not obtain buffer space.

Analyzing Run Loops

If your system is running in a continuous loop:

1. Try to determine the area of the loop
2. Take a system dump with your dump utility
3. Use $VERIFY to ensure that the data set is correct.
   - If the data set is incorrect:
     - Rebuild the data set. Your data set could be incorrect if the system went down in the middle of an operation.
     - Run the application again.
   - You can also use one of the following to find the cause of your looping problem:
     - <u>$TRAP</u> — To check for a class interrupt, you can use the $TRAP utility to save the contents of the hardware registers and processor storage. You can then use $DUMP to format this information.
     - <u>Programmer's Console</u> — If a programmer's console is available, you can determine the address range of the loop with the Stop and Instruction Step buttons.
     - <u>$DEBUG</u> — Once you determine the storage addresses of the loop, you can use the $DEBUG utility to trace the storage area and determine the name of the program that is looping.
     - <u>$LOG</u> — To check for an I/O error, you can use the $LOG utility to record the I/O error log information. You can then use the $DISKUT2 utility LL command to list the contents of the log data set for analysis.

Refer to the <u>Operator Commands and Utilities Reference</u> for specific information on using these utilities.

Analyzing Data Paging Problems

To find if paging is active, check the flag MCBDPAG in CDIMCB. If the flag is on, data paging is active.

The page control block (PCB) contains several entries that are useful in problem determination. The location of the PCB in a dump of the system is determined as follows:

- Determine the placement of the PCIPCB from your link map.
- Then, add the loading point address of $IAM to the displacement of CDIPCB for its location in the dump.

  The Control Blocks section of the Program Directory explains how to generate a listing of the page control block (CDIPCBM and CDIPTEM) which contains all the fields and addresses.

The following fields in the PCB are helpful in problem determination.

Field	Description
PCBLRU	Pointer to the least recently used page table entry.
PCBMRU	Pointer to the most recently used page table entry.
PCBMRUSQ	Pointer to the most recently used page table entry referenced in sequential mode.
PCBHASHT	Pointer to the hash table.
PCBPTCUR	Pointer to the first page table on the page table chain.
PCBPAGID	Page ID of the last page accessed in the page area. The page ID consists of: PCBFCB@ FCB address of the file containing the page. PCBPAGE# Page number of the accessed page.
PCBBTE	The buffer table entry of the last page accessed (where to copy to/from).

Determining Page Identification

The page identification consists of three words:

FCB address—1 word

Page number—2 words

The page number is determined using the following calculation:

(Sectors per block * RBN)/Sectors per page

The number of sectors per block is determined as follows:

Block size/ sector size

The number of sectors per page is determined as follows:

2048/Sector size of the device

Locating a Page

To locate a page in the page area, do the following:

1. Take the page identification (FCB address and page number) and generate a hash table entry number using the hashing algorithm.

2. Go to the selected hash table entry and test the free bit. If the entry is free (all zeros), the page is not in the paging area.

3. If the hash table entry is not free, use the pointer to the page table entry to see if the page identification (in the page table entry) matches the requested page identification.

4. If the page identification does not match, and the conflict list pointer is not null, use the conflict list pointer to locate the next entry to process in the page table. Check the page identification to see if this is the entry you want. Continue until you reach the end of the conflict list (the first word of the conflict list forward pointer contains X'FFFF') or you find the desired entry.

5. If the end of the conflict list is found without a hit, you should assume the page is not in the paging area.

APPLICATION PROGRAM CONSIDERATIONS

This section describes a number of considerations to keep in mind when running application programs.

VERIFYING REQUESTS AND FILES

Following are two steps you can take to help you isolate and correct malfunctions in your Indexed Access Method application program.

- Request verification—to determine that requests are correct check all parameters specified or defaulted on the Indexed Access Method CALL statements:

  - PROCESS/LOAD requests—When issuing a PROCESS or LOAD, check that the specified file name is the correct file control block (DSCB) for the file you are verifying.

  - GET-PUT-DELETE-RELEASE requests—For these requests, carefully check the key, its position, length, and the relational operator (if used). Ensure that the correct address for the indexed access control block (IACB) is passed from the PROCESS or LOAD request, and that the record area address is correct.

- File verification—read your $VERIFY report or indexed file dump to determine whether data or index records are missing or incorrect.

Note: Be sure that the combination of parameters specified by the SE command of the $IAMUT1 utility to define your file is correct. See Chapter 9, "The $IAMUT1 Utility" for a description of the $IAMUT1 parameters.

THE DATA-SET-SHUT-DOWN CONDITION

Sometimes an I/O error occurs that is not associated with a specific request. For example, task A issues a GET on file X. To secure buffer space to satisfy the request, the Indexed Access Method attempts to write a block to file Y and, in writing the record, an error occurs. Data set Y is damaged but there is no requesting program to accept an error return code.

The error is indicated by setting the data-set-shut-down condition for file Y. After this condition occurs, no requests except a DISCONN are accepted for file Y.

Later, if task B issues a GET on file Y, the request ends with a data-set-shut-down return code. Task B should issue a DISCONN and use recovery and backup procedures as described under "File Backup and Recovery" on page 7-9, to reconstruct the file. To cancel the data-set-shut-down condition, initial program load (IPL) or cancel $IAM.

DEADLOCKS AND THE LONG-LOCK-TIME CONDITION

Because the Indexed Access Method uses record and block locks to preserve file integrity, deadlock and long-lock-time conditions may occur.

The deadlock condition occurs when two or more tasks interact in such a way that one or more resources becomes permanently locked, making further progress impossible. A deadlock can also occur when two requests from the same task require a lock on the same record or a lock on the same block in sequential mode.

A long-lock-time condition occurs when your program acquires a record for update and does not return the record to $IAM for a long time.

Application tasks should avoid using the Indexed Access Method in such a way that a record or block remains locked for a long period of time, because other tasks may attempt to use the same record or block. In a terminal-oriented system, make every effort to ensure that a record or block is not locked during operator "think" time. Specifically, you should attempt to follow these rules:

- Do not retrieve a record for update, display the record at the terminal, and wait for the operator to modify it.
- Do not retrieve a record in sequential mode, display the record at the terminal, and wait for an operator response.

In both of these cases, a record or block is locked during operator "think" time and could be locked indefinitely.

A deadlock cannot be broken except by freeing the locks (records) that are being waited on.

If your application uses more than one IACB, deadlocks are possible. For example, one task has read record A and attempts to read record B, while another task has read record B and attempts to read record A. If you are using more than one IACB per task, such as in Multiple Terminal Manager applications, use ENQ/DEQ and interprogram communications to avoid the deadlocks.

You can avoid the long-lock-time condition by using one of the following two methods:

1. Retrieve the desired record without specifying update. Then:

   a. Perform processing in a work area.

   b. Retrieve the record, specifying update.

   c. Compare the first record read in step 1 with the second record read in. If the records are identical, issue a PUTUP request, specifying the address of the copy in the work area. If they are not identical, issue a RELEASE request for the record read in step 3, and repeat steps 1 through 5.

2. Use conditional requests which do not wait for locks. (See Chapter 8, "Coding the Indexed Access Method Requests" for descriptions of coding conditional requests.)

   To retrieve records in sequential mode, use the technique described in "Avoiding Resource Contention" on page 11-7.

This chapter presents an overview of how to install the Indexed Access Method.

The Indexed Access Method is distributed on two double surface diskettes. The diskettes are formatted at 256 bytes per sector.

INSTALLATION PROCEDURES

The installation information which follows is for planning purposes only. The specific details for installing the product are included in the "Program Directory", which is shipped with the product.

INSTALLING THE INDEXED ACCESS METHOD

Installing the Indexed Access Method consists of two steps:

1. Step 1

   a. Ensure that adequate space is available for the installation according to the approximated requirements shown in Figure 13-1.

Volume	Data Sets	EDX Records	Contents
EDX002	7	650	Load Modules
ASMLIB	3	400	Source Modules
ASMLIB	2	75	Link Module

Figure 13-1. Volume Space Requirements

2. Step 2

   a. Copy the Indexed Access Method load module ($IAM), the utility program ($IAMUT1), the load module ($IAMUT3), the file verification program ($VERIFY), the log report program ($ILOG), and the source module which indicates level of Indexed Access Method installed ($5719IAM), to the EDX002 volume.

      Copy $IAMSTGM to the EDX002 volume if you will use the Indexed Access Method Data Paging support.

   b. Copy the following source modules and link module to the ASMLIB volume: IAMEQU, FCBEQU, IAM, IAMFR, and IDEFEQU.

ASSEMBLING AND EXECUTING THE INSTALLATION VERIFICATION PROGRAM

To assemble and execute the installation verification program:

1. Submit to the $JOBUTIL utility, the 'proc' $SAMPROC provided on volume AM4001 to assemble and link edit the verification program.

   The source statements for the installation verification program are contained in a data set named SAMPLE on volume AM4001.

2. Use $IAMUT1 to define and allocate an indexed file to be used by the installation verification program. Respond to the SE option 2 prompts with the indicated values:

BASEREC	10	FREEBLK	10
BLKSIZE	256	RSVBLK	0
RECSIZE	80	RSVIX	0
KEYSIZE	28	FPOOL	0
KEYPOS	1	DELTHR	0
FREEREC	1	DYN	10

3. Load $SAMPLE and when prompted for the data set and volume, respond with the name for the file allocated in the previous step (SAMPFILE).

Note: The procedure $SAMPROC assumes that ASMWORK and LINKWORK data sets exist on EDX002. Allocate these data sets if they do not already exist with the $DISKUT1 Event Driven Executive Utility. Refer to the Operator Commands and Utilities Reference manual in the EDX library for details on allocation of these data sets.

The following calculations can be used to define an indexed data set. For a more detailed description of these calculations, see Chapter 3, "Defining Primary Index Files" on page 3-1. In the calculations requiring division, results with non-zero remainders are either truncated or rounded up. To **truncate** is to drop the remainder; to **round up** is to add one (only if the remainder is non-zero), and truncate.

Data block

Description	Calculation
(1) Records per data block = block size minus 16, divided by record size; result truncated	(1) = (BLKSIZE −16)/RECSIZE (↓)
(2) Free records per block	(2) = FREEREC
(3) Allocated records per data block = Records per block minus free records per block	(3) = (1) − (2)

Index block (general)

Description	Calculation
(4) Index entry size = key length plus 4; must be even—add 1 if odd	(4) = KEYSIZE +4 (+1 if odd)
(5) Total entries per index block = block size minus 16, divided by index entry size; result truncated	(5) = (BLKSIZE −16)/ (4) (↓)

Index block (PIXB)

Description	Calculation
(6) Free entries per primary index block (PIXB) = specified percentage of total entries per index block; result rounded up	(6) = FREEBLK % of (5) (↑)
(7) Reserve entries per PIXB = specified percentage of total entries per index block; result rounded up. If free entries per PIXB and reserve entries per PIXB require all PIXB entries, subtract one from reserve entries per PIXB	(7) = RSVBLK % of (5) (↑) (−1 if (6) + (7) = (5))
(8) Allocated entries per PIXB = total entries per index block minus free entries per PIXB, minus reserve entries per PIXB	(8) = (5) − (6) − (7)

Index block (SIXB)

Description	Calculation
(9) Reserve entries per secondary index block (SIXB) = specified percentage of total entries per index block; result rounded up. If reserve entries per SIXB require all SIXB entries, subtract 1.	(9) = RSVIX % of (5) (↑) (−1 if (9) = (5))
(10) Allocated entries per SIXB = total entries per index block minus reserve entries per SIXB	(10) = (5) − (9)

Delete threshold

(11) The number of blocks to retain in cluster (delete threshold) is calculated in one of three ways:

a. If the RSVBLK parameter was not specified: Number of blocks to retain in cluster = total entries per index block

(11) = (5)

or

b. If the RSVBLK parameter was specified, but the DELTHR parameter was not specified: Number of blocks to retain in cluster = allocated entries per PIXB, plus one-half of free entries per PIXB; result rounded up

(11) = (8) + (6) /2 (↑)

or

c. If the RSVBLK parameter was specified and the DELTHR parameter was specified: Number of blocks to retain in cluster = specified percentage of total entries per index block; result rounded up. If the result is zero, set it to 1.

(11) = DELTHR % of (5) (↑)
(If 0, set (11) to 1)

Data in data set

(12) Initial allocated data blocks = base records divided by allocated records per data block; result rounded up

(12) = BASEREC/ (3) (↑)

(13) Number of clusters in data set = initial allocated data blocks, divided by allocated entries per PIXB; result rounded up

(13) = (12) / (8) (↑)

(14) Total number of free blocks in data set = number of clusters in data set, times free entries per PIXB

(14) = (13) * (6)

Indexes in data set

(15) Number of primary index blocks (PIXBs) = number of clusters in data set

(15) = (13)

(16) Number of secondary index blocks (SIXBs) = number of PIXBs, divided by allocated entries per SIXB; result rounded up

(16) = (15) / (10) (↑)

(17) Calculate the number of index blocks for levels 3 to n. Note that levels 1 (PIXB) and 2 (SIXB) have already been calculated. When the number of index blocks at a level is 1, n has been reached and the calculation is finished.

Number of index blocks at level i (i = 3 to n) = number of index blocks at next lower level, divided by total entires per index block; result rounded up

(17) i = (17) i − 1/ (5) (↑)

(18) Total number of index blocks = sum of index blocks at each level until a level containing a single index block is attained

$$(18) = \sum_{i=1 \to n} (17)\ i$$

where (17) 1 = (15)
(17) 2 = (16)
(17) n = 1

Free pool

(19) Number of new data blocks which can be assigned to existing clusters = reserve entries per PIXB, times number of PIXBs

(19) = (7) * (15)

(20) Number of new clusters (PIXBs) which can be created = reserve entries per SIXB, times number of SIXBs

(20) = (9) * (16)

(21) Number of new data blocks which can be assigned to new clusters = total entries per index blocks, times number of new clusters which can be created.

(21) = (5) * (20)

(22) Maximum possible free pool = number of new data blocks which can be assigned to existing clusters, plus number of new clusters (PIXBs) which can be created, plus number of new data blocks which can be assigned to new clusters.

(22) = (19) + (20) + (21)

(23) Actual number of free pool blocks = specified percentage of maximum possible free pool; result rounded up.

(23) = FPOOL % of (22) (↑)

Size of data set

(24) Total number of blocks in data set = 1 (for file control block), plus total number of index blocks, plus initial allocated data blocks, plus total number of free blocks in data set, plus actual nubmer of free pool blocks.

(24) = 1 + (18) + (12) + (14) + (23)

APPENDIX B. PREPARING INDEXED ACCESS METHOD PROGRAMS

To prepare an application program that issues Indexed Access Method requests, perform the following steps:

1. Enter your source program statements, using one of the Event Driven Executive text editors ($FSEDIT, $EDIT1, or $EDIT1N).

2. Create the $EDXLINK control statements required to combine your program with IAM (and IAMFR if you are using Block I/O) and any other object modules you may need in your application (IAM and IAMFR are the link modules on ASMLIB). Use one of the text editors to perform this operation.

3. Assemble or compile your source program.

4. Use the linkage editor, $EDXLINK, to combine the object modules into a single load module, using the control statements prepared in Step 2.

When the preceding steps are completed, the program is ready to be executed.

A SAMPLE $JOBUTIL PROCEDURE AND LINK-EDIT CONTROL DATA SET

The following are examples of a $JOBUTIL procedure and a link-edit control file used to prepare a program.

Sample $JOBUTIL Procedure

The following $JOBUTIL procedure is an example of preparing an EDL program.

```
*********************************************************
*
* THESE STATEMENTS WILL COMPILE, LINK, AND UPDATE THE
* APPLICATION.
*
*********************************************************
JOB      COMPILE
***   COMPILE USERPROG SOURCE  ***
LOG      $SYSPRTR
PROGRAM  $EDXASM,ASMLIB
DS       USERPROG,EDX002        SOURCE MODULE
DS       ASMWORK,EDX002         ASSEMBLER WORK DATA SET
DS       USEROBJ,EDX002         ASSEMBLER OUTPUT
PARM     LIST     $SYSPRTR
EXEC
JUMP     END,GT,4
JOB      LINK
LOG      $SYSPRTR
PROGRAM  $EDXLINK,EDX002
DS       LINKWORK,EDX002        WORK DSNAME
*                               LINK-CONTROL DATA SET
PARM     LINKCNTL,EDX002 $SYSPRTR
EXEC
LABEL    END
EOJ
```

Link Edit Control Data Set Example

The following link-edit control records can be used to link-edit an Indexed Access Method application with the Indexed Access Method.

```
*********************************************************
*
* LINK EDIT CONTROL DATA SET (LINKCTL)
*
*********************************************************
 INCLUDE USEROBJ,EDX002  INCLUDE APPLICATION PGM OBJECT
 INCLUDE IAM,ASMLIB      INCLUDE INDEXED ACCESS METHOD
 INCLUDE IAMFR,ASMLIB    INCLUDE BLOCK I/O SUPPORT
 LINK    USERPROG,EDX002 REPLACE END
 END
```

This chapter demonstrates how to code the Indexed Access Method request functions by means of sample programs. This example uses Event Driven Language CALL functions. The second example uses the COBOL language. The third example in this chapter is coded using PL/I language.

EDL INDEXED ACCESS METHOD CODING EXAMPLE

This program gives an example for each of the major Indexed Access Method function calls. The indexed file is opened first in load mode and ten base records are loaded followed by a DISCONNECT. Next, the same file is opened for processing. A GET request is performed for the first record whose key is greater than 'JONES PW'. Two more records are retrieved sequentially and then the ENDSEQ call releases the file from sequential mode. A record is then retrieved directly by key and updated. Another record is retrieved sequentially and deleted. A new record is inserted and another one is deleted by their unique keys. Then, an example of extracting information from the file control block is shown. Finally, an example of sequentially retreiving all of the file's records is shown using the fast block read support. Upon successful completion the message "Verification Complete" is displayed on the console.

Although using secondary keys is not demonstrated in this example the requests are coded the same for secondary keys as they are for primary keys. When accessing secondary keys use the secondary index file name instead of the primary index file name. The Indexed Access Method will open the primary index file and retrieve the data record according to the secondary key requested if the secondary file has not been opened independently.

This program requires that an Indexed Access Method file has been defined with the $IAMUT1 utility with the following specifications:

```
BASEREC     10
BLKSIZE    256
RECSIZE     80
KEYSIZE     28
KEYPOS       1
FREEREC      1
FREEBLK     10
RSVBLK       0
RSVIX        0
FPOOL        0
DELTHR       0
DYN          0
```

EDL INDEXED ACCESS METHOD CODING EXAMPLE

```
***********************************************************************
*                                                                     *
*         INDEXED ACCESS METHOD SAMPLE/VERIFICATION PROGRAM           *
*                                                                     *
***********************************************************************
SAMPLE   PROGRAM START,DS=??,ERRXIT=TEECB
START    EQU   *
         ENQT
         PRINTEXT LOGON,LINE=0             PRINT LOGON MESSAGE
         DEQT
         SPACE 2
***********************************************************************
* OPEN  THE INDEXED ACCESS DATA SET FOR LOADING                       *
***********************************************************************
         CALL  IAM,+LOAD,IACB,(DS1),(OPENTAB),+SHARE
         SPACE 2
***********************************************************************
* LOAD THE INDEXED ACCESS DATA SET FOR LOADING                        *
***********************************************************************
          MOVEA  POINTER,RECORD1           POINTER <== A(RECORD1)
          DO     RECNUM,TIMES
                 CALL  IAM,+PUT,IACB,(*),P4=POINTER
                 ADD POINTER,80            POINT TO NEXT RECORD
          ENDDO
          SPACE 2
***********************************************************************
* GET OUT OF LOAD MODE BY CLOSING THE DATA SET                        *
***********************************************************************
          CALL  IAM,+DISCONN,IACB
          SPACE 2
***********************************************************************
* OPEN THE INDEXED FILE FOR PROCESSING                                *
***********************************************************************
          CALL  IAM,+PROCESS,IACB,(DS1),(OPENTAB),+SHARE
          SPACE 2
***********************************************************************
* PERFORM A DIRECT RETRIEVAL OF THE FIRST RECORD WHOSE KEY IS         *
* GREATER THAN 'JONES PW'. THE KEY FIELD WILL BE MODIFIED TO          *
* REFLECT THE KEY OF THE RECORD RETRIEVED.                            *
***********************************************************************
          CALL  IAM,+GET,IACB,(BUFF),(KEY3),+GT
          SPACE 2
```

```
*************************************************************************
* PERFORM SEQUENTIAL RETRIEVALS OF THE FIRST TWO RECORDS WHOSE          *
* KEYS ARE GREATER THAN OR EQUAL TO 'JONES PW', AND THEN GET OUT        *
* OF SEQUENTIAL MODE.                                                   *
*************************************************************************
         CALL  IAM,+GETSEQ,IACB,(BUFF),(KEY1),+GE
         CALL  IAM,+GETSEQ,IACB,(BUFF)
         CALL  IAM,+ENDSEQ,IACB,(BUFF)     END SEQUENTIAL MODE
         SPACE 2
*************************************************************************
* RETRIEVE THE RECORD WHOSE KEY IS 'JONES PW' FOR UPDATE.  WHEN IT      *
* IS IN THE BUFFER, MAKE A CHANGE AND WRITE IT BACK.                    *
*************************************************************************
         CALL  IAM,+GET,IACB,(BUFF),(KEY1),+UPEQU
         MOVE  BUFF+30,0
         CALL  IAM,+PUTUP,IACB,(BUFF)
         SPACE 2
*************************************************************************
* DELETE THE RECORD WHOSE KEY IS 'JONES PW' BY A SEQUENTIAL UPDATE,     *
* AND THEN GET OUT *OF SEQUENTIAL MODE.                                 *
*************************************************************************
         CALL  IAM,+GETSEQ,IACB,(BUFF),(KEY1),+UPEQU
         CALL  IAM,+PUTDE,IACB,(BUFF)
         CALL  IAM,+ENDSEQ,IACB,         END SEQUENTIAL MODE
         SPACE 2
*************************************************************************
* INSERT A NEW RECORD WITH A KEY OF 'MATHIS GR'                         *
*************************************************************************
         CALL  IAM,+PUT,IACB,(NEWREC)
         SPACE 2
*************************************************************************
* DELETE THE RECORD WHOSE KEY EQUALS 'LANG LK'                          *
*************************************************************************
         CALL  IAM,+DELETE,IACB,(KEY2)
         SPACE 2
*************************************************************************
*EXTRACT THE FILE CONTROL BLOCK INTO THE EXTRACT BUFFER                  *
*************************************************************************
         CALL  IAM,+EXTRACT,IACB,(EXTBUF),128
         MOVEA #1,EXTBUF               #1  <--  A(EXTRACT BUFFER)
         MOVE  FLAGBYTE,(0,#1),BYTE    OBTAIN FCB FLAG BYTE
         SPACE 2
*************************************************************************
* CLOSE THE FILE                                                        *
*************************************************************************
         CALL  IAM,+DISCONN,IACB
         SPACE 2
*************************************************************************
* OPEN THE INDEXED FILE FOR PROCESSING IN BLOCK MODE                    *
*************************************************************************
         CALL  IAM,+PROCESS,IACB,(DS1),(OPENTAB),+SHAREB
         SPACE 5
```

```
***********************************************************************
* LOOP THROUGH THE FILE USING GETB/GETNB COMMANDS                     *
***********************************************************************
         CALL  IAM,+PROCESS,IACB,(DS1),(OPENTAB),+SHAREB
         CALL  IAM,+GETB,IACB,(RECP),(KEYLOWV),(GE) GET 1ST BLOCK
         DO WHILE,(RTCODE,NE,+EOD)     WHILE MORE RECORDS IN FILE
            MOVE #2,RECP               DISPLACEMENT TO 1ST RECORD
            MOVE #1,BLOCKBUF,FRXUSECT  NUMBER OF RECORDS IN BLOCK
            MULTIPLY #1,+RECLEN        NUMBER OF BYTES
            ADD #1,#2                  ADDRESS OF LAST RECORD
            DO WHILE,(#2,LT,#1)        MORE RECORDS IN BLOCK
               MOVE BUFF,(0,#2)(+RECLEN,BYTES)  RECORD INTO BUFFER
***********************************************************************
* AT THIS POINT YOU HAVE GOT A RECORD IN A BUFFER (BUFF) WHICH COULD  *
* BE PRINTED OR MANIPULATED IN SOME OTHER WAY.  THIS EXAMPLE WILL     *
* MERELY BUMP THE RECORD POINTER AND CONTINUE THROUGH THE FILE        *
* SIMPLY READING ALL OF THE RECORDS UNTIL NONE ARE LEFT               *
***********************************************************************
               ADD #2,+RECLEN   POINT TO THE "NEXT" RECORD
            ENDO
            CALL IAM,+GETNB,IACB  READ IN THE "NEXT" BLOCK
            MOVE RTCODE,SAMPLE    GET IAM RETURN CODE
         ENDO
         SPACE 5
***********************************************************************
* WRITE VERIFICATION COMPLETE MESSAGE TO THE OPERATOR                 *
***********************************************************************
         ENQT
               PRINTEXT SKIP=1
               PRINTEXT VERIF,SPACES=0
         DEQT
         GOTO  FINISH                      GO OVER ERROR EXIT ROUTINE
SYSERR   EQU   *                           GETS CONTROL ON SYS/PGM CHK
***********************************************************************
* WHEN A TASK ERROR EXIT IS SPECIFIED IN AN INDEXED ACCESS            *
* METHOD PROGRAM, THE USER MAY RELEASE ALL ACTIVE RECORDS AND         *
* BLOCK LEVEL LOCKS AS WELL AS DISCONNECT THE FILE ITSELF BY          *
* ISSUING THE 'DISCONN' CALL FOR EACH FILE THAT IS OPEN               *
* WRITE VERIFICATION COMPLETE MESSAGE TO THE OPERATOR                 *
***********************************************************************
         GOTO  FINISH
         EJECT
IAMERR   EQU   *                           GETS CONTROL ON IAM ERRORS
         MOVE  RTCODE,SAMPLE
         ENQT
```

```
                 PRINTEXT SKIP=2
                 PRINTEXT RTCODMSG
                 PRINTNUM RTCODE,TYPE=S,FORMAT=(3,0,I)
                 PRINTEXT SKIP=1
                 PRINTEXT ERRMSG,SPACES=0
         DEQT
FINISH   EQU   *
         CALL  IAM,+DISCONN,IACB
         PROGSTOP
         EJECT
*************************************************************************
* DATA DEFINITION AND STORAGE AREAS                                     *
*************************************************************************
EOD      EQU   -80                        END OF DATA INDICATOR
RCLEN    EQU   80                         SAMPLE RECORD LENGTH
RECNUM   DATA  F'10'                      # OF RECORDS TO LOAD
RTCODE   DATA  F'0'                       IAM RETURN CODE
OPENTAB  DATA  F'0'                       SYSTEM RETURN CODE ADDRESS
         DATA  A(IAMERR)                  USER EXIT ROUTINE ADDRESS
         DATA  F'0'                       END OF DATA ROUTINE ADDRESS
         DATA  A(BLOCKBUF)                ADDRESS OF BLOCK I/O BUFFER
RECP     DATA  F'0'                       POINTER TO 1ST RECORD
BLOCKBUF BUFFER 292,BYTES                 BLOCKSIZE+36 BYTES
*
RECORD1  DATA  CL80'BAKER RG'
RECORD2  DATA  CL80'DAVIS EN'
RECORD3  DATA  CL80'HARRIS SL'
RECORD4  DATA  CL80'JONES PW'
RECORD5  DATA  CL80'JONES TR'
RECORD6  DATA  CL80'LANG LK'
RECORD7  DATA  CL80'PORTER JS'
RECORD8  DATA  CL80'SMITH AR'
RECORD9  DATA  CL80'SMITH GA'
RECORD10 DATA  CL80'THOMAS SN'
FLAGBYTE DATA  H'0'                       FCB FLAGBYTE
         DATA  H'0'
```

```
NEWREC   DATA  CL80'MATHIS GR'
BUFF     TEXT  LENGTH=80
         DATA  X'0404'                PREFIX FOR LOW KEY VALUE
KEYLOWV  DATA  2F'0'                  LOW KEY VALUE
KEY1     TEXT  'JONES PW',LENGTH=28
KEY2     TEXT  'LANG LK',LENGTH=28
         DATA  X'1C'                  TOTAL LENGTH OF KEY
         DATA  X'00'                  USE ALL OF KEY
KEY3     DATA  'JONES PW'
IACB     DATA  F'0'                   ADDRESS OF IACB PUT HERE
EXTBUF   DATA  64F'0'                 FCB PUT HERE BY EXTRACT
LOGON    TEXT  'INSTALLATION VERIFICATION PROGRAM ACTIVE'
VERIF    TEXT  'VERIFICATION COMPLETE'
ERRMSG   TEXT  'VERIFICATION INCOMPLETE DUE TO BAD RETURN CODES'
RTCODMSG TEXT  'INDEXED ACCESS METHOD RETURN CODE: '
         EJECT
***********************************************************************
* THE FOLLOWING STORAGE IS USED BY TASK ERROR EXIT HANDLING           *
***********************************************************************
TEECB    EQU   *              TASK ERROR EXIT CONTROL BLOCK
         DATA  F'2'           # OF DATA WORDS THAT FOLLOW
         DATA  A(SYSERR)      ADDRESS OF EXIT ROUTINE
         DATA  A(HSA)         ADDRESS OF HARDWARE STATUS AREA
*        HARDWARE STATUS AREA.  THIS STORAGE WILL BE FILLED IN
*        BY HARDWARE UPON SYSTEM OR OR PROGRAM CHECK INTERRUPT
HSA      EQU   *
         DATA  F'0'           PROCESSOR STATUS WORD
HSALSB   EQU   *              LEVEL STATUS BLOCK:
         DATA  F'0'                ADDRESS KEY REGISTER
         DATA  F'0'                INSTRUCTION ADDRESS REGISTER
         DATA  F'0'                LEVEL STATUS REGISTER
         DATA  8F'0'               GENERAL REGISTERS 0-7
         EJECT
         COPY  IAMEQU
         EJECT
         COPY  FBCEQU
         ENDPROG
         END
```

COBOL INDEXED ACCESS METHOD CODING EXAMPLE

This coding example inserts, deletes, and updates records in an indexed file, using primary and secondary keys to retrieve the records. The indexed file is described below under "Input File".

Program Description

This program reads a record and based on a transaction code, either updates, deletes, or inserts records to a current Indexed Access Method file. The transaction type also determines whether indexing is done using a secondary or primary key.

Input File

```
  I. TRANSACTION FILE.

       TRANSACTION RECORD FORMAT:
       EMPLOYEE NUMBER      1-6     (6)
       LAST NAME            7-21   (15)
       FIRST NAME           22-31  (10)
       ADDRESS              32-56  (25)
       CITY                 57-68  (12)
       STATE                69-70   (2)
       AGE                  71-72   (2)
       START DATE           73-78   (6)
       TYPE                 79      (1)
       ACTION               80      (1)

II. UPDATE FILE

    A. MASTER FILE.
       PRIMARY. KEY IS EMPLOYEE NUMBER
    B. NAME FILE
       SECONDARY. KEY IS LAST NAME.
       EMPLOYEE RECORD FORMAT
       EMPLOYEE NUMBER      1-6     (6)
       LAST NAME            7-21   (15)
       FIRST NAME           22-31  (10)
       ADDRESS              32-56  (25)
       CITY                 57-68  (12)
       STATE                69-70   (2)
       AGE                  71-72   (2)
       START DATE           73-78   (6)
       FILLER               79-80   (2)
```

```
IDENTIFICATION DIVISION.
PROGRAM-ID.                 COBOL1.
ENVIRONMENT DIVISION.
CONFIGURATION SECTION.
SOURCE-COMPUTER.            IBM-S1.
OBJECT-COMPUTER.            IBM-S1.
SPECIAL-NAMES.
    SYSOUT IS PRINTER.
INPUT-OUTPUT SECTION.
FILE-CONTROL.
    SELECT EMPLOYEE-MASTER ASSIGN TO DS2 "EMPMAST" "EDXTST"
        ORGANIZATION IS INDEXED
        ACCESS MODE IS RANDOM
        RECORD KEY IS EMPLOYEE-NUMBER
        FILE STATUS IS SK.
    SELECT EMP-NAME-FILE ASSIGN TO DS3 "EMPNAME" "EDXTST"
        ORGANIZATION IS INDEXED
        ACCESS MODE IS RANDOM
        RECORD KEY IS E-LAST-NAME
        FILE STATUS IS SK.
    SELECT TRANSACTION-FILE ASSIGN TO DS4 "TRANSF" "EDXTST"
        ORGANIZATION IS SEQUENTIAL
        ACCESS MODE IS SEQUENTIAL
        FILE STATUS IS SK.
DATA DIVISION.
FILE SECTION.
FD  EMPLOYEE-MASTER
    LABEL RECORDS ARE STANDARD
    BLOCK CONTAINS 3 RECORDS.
01  MASTER-RECORD.
    05  EMPLOYEE-NUMBER     PICTURE X(06).
    05  FILLER              PICTURE X(74).

FD  EMP-NAME-FILE
    LABEL RECORDS ARE STANDARD
    BLOCK CONTAINS 3 RECORDS.
01  EMP-NAME-RECORD.
    05  FILLER              PICTURE X(06).
    05  E-LAST-NAME         PICTURE X(15).
    05  FILLER              PICTURE X(59).


FD  TRANSACTION-FILE
    LABEL RECORDS ARE STANDARD
    BLOCK CONTAINS 3 RECORDS
    RECORD CONTAINS 80 CHARACTERS.
01  TRANS-ACTION-RECORD     PICTURE X(80).
```

```
WORKING-STORAGE SECTION.
77  EOF                      PICTURE 9(01) VALUE ZERO.
77  ERR-SWITCH               PICTURE X(01) VALUE ZERO.
77  SK                       PICTURE X(02) VALUE ZERO.
01  EMPLOYEE-RECORD.
    05  MAN-NUMBER           PICTURE X(06).
    05  NAME.
        10  LAST-NAME        PICTURE X(15).
        10  FIRST-NAME       PICTURE X(10).
    05  STREET-ADDRESS       PICTURE X(25).
    05  CITY                 PICTURE X(12).
    05  STATE                PICTURE X(02).
    05  AGE                  PICTURE X(02).
    05  START-DATE           PICTURE X(06).
    05  FILLER               PICTURE X(02).

01  TRANSACTION-RECORD.
    05  T-NUMBER         PICTURE X(06).
    05  T-NAME.
        10  T-LAST-NAME      PICTURE X(15).
        10  T-FIRST-NAME     PICTURE X(10).
    05  T-STREET-ADDRESS     PICTURE X(25).
    05  T-CITY               PICTURE X(12).
    05  T-STATE              PICTURE X(02).
    05  T-AGE                PICTURE X(02).
    05  T-START-DATE         PICTURE X(06).
    05  TRANSACTION-CODE.
        10  TRANS-TYPE       PICTURE X(01).
        10  TRANS-ACTION     PICTURE X(01).

PROCEDURE DIVISION.
BEGIN-PROCESSING.
    PERFORM FILE-OPEN1.
    IF SK  = "00"
      PERFORM PROCESS-SECTION UNTIL EOF = 1.
    PERFORM CLOSE-UP.
    DISPLAY " CLOSE UP PROC COMPLETE"  UPON PRINTER.
    STOP RUN.

PROCESS-SECTION.
    READ TRANSACTION-FILE INTO TRANSACTION-RECORD
    AT END MOVE 1 TO EOF
    DISPLAY "TRANSACTION FILE PROCESSING COMPLETE" UPON PRINTER.
    IF EOF NOT = 1
        DISPLAY " " TRANSACTION-RECORD UPON PRINTER
        PERFORM CONTROL-SECTION.
```

```
CONTROL-SECTION.
    IF  TRANS-ACTION NOT = "2"
        PERFORM READ-SECTION.
    IF TRANS-ACTION = 1
        PERFORM DELETE-PROC
    ELSE
        IF TRANS-ACTION = 2
            PERFORM ADD-PROC
        ELSE
            PERFORM UPDATE-PROC.
READ-SECTION.
    IF  TRANS-ACTION  = "P"
      PERFORM READ-PRIMARY
    ELSE
      PERFORM READ-SECONDARY.

READ-PRIMARY.
    DISPLAY " DURING PRIMARY READ" UPON PRINTER.
    DISPLAY " KEY= " T-NUMBER UPON PRINTER.
    MOVE T-NUMBER TO EMPLOYEE-NUMBER.
    READ EMPLOYEE-MASTER INTO EMPLOYEE-RECORD
       INVALID KEY DISPLAY "INVALID PRIMARY KEY" T-NUMBER
       UPON PRINTER.
    IF SK NOT = "00"
      DISPLAY "PRIMARY READ FAILED " T-NUMBER " " SK UPON
      PRINTER.

READ-SECONDARY.
      DISPLAY " DURING SECONDARY READ" UPON PRINTER.
      DISPLAY " KEY= " T-LAST-NAME UPON PRINTER.
      MOVE T-LAST-NAME TO E-LAST-NAME.
      READ EMP-NAME-FILE INTO EMPLOYEE-RECORD
         INVALID KEY DISPLAY "INVALID SECONDARY KEY"
         T-LAST-NAME UPON PRINTER.
      IF SK NOT = "00"
        DISPLAY "SECONDARY READ FAILED" T-LAST-NAME " " SK
        UPON PRINTER.

UPDATE-PROC.
    IF T-LAST-NAME NOT = SPACES
        MOVE T-LAST-NAME TO LAST-NAME.
    IF T-FIRST-NAME NOT = SPACES
    IF T-STREET-ADDRESS NOT = SPACES
        MOVE T-STREET-ADDRESS TO STREET-ADDRESS.
```

```
     IF T-CITY NOT = SPACES
         MOVE T-CITY TO CITY.
     IF T-STATE NOT = SPACES
         MOVE T-STATE TO STATE.
     IF T-AGE NOT = SPACES
         MOVE T-AGE TO AGE.
     IF T-START-DATE NOT = SPACES
         MOVE T-START-DATE TO START-DATE.
     IF TRANS-TYPE = "P"
       PERFORM PRIMARY-REWRITE
     ELSE
       PERFORM SECONDARY-REWRITE.

 PRIMARY-REWRITE.
         DISPLAY " BEGIN PRIMARY REWRITE  KEY = " T-NUMBER
                 UPON PRINTER.
         MOVE T-NUMBER TO EMPLOYEE-NUMBER.
         REWRITE MASTER-RECORD FROM EMPLOYEE-RECORD
                INVALID KEY DISPLAY "INVALID PRIMARY KEY"
                T-NUMBER UPON PRINTER.
         IF SK NOT = "00"
             DISPLAY "PRIMARY WRITE FAILED" T-NUMBER " " SK
             UPON PRINTER.
         DISPLAY " PRIMARY REWRITE COMPLETE" UPON PRINTER.

 SECONDARY-REWRITE.
         DISPLAY " BEGIN SECONDARY REWRITE  KEY = " T-LAST-NAME
                UPON PRINTER.
         MOVE T-LAST-NAME TO E-LAST-NAME.
         REWRITE EMP-NAME-RECORD FROM EMPLOYEE-RECORD
                INVALID KEY DISPLAY "INVALID SECONDARY KEY"
                " " T-LAST-NAME UPON PRINTER.
         IF SK NOT = "00"
              DISPLAY "SECONDARY WRITE FAILED" T-LAST-NAME " "
              SK UPON PRINTER.
         DISPLAY " SECONDARY REWRITE COMPLETE" UPON PRINTER.

 DELETE-PROC.
     IF TRANS-TYPE = "P"
       PERFORM PRIMARY-DELETE
     ELSE
       PERFORM SECONDARY-DELETE.
```

```
PRIMARY-DELETE.
        MOVE TRANS-ACTION-RECORD TO MASTER-RECORD.
        DISPLAY " PRIMARY DELETE STARTED" UPON PRINTER.
        DELETE EMPLOYEE-MASTER RECORD
               INVALID KEY DISPLAY "INVALID PRIMARY KEY"
               T-NUMBER UPON PRINTER.
        IF SK NOT = "00"
            DISPLAY "PRIME KEY FOR DELETE NOT FOUND"
            UPON PRINTER.
        DISPLAY " PRIMARY DELETE FINISHED" UPON PRINTER.

SECONDARY-DELETE.
        MOVE TRANS-ACTION-RECORD TO EMP-NAME-RECORD.
        DISPLAY " SECONDARY DELETE STARTED" UPON PRINTER.
        DELETE EMP-NAME-FILE RECORD
               INVALID KEY DISPLAY "INVALID SECONDARY KEY"
               T-LAST-NAME UPON PRINTER.
        IF SK NOT = "00" DISPLAY
            "SECONDARY KEY FOR DELETE NOT FOUND" UPON PRINTER
            DISPLAY TRANSACTION-RECORD UPON PRINTER.
        DISPLAY " SECONDARY DELETE FINISHED" UPON PRINTER.

ADD-PROC.
    MOVE TRANSACTION-RECORD TO EMPLOYEE-RECORD
    IF TRANS-TYPE = "P"
      PERFORM PRIMARY-ADD
    ELSE
      PERFORM SECONDARY-ADD.

PRIMARY-ADD.
        WRITE MASTER-RECORD FROM EMPLOYEE-RECORD
               INVALID KEY DISPLAY "INVALID PRIMARY KEY"
               T-NUMBER UPON PRINTER.
        IF SK NOT = "00" DISPLAY
            "INSERT FAILED FOR PRIME FILE" UPON PRINTER
            DISPLAY TRANSACTION-RECORD UPON PRINTER.

SECONDARY-ADD.
        WRITE EMP-NAME-RECORD FROM EMPLOYEE-RECORD
               INVALID KEY DISPLAY "INVALID SECONDARY KEY"
               T-LAST-NAME UPON PRINTER.
        IF SK NOT = "00"
            DISPLAY "INSERT FAILED FOR SECONDARY FILE"
            UPON PRINTER.
```

```
FILE-OPEN1.
    OPEN I-O EMPLOYEE-MASTER.
    IF SK NOT = "00"
        DISPLAY "OPEN FAILED FOR EMPMAST" SK UPON PRINTER
    ELSE
        OPEN I-O EMP-NAME-FILE
        IF SK NOT = "00"
            DISPLAY "OPEN FAILED FOR EMPNAME" SK UPON PRINTER
        ELSE
            OPEN INPUT TRANSACTION-FILE
            IF SK NOT = "00"
                DISPLAY "OPEN FAILED FOR TRANSACTION-FILE" SK
                        UPON PRINTER.
        DISPLAY " FILE OPEN COMPLETE" UPON PRINTER.

CLOSE-UP.
    DISPLAY " BEGIN CLOSE UP PROC " UPON PRINTER.
    CLOSE TRANSACTION-FILE.
    CLOSE EMP-NAME-FILE.
    IF SK NOT = "00"
        DISPLAY "CLOSE FAILED FOR EMPNAME, RC= " SK
        UPON PRINTER.
    ELSE
        DISPLAY " EMP-NAME-FILE CLOSED " UPON PRINTER.
    CLOSE EMPLOYEE-MASTER.
    IF SK NOT = "00"
        DISPLAY "CLOSE FAILED FOR EMPMAST, RC= " SK
        UPON PRINTER.
    ELSE
        DISPLAY " EMP-MAST-FILE CLOSED " UPON PRINTER.
```

PL/I INDEXED ACCESS METHOD CODING EXAMPLE

This PL/I coding example inserts, deletes, and updates records in an indexed file, using primary and secondary keys to retrieve the records. The indexed file is described below under "Input File".

Program Description

This program reads a record and based on a transaction code, either updates, deletes, or inserts records to a current Indexed Access Method file. The transaction code also determines whether index access is done using a secondary key or primary key.

Input File.

```
 I. INPUT FILE
    A. TRANSACTION FILE,
       TRANSACTION RECORD FORMAT:

       EMPLOYEE NUMBER      1-6     (6)
       LAST NAME            7-21   (15)
       FIRST NAME           22-31  (10)
       ADDRESS              32-56  (25)
       CITY                 57-68  (12)
       STATE                69-70   (2)
       AGE                  71-72   (2)
       START DATE           73-78   (6)
       TYPE                 79      (1)
       ACTION               80      (1)

II. UPDATE FILE
    A. MASTER FILE.
       PRIMARY. KEY IS EMPLOYEE NUMBER
    B. NAME FILE
       SECONDARY. KEY IS LAST NAME.
       EMPLOYEE RECORD FORMAT
       EMPLOYEE NUMBER      1-6     (6)
       LAST NAME            7-21   (15)
       FIRST NAME           22-31  (10)
       ADDRESS              32-56  (25)
       CITY                 57-68  (12)
       STATE                69-70   (2)
       AGE                  71-72   (2)
       START DATE           73-78   (6)
       FILLER               79-80   (2)
```

```
PL1TEST: PROCEDURE OPTIONS(MAIN);
 DCL EMPMAST                            /* EMPLOYEE MASTER FILE       */
              FILE RECORD               /* PRIMARY                    */
              DIRECT                    /* KEY IS EMPLOYEE NUMBER     */
              UPDATE
              KEYED
              ENV(FB BLKSIZE(256) RECSIZE(80) INDEXED
                  KEYLENGTH(6) KEYLOC(1));

 DCL EMPNAME                            /* EMPLOYEE NAME FILE         */
              FILE RECORD               /* SECONDARY                  */
              DIRECT                    /* KEY IS EMPLOYEE NAME       */
              UPDATE
              KEYED
              ENV(FB BLKSIZE(256) RECSIZE(80) INDEXED
                  KEYLENGTH(15) KEYLOC(7));

 DCL TRANSFL                            /* TRANSACTION FILE           */
              FILE RECORD               /* INPUT FILE                 */
              SEQUENTIAL
              INPUT
              ENV(FB BLKSIZE(240) RECSIZE(80) CONSECUTIVE);

 DCL SYSPRINT                           /* STANDARD OUTPUT FILE       */
              FILE PRINT
              ENV(F BLKSIZE(121));

 DCL 1 $FCBLST                          /* FILE CONTROL BLOCK LIST    */
           STATIC
           EXTERNAL,
       2 $FCBCNT                        /* FILE COUNT                 */
             FIXED BIN(15)
             INIT(4),
       2 $FCBF1                         /* FILE #1 NAME               */
             CHAR(8)
             INIT('EMPMAST'),
       2 $FCBD1                         /* FILE #1 DATA SET           */
             CHAR(8)
             INIT('EMPMAST'),
       2 $FCBV1                         /* FILE #1 VOLUME             */
             CHAR(6)
             INIT('EDXTST'),
       2 $FCBF2                         /* FILE #2 NAME               */
             CHAR(8)
             INIT('EMPNAME'),
       2 $FCBD2                         /* FILE #2 DATA SET           */
             CHAR(8)
             INIT('EMPNAME'),
```

```
        2 $FCBV2                      /* FILE #2 VOLUME          */
              CHAR(6)
              INIT('EDXTST'),
        2 $FCBF3                      /* FILE #3 NAME            */
              CHAR(8)
              INIT('TRANSFL'),
        2 $FCBD3                      /* FILE #3 DATA SET        */
              CHAR(8)
              INIT('TRANSFL'),
        2 $FCBV3                      /* FILE #3 VOLUME          */
              CHAR(6)
              INIT('EDXTST'),
        2 $FCBF4                      /* FILE #4 NAME            */
              CHAR(8)
              INIT('SYSPRINT'),
        2 $FCBD4                      /* FILE #4 DEVICE NAME     */
              CHAR(8)
              INIT('SYSPRINT'),
        2 $FCBTL4                     /* FILE #4 TOP LINE        */
              FIXED BIN(15)
              INIT(1),
        2 $FCBBL4                     /* FILE #4 BOTTOM LINE     */
              FIXED BIN(15)
              INIT(66),
        2 $FCBHL4                     /* NOT USED                */
              FIXED BIN(15)
              INIT(00);

  DCL 1 EMP_RECORD                    /* IAM BUFFER FORMAT       */
        STATIC,
        2 EMP_NUMBER
             CHAR(6),
        2 NAME,
          3 LAST_NAME
                CHAR(15),
          3 FIRST_NAME
                CHAR(10),
        2 STREET_ADDRESS
             CHAR(25),
        2 CITY
             CHAR(12),
        2 STATE
             CHAR(2),
        2 AGE
             CHAR(2),
        2 START_DATE
             CHAR(6),
        2 FILLER
             CHAR(2);
```

```
DCL 1 TRANSACTIONR                      /* TRANSACTION RECORD FORMAT */
      STATIC,
      2 TEMP_NUMBER
           CHAR(6),
      2 TNAME,
        3 TLAST_NAME
             CHAR(15),
        3 TFIRST_NAME
             CHAR(10),
      2 TSTREET_ADDRESS
           CHAR(25),
      2 TCITY
           CHAR(12),
      2 TSTATE
           CHAR(2),
      2 TAGE
           CHAR(2),
      2 TSTART_DATE
           CHAR(6),
      2 TRANSACTION_CODE,
        3 TRANS_TYPE               /* 'P' = PRIMARY  'S' = SECONDARY */
             CHAR(1),
        3 TRANS_ACTION             /* 1 = DELETE  2 = INSERT         */
             CHAR(1);              /* 3 = UPDATE                     */
DCL BLANK                          /* FIELD OF BLANKS                */
      STATIC
      CHAR (6)
      INIT('      ');

DCL (IOERR,                        /* INPUT/OUTPUT ERROR FLAG        */
     FOERR)                        /* OPEN ERROR FLAG                */
       STATIC
       CHAR(1)
       INIT('F');

DCL TRUE                           /* TRUE VALUE FOR FLAGS           */
      STATIC
      CHAR(1)
      INIT('T'),
    FALSE                               /* FALSE VALUE FOR FLAGS     */
      STATIC
      CHAR(1)
      INIT('F');

DCL R_CODE                              /* RETURN CODE               */
      STATIC
      FIXED BIN(15)
      INIT(0);
```

```
 DCL ONCODE                          /* ON CONDITION CODE          */
       BUILTIN;
 DCL EOF                             /* END OF FILE FLAG           */
       STATIC
       CHAR(1)
       INIT('F');
/*************************** MAIN PROGRAM ***********************/
/*                                                               */
/********************** ON CONDITION FOR EOF ******************/
  ON ENDFILE(TRANSFL)
    BEGIN;
      PUT LIST('*** TRANSACTION FILE PROCESSING COMPLETE ***');
      EOF = TRUE;
      CLOSE                          /* CLOSE ALL FILES            */
       FILE(EMPMAST),
       FILE(EMPNAME),
       FILE(TRANSFL);
      STOP TASK;
    END;
/*                                                               */
/*************** ON CONDITIONS FOR FILE OPEN ERRORS ************/
  ON UNDF(EMPMAST) FOERR = TRUE;
  ON UNDF(EMPNAME) FOERR = TRUE;
  ON UNDF(TRANSFL) FOERR = TRUE;
/*                                                               */
/****************** ON CONDITIONS FOR I/O ERRORS **************/
  ON KEY(EMPMAST) IOERR = TRUE;
  ON KEY(EMPNAME) IOERR = TRUE;
/*                                                               */
/*************************** OPEN ALL FILES ********************/
/*                                                               */
  CALL OPEN;
/******* INITIATE PROCESSING UNTIL EOF CONDITION IS REACHED *****/
DO WHILE (EOF ¬= TRUE);
  IOERR = FALSE;
  FOERR = FALSE;
  CALL PROCESS;       /* INVOKE PROCESS SUBROUTINE */
END;   /* END DO WHILE */
/******************** END MAIN PROGRAM ************************/
/*                                                               */
OPEN: PROC;
  OPEN FILE(EMPMAST) UPDATE;
  IF FOERR = TRUE THEN
    DO;
      R_CODE = ONCODE;                         /* SET RETURN CODE */
      PUT LIST('OPEN FAILED FOR EMPMAST') SKIP;
      PUT LIST('ON CODE = ',R_CODE) SKIP;
    END;
```

```
  IF FOERR = FALSE THEN
    DO;
      OPEN FILE(EMPNAME) UPDATE;
        IF FOERR = TRUE THEN
          DO;
            R_CODE = ONCODE;                   /* SET RETURN CODE */
            PUT LIST('OPEN FAILED FOR EMPNAME') SKIP;
            PUT LIST('ON CODE = ',R_CODE) SKIP;
          END;
    END;
  /*                                                               */
  IF FOERR = FALSE THEN
    DO;
      OPEN FILE(TRANSFL);
        IF FOERR = TRUE THEN
          DO;
            R_CODE = ONCODE;                   /* SET RETURN CODE */
            PUT LIST('OPEN FAILED FOR TRANSFL') SKIP;
            PUT LIST('ON CODE = ',R_CODE);
          END;
    END;
  /*                                                               */
  IF FOERR = TRUE
    THEN
      STOP TASK;
  /*                                                               */
END; /* END OPEN PROCEDURE */
/******************** PROCESS PROCEDURE **********************/
/*                                                                 */
/*    1) READS IN A TRANSACTION RECORD                             */
/*    2) IF ACTION = 1 DELETES RECORD WITH CORRESPONDING KEY.      */
/*                 = 2 INSERTS RECORD ONTO IAM FILE.               */
/*                 = 3 READS RECORD WITH CORRESPONDING KEY,        */
/*                   ALLOWS UPDATE, REWRITES RECORD.               */
/*    3) IF TYPE = 'P' ALL INDEXING IS DONE WITH A PRIMARY KEY     */
/*               = 'S' ALL INDEXING IS DONE WITH A SECONDARY KEY*/
/*    4) ALL IDENTIFIERS, FILES AND RECORDS USED ARE GLOBAL        */
/*                                                                 */
/*****************************************************************/
PROCESS: PROCEDURE;
   READ FILE(TRANSFL) INTO (TRANSACTIONR);
   IF IOERR = TRUE THEN
     DO;
       R_CODE = ONCODE;
       PUT LIST('READ HAS FAILED FOR TRANSFL') SKIP;
       PUT LIST('ON CODE = ',R_CODE) SKIP;
     END;
```

```
   IF TRANS_ACTION = '1' & IOERR = FALSE THEN
     CALL DELETE;                        /* BEGIN DELETE          */
   IF TRANS_ACTION = '3' & IOERR = FALSE THEN
     CALL UPDATE;
   IF TRANS_ACTION = '2' & IOERR = FALSE THEN
     CALL INSERT;

END;  /* END PROCEDURE PROCESS */

DELETE: PROC;
   IF TRANS_TYPE = 'P'
     THEN
       DELETE FILE(EMPMAST) KEY(TEMP_NUMBER);
     ELSE
       DELETE FILE(EMPNAME) KEY(TLAST_NAME);
 END; /* END DELETE */
 /*                                                               */
 UPDATE: PROC;
    IF TRANS_TYPE = 'P'
      THEN
         CALL PRIM_READ;
      ELSE
         CALL SEC_READ;
      IF IOERR = FALSE THEN
        DO;
          IF TLAST_NAME ¬= BLANK
            THEN
              LAST_NAME = TLAST_NAME;
          IF TFIRST_NAME ¬= BLANK
            THEN
              FIRST_NAME = TFIRST_NAME;
          IF TSTREET_ADDRESS ¬= BLANK
            THEN
              STREET_ADDRESS = TSTREET_ADDRESS;
          IF TCITY ¬= BLANK
            THEN
              CITY = TCITY;
          IF TSTATE ¬= BLANK
            THEN
              STATE = TSTATE;
```

```
          IF TAGE ¬= BLANK
            THEN
              AGE = TAGE;
          IF TSTART_DATE ¬= BLANK
            THEN
              START_DATE = TSTART_DATE;
          CALL REWRITE;

   END;                                 /* END UPDATE                 */
END;
/*                                                                   */
PRIM_READ: PROC;
   READ FILE(EMPMAST) INTO(EMP_RECORD)
        KEY(TEMP_NUMBER);
   IF IOERR = TRUE THEN
     DO;
       R_CODE = ONCODE;
       PUT LIST('EMPMAST PRIMARY READ HAS FAILED') SKIP;
       PUT LIST('KEY = ',TEMP_NUMBER);
       PUT LIST('ONCODE = ',R_CODE);
     END;
END;                            /* END PRIMARY READ                  */
/*                                                                   */
SEC_READ: PROC;
    READ FILE(EMPNAME) INTO(EMP_RECORD)
         KEY(TLAST_NAME);
    IF IOERR = TRUE THEN
      DO;
        R_CODE = ONCODE;
        PUT LIST('EMPMAST SECONDARY READ HAS FAILED') SKIP;
        PUT LIST('KEY = ',TLAST_NAME);
        PUT LIST('ONCODE = ',R_CODE);
      END;
  END;                           /* END SECONDARY READ                */
REWRITE: PROC;
   IF TRANS_TYPE = 'P'                    /* BEGIN REWRITE            */
     THEN
       REWRITE FILE(EMPMAST) FROM(EMP_RECORD)
               KEY(TEMP_NUMBER);
     ELSE
       REWRITE FILE(EMPNAME) FROM(EMP_RECORD)
               KEY(TLAST_NAME);
END;
```

```
  INSERT: PROC;
     IF TRANS_TYPE = 'P'
       THEN
         DO;
           WRITE FILE(EMPMAST) FROM(TRANSACTIONR)
                 KEYFROM(TEMP_NUMBER);
           IF IOERR = TRUE THEN
             DO;
               R_CODE = ONCODE;
               PUT LIST('EMPMAST SECONDARY INSERTION HAS FAILED')
                 SKIP;
               PUT LIST('KEY = ',TEMP_NUMBER);
               PUT LIST('ONCODE = ',R_CODE);
             END;
         END;
       ELSE
         DO;
           WRITE FILE(EMPNAME) FROM(TRANSACTIONR)
                 KEYFROM(TLAST_NAME);
           IF IOERR = TRUE THEN
             DO;
               R_CODE = ONCODE;
               PUT LIST('EMPMAST SECONDARY INSERTION HAS FAILED')
                 SKIP;
               PUT LIST('KEY = ',TNAME);
               PUT LIST('ONCODE = ',R_CODE);
             END;
         END;
   END;
 END PL1TEST;
```

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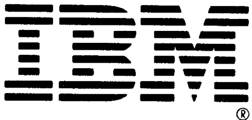

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