

Quick Reference

Advantage™ CA-InterTest® Batch

Version 3.1

Control Commands

Some commands have synonyms that you may find easier to remember, especially if you are an Advantage CA-InterTest for CICS user. You can use these synonyms interchangeably. For example, the AT command, which sets an unconditional breakpoint, can also be entered as UNCOND. Or the LDI (List Data Item) command, which is used to create a “keep window,” can be entered as KEEP.

ADVANCE (A) – Advance the Trace Pointer

Causes the display to scroll to the next executed statement. You can use the ADVANCE command to simulate execution of a program in forward execution sequence after using the PREVIOUS command to back up the program’s execution.

ADVANCE <nnn | P nnn>

AT or UNCOND (U) – Set a Breakpoint by Statement

Sets unconditional breakpoints from the Intercept panel or displays the Breakpoint Control panel.

AT <statement-number | paragraph-name | procedure-name | label-name | ENTRY | EXIT | LABEL| DBCALL | ALL ENTRY | ALL EXIT | ALL LABEL | ALL DBCALL> <(subcommand-list)>>

CORE-Displays memory

Display memory based on its address within the debugging region.

CORE <data-item|paragraph-name|address>

COUNTS–Control Frequency Counting

Use to enable or disable frequency counting, reset frequency counters, and control the display of the frequency counters.

COUNTS <ON|OFF> <SHOW|NOSHOW> <RESET | RESET ALL | RESET progid>

Current Statement (CS)

Returns the program listing to and highlights the current statement.

CS <statement-number|paragraph-name | procedure-name | label-name>

DDALLOC (DDA)–Allocate a DD

Invokes the DDALLOC panel to allow allocation of a DD.

DDALLOC <ddname>

DDFREE (DDF)–Free a DD

Frees a given DD.

DDFREE ddname

DDQ–Query a DD

Determines if a given DD is allocated.

DDQ ddname

DISPLAY (D)–Format Data or the COBOL Working Storage

Invokes the Display panel.

DISPLAY <data-item | expression <data-item> ...> <PRINT>

DROP (DR)–Drop Symbolic Name

Removes the symbolic name for a data item that has been set by the EQUATE command.

DROP <symbolic name>

DROPUSE–Remove a Using

Removes a using that was set with the USING command.

DROPUSE DSECT | CSECT

DUMP–Terminate Testing with a Dump

Terminates the testing session with a dump.

DUMP

EQUATE (EQU)–Specify Symbolic Name

Equates a data item to a specific name. The data item then may be referenced by either the data item or the symbolic name.

EQUATE <symbolic-name data-item>

EXSUM (EXS)– Execution Summary Display

Provides an execution summary showing the number of executable statements in the PROCEDURE DIVISION, the number of statements currently executed in the current program.

EXSUM

FILES (F)–Display COBOL FD Status

Displays the File Status panel.

FILES

FM-Starts Advantage™ CA-File Master™ Plus

Start the Advantage CA-File Master Plus product.

FM

Frequency (FREQ, FR)–Controls FREQ Counter

Controls the statement frequency counter, and together with the NOFREQ command, controls whether or not the counters are displayed.

FREQUENCY <ON | OFF | RESET>

GO–Resume Execution of the COBOL Program

Resumes the test session until the next breakpoint occurs or the program completes.

GO <statement-number | paragraph-name | procedure-name | label-name>

INCLUDE–Call a Set of CA-InterTest Batch Commands

Executes a set of CA-InterTest Batch commands from the DD name

INT1CLIB

INCLUDE member-name

List Data Automatic (LDA) or AUTOKEEP

Displays in the keep window all the data items referenced by the current statement.

LDA <ON|OFF>

AUTOKEEP

AUTOK

List Data Item (LDI) or Keep (K)–Create “KEEP” window

Replaces the uppermost display line of the PROCEDURE DIVISION on the Intercept display with an entry showing the data item and its value.

This value is updated as the program executes.

LDI data-item | expression

KEEP

List Data Item in hex (LDX) or KEEPX (KX)

Replaces the uppermost three display lines of the PROCEDURE

DIVISION on the Intercept display with an entry showing the data name, its value and the data representation in hex format with zones and numerics.

LDX data-item

KEEPX

List Equated Names (LEQ)

Lists the equated symbolic names set by the EQUATE command.

LEQ

LINKAGE (LI)–Format the COBOL Linkage Section

Invokes the Linkage Display panel.

LINKAGE <data-item> <PRINT>

List Unconditional Breakpoints (LISTAT)

Displays the Breakpoint Status panel, which lists unconditional breakpoints set in the program.

LISTAT

List All Breakpoints (LISTBP)

Displays the Breakpoints panel, which lists all the conditional and unconditional breakpoints in this application.

LISTBP

List Labels (LISTLBL)

Lists the labels that were added with the .label command.

LISTLBL

List Conditional Breakpoints (LISTWHEN, LISTW)

Displays the When Conditional Display panel, which lists conditional breakpoints set in the program.

LISTWHEN

LISTUSE-List Usings

Displays the USING STATUS panel, which lists all usings set by the USING command.

LISTUSE

MAP (Region MAP Display)

Invokes the Region Map Display Panel, which allows you to display information about programs in storage.

MAP

NEXT (N)–Execute the Next ‘n’ Verbs

Executes the next verb in the program. The Next Intercept panel is displayed after the verb is executed.

NEXT <nnn|P>

NOFREQ–Remove Frequency Counters

Removes the frequency counters and arrows from the Intercept panel.

NOFREQ

OFF or OFFU (O)–Remove Unconditional Breakpoints

Deletes breakpoints set by the AT command.

OFF <statement-number | paragraph-name | procedure-name | label-name | ENTRY | EXIT | LABEL | DBCALL | ALL ENTRY | ALL EXIT | ALL LABEL | ALL DBCALL > <(subcommand list)>

OFFWN or OFFC–Remove Conditional Breakpoints

Deletes conditional breakpoints set by the C, W or V line commands, by the WHEN command or in the When panel.

OFFWN <when-name | ALL>

OFFC <ALL>

POINT (PO)–Direct PREV and ADVANCE Pointer

Causes the PREVIOUS and ADVANCE commands to operate from the specified statement number.

POINT statement-number|paragraph-name | procedure-name | label-name

PO

PREV (PREV, P)–Trace in Reverse

Causes the display to scroll to the previously executed statements. The PREV command can be used to step backward through the execution of the program.

PREV <nnn | P NN>

P

Print Stream to the Session Log (PS)

Causes the currently displayed stream to be written to the session log.

PS

QUALIFY–Set Current Program ID

Applies all subsequent commands to the program specified. This qualification is automatically reset by either another QUALIFY command or resumption of program execution. When testing more than one program, the listing switches automatically to the qualified program.

QUALIFY program-id

QUIT–Terminate Test Session

Stops the test session. Pressing the END key twice in a row is the same as entering the QUIT command. QUIT

Reset Data Item (RDI) or REMOVE–Remove Keep Window

Removes from the Intercept panel the lines placed there by the LDI or the LDX, or the L or H line commands and moves the program listing up.

RDI data-item | ALL

REMOVE

RE

RECORDS (REC)–Show COBOL Record Formats

Displays the COBOL File section Display panel that shows the record formats under the file descriptions (FDs). Data values can be modified on this display. RECORDS <data-item> <ALL>

REC

REGS–Display Registers for Assembler Programs

Display the current application’s general registers. For Assembler programs. REGS <ON | OFF | DISPLAY | FLOAT>

REFRESH–Split Screen Refresh

Is used when you have split screen during test execution. When you change the value of a data item on one screen, you can refresh the other screen to include this current value. REFRESH

RESET–Removes Column Numbers

Removes column numbers that are displayed on the Intercept or Display panel by the COLUMN command. RESET

RESTART–Restart a Batch Link Debugging Step

Re-initiates a Batch Link job to the beginning of the current step being debugged. RESTART

RUN–Execute without Breakpoints

Resumes execution of the application, ignoring breakpoints. If an optional statement number is passed, the application is executed in "RUN" mode up to that statement number. Then execution is changed to 'GO' mode, honoring breakpoints that were previously set.

RUN <statement number>

SDWA–Display System Diagnostic Work Area

Displays the system diagnostic work area if a failure occurs.

SDWA

SET–Change Value of a Data Item

Alters the value of a data item.

SET data-item <=> <value | LOW-VALUES | HIGH-VALUES | SPACES | ZERO | ZEROES | x ‘hex char string’>

SKIP–Bypass a Statement

Causes the specified statement number to be skipped.

SKIP statement-number

SLOW–Observe a Verb at a Time

Resumes execution of the program one verb at a time, displaying the intercept panel between the execution of each verb.

SLOW <nnn | FAST>

AUTOSTEP

AUTO

Usage Note: This feature can be turned off by pressing the Attention key.

SNAP-Produces a SNAP report

Produces a CA-Optimizer, CA-Optimizer/II or CA-SymDump Batch SNAP report. SNAP

SPEED--Accelerate Program Testing

Removes trace and frequency counting and accelerates program testing. Turning off the speed command enables tracing and statement frequency counting. SPEED <ON|OFF>

STEP (ST)--Set Count for GO Command

Sets the execution mode to step operation: for each GO command, the specified number of verbs is executed and the Step Count Intercept panel is displayed.

STEP <nnnn>

ST

SUSPEND (SUS)--Suspend a Batch Link Session

Use to detach a terminal from a Batch Link debugging session without terminating the session.

SUSPEND

SUS

TRACE (TR)--Control/display program trace entries

Displays the Program Trace Display panel. This panel shows statement numbers in the order they were executed (format 1), or the last nnn statements that were executed (format 2).

TRACE <ON|OFF | n>

TR

TRACE SOURCE--Trace with Source Code Displayed

Functions similarly to the TRACE command, but displays the code being traced as well as the statement number.

TRACE SOURCE n

TR SO

TRP--Display Traced Paragraph Entries

Invokes the Program Trace Display panel. This panel shows paragraph names executed and their corresponding statement numbers.

TRP

USING-Assign a register or address to a DSECT or CSECT

Allows users to assign a register or address for the debugger to use to map a DSECT or CSECT that has no current using in the program being debugged. USING DSECT | CSECT REGISTER | ADDRESS

WHEN (WN/WH) or COND (C)--Set Conditional Breakpoints

Sets conditional breakpoints that take effect.

- Whenever the value of a specified data item changes (format 1).
- When a relationship between two data items is true, e.g., 'SUBSCRIPT-1 GT 4' (format 2).

WHEN <when-name <data-item-1 <operator <data-item-2 | value>>> <(subcommand list)>>>

*--Add a comment to the session log

Allows the user to specify a comment to be written in the session log for the current session.

* text

/aaa-Executes an external CLIST

Executes CLIST CAMRCLST, passing parameter aaa

/clist

Line Commands

Line Commands are entered on the far left of a source code statement. They are based on Control Commands, but apply only to the line on which they are entered. Multiple Line Commands may be entered on a single display.

Note: some commands have synonyms, such as 'A' and 'U,' which are fully interchangeable. Use whichever one you find easier to remember.

Line Cmd(s)	Control Cmd(s)	Description
A U	AT UNCOND	An Unconditional breakpoint is set At the specified line. A U will remain in the first column to show where breakpoints are set.
C W	COND WHEN	A Conditional breakpoint is set at the specified line for the data item where the cursor is positioned. The breakpoint takes effect When the condition is met.
D	DISPLAY	The DISPLAY panel is shown for all of the data items on the line where the D command is specified.
G	GO	The program will begin executing (Go to) the line where the G is typed.
H	KEEPX LDIX LDX	The data items on the line where the H is placed will be listed at the top of the INTERCEPT panel in a 'Keep window' and shown in Hex format.
I	INFO	In instances where a frequency count exceeds 9999, Info displays the actual count at the top right of the screen.
K L	KEEP LDI	The data items on the line where the K or L is placed will be Listed in a 'Keep window' on the top of the INTERCEPT PANEL.
O, blank	OFF OFFU	The breakpoint currently set on the line will be reset (turned Off).
P	PRINT	The DISPLAY for all the data items on the line will be written to the session log for later Printing.
R	REMOVE LDI	A RDI, reset data item, will be done for each of the data items on the line to Remove entries in the Keep window. It may also be used next to individual Keep window entries.
S	SKIP	Skip this statement. The S will remain in the first column to show the user which statements will be skipped.
V	COND WHEN	A Variable Change breakpoint is set at the specified line. The breakpoint is triggered before the line is executed when CA-InterTest Batch determines that the value of a variable in the line changes. Cursor-sensitive Variable Change breakpoint - if V is entered and the cursor is placed on a data item, pressing Enter designates that item as the variable change item.
X	OFF,RDI	Remove breakpoint or remove data item from keep window
+nnn		Increment a subscript by nnn on a displayed data item.
-nnn		Decrement a subscript by nnn on a displayed data item.

Display Commands

Display Commands locate and position data on the screen. They are entered on the COMMAND => line of any panel containing a command input field.

COLUMN

Places a line that shows the column numbers on the first line of the display area of the Intercept or Display panel.

COLUMN <ON | OFF>

FIND (F)

Searches the file until the string operand is matched.

FIND string<col1 <col2>> <NEXT | FIRST | LAST | PREV>

Find Paragraph (FP)

Scrolls the display to the definition of the specified paragraph, procedure, or label name. This command must be entered in its abbreviated form FP.

FP paragraph-name|procedure-name|label-name

Find Statement (FS)

Scrolls a display to a specified statement number. This command must be entered in its abbreviated form FS.

FS statement-number

KDOWN--Scroll Keep Window Down

Use to scroll the keep window in the downward direction.

KDOWN scroll-amt

KSIZE (KS)-- Keep Window Size

Use to determine the size of your keep window.

KSIZE depth F|V

KS

KUP--Scroll Keep Window Up

Use to scroll the keep window in the upward direction.

KUP scroll-amt

LOCATE (L)

Scrolls to a specified line, or a user-defined symbolic label, in the program.

LOCATE nnnnnn | label

.label Command

Assigns a symbolic label to the current line number in the program.

.XXXXXX

Report Commands

HISTOGRAM (HST)--Produce execution histogram report

The HISTOGRAM command writes an execution histogram to ddname INT1REPT. The histogram consists of one line per executable statement. The line contains the statement number, the execution frequency counter, and a graphic representation of the number of times the statement has been executed.

HIST <scale>

XSUM--Produce execution summary report

The XSUM command writes an execution summary report to ddname INT1REPT. The summary report consists of the COBOL program listing with the execution frequency counter to the left of each valid statement in the PROCEDURE DIVISION.

XSUM

Session Log Facility--Review Debugging Session

Records and subsequently enables a user to review the activities of a debugging session.



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