

INCLUDE

INCLUDE *copycode-name* [*operand1...99*]

| Operand | Possible Structure | Possible Formats | Referencing Permitted | Dynamic Definition |
|----------|--------------------|------------------|-----------------------|--------------------|
| Operand1 | C | A | no | no |

Function

The INCLUDE statement is used to include source lines from an external object of type copycode into another object at compilation.

The INCLUDE statement is evaluated at *compilation* time. The source lines of the copycode will not be physically included in the source of the program that contains the INCLUDE statement, but they will be included during the program compilation and thus in the resulting object module.

A source code line which contains an INCLUDE statement must not contain any other statement.

copycode-name

As *copycode-name* you specify the name of the copycode whose source is to be included.

The *copycode-name* may contain an ampersand (&); at compile time, this character will be replaced by the current value of the Natural system variable *LANGUAGE. This feature allows the use of multi-lingual *copycode-names*.

The object you specify must be of the type copycode. The copycode must be contained either in the same library as the program which contains the INCLUDE statement or in the respective steplib (the default steplib is SYSTEM).

When the source of a copycode is modified, all programs using that copycode must be compiled again to reflect the changed source in their object codes.

The source code of the copycode must consist of syntactically complete statements.

operand1

You can dynamically insert values in the copycode which is included. These values are specified with *operand1*.

In the copycode, the values are referenced with the notation "&n&"; that is, you mark the position where a value is to be inserted with "&n&". "n" is the sequential number of each value passed with the INCLUDE statement. For example, "&3&" would refer to the third value specified with the statement.

For every "&n&" notation in the copycode you must specify a value in the INCLUDE statement. For example, if the copycode contains "&5&", *operand1* must be specified at least five times.

Values that are specified in the INCLUDE statement but not referenced in the copycode will be ignored.

Example 1

```

/* EXAMPLE 'INCEX1:' INCLUDE
/*****
/* ...
/* ...
/* ...
/*****
INCLUDE MEM1
/*****
/* ...
/* ...
/* ...
END

```

Example 2

Copycode to be included:

```

/* EXAMPLE 'COPEX1': COPYCODE USING PARAMETERS
READ (&4&) &1& BY &2& = &3&
  DISPLAY &2&
  IF &2& = &5& DO
    WRITE 5X 'LAST RECORD FOUND'
  STOP
DOEND
LOOP

```

Program containing INCLUDE statement:

```

/* EXAMPLE 'COPEX2': PROGRAM USING COPYCODE WITH PARAMETERS
*
INCLUDE COPEX1 'EMPLOYEES' 'NAME' ''ALDEN'' '20' ''ALLEN''
END

```

```

Page      1                                02-01-30  14:01:26

      LAST-NAME
-----

ALDEN
ALEXANDER
ALLDERIDGE
ALLDERIDGE
ALLDERIDGE
ALLEN

      LAST RECORD FOUND

```

Example 3

Copycode 1 to be included:

```

/* EXAMPLE 'Object ASSIGN':
   &1& := &2&

```

Copycode 2 to be included:

```

/* EXAMPLE 'Object ASET':
   INCLUDE ASSIGN &1& := &2&

```

Program containing INCLUDE statement:

```

/* EXAMPLE: PROGRAM USING COPYCODE WITH PARAMETERS
 *
   reset #a(i4)
   move 123 to #a
   write '=' #a
   include ASSIGN '#a' '5'
   write '=' #a
   move 123 to #a
   write '=' #a
   include ASET ''#a'' ''5''
   write '=' #a
   end

```

| | | | |
|------|-----|----------|----------|
| Page | 1 | 02-01-30 | 14:01:26 |
| #A: | 123 | | |
| #A: | 5 | | |
| #A: | 123 | | |
| #A: | 5 | | |