

CICS Transaction Server for z/OS
Version 4 Release 1



C++ OO Class Libraries

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Note

Before using this information and the product it supports, read the information in "Notices" on page 311.

This edition applies to Version 4 Release 1 of CICS Transaction Server for z/OS (product number 5655-S97) and to all subsequent releases and modifications until otherwise indicated in new editions.

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Contents

Preface	xiii
Who this manual is for	xiii
What this manual is about	xiii
What you need to know before reading this manual	xiii
Terminology	xiii

Changes in CICS Transaction Server for z/OS, Version 4 Release 1 xv

Part 1. Installation and setup 1

Chapter 1. Getting ready for object oriented CICS 3

Chapter 2. Installed contents. 5

Header files	5
Location	6
Dynamic link library.	6
Location	6
Sample source code	6
Location	6
Running the sample applications.	6
Other data sets for CICS Transaction Server for z/OS	7

Chapter 3. Hello World 9

Compile and link "Hello World"	10
Running "Hello World" on your CICS server	10
Expected Output from "Hello World".	10

Part 2. Using the CICS foundation classes 13

Chapter 4. C++ Objects. 15

Creating an object	15
Using an object	16
Deleting an object	16

Chapter 5. Overview of the foundation classes 17

Base classes	17
Resource identification classes	18
Resource classes	19
Support Classes	20
Using CICS resources	21
Creating a resource object	21
Calling methods on a resource object.	22

Chapter 6. Buffer objects 25

IccBuf class	25
Data area ownership	25
Data area extensibility	25

IccBuf constructors	26
IccBuf methods	27
Working with IccResource subclasses	27

Chapter 7. Using CICS Services 29

File control	29
Reading records	29
Writing records	30
Updating records	31
Deleting records	31
Browsing records	32
Example of file control	32
Program control	34
Starting transactions asynchronously	36
Starting transactions	36
Accessing start data	36
Cancelling unexpired start requests	36
Example of starting transactions	36
Transient Data	39
Reading data	39
Writing data	40
Deleting queues	40
Example of managing transient data	40
Temporary storage	41
Reading items	41
Writing items	41
Updating items	42
Deleting items	42
Example of Temporary Storage	42
Terminal control	43
Sending data to a terminal	43
Receiving data from a terminal	44
Finding out information about a terminal	44
Example of terminal control	44
Time and date services	45
Example of time and date services.	45

Chapter 8. Compiling, executing, and debugging 47

Compiling Programs	47
Executing Programs	47
Debugging Programs	47
Symbolic Debuggers	48
Tracing a Foundation Class Program	48
Execution Diagnostic Facility	48

Chapter 9. Conditions, errors, and exceptions 49

Foundation Class Abend codes	49
C++ Exceptions and the Foundation Classes	49
CICS conditions	51
Manual condition handling (noAction)	52
Automatic condition handling (callHandleEvent)	52
Exception handling (throwException).	53
Severe error handling (abendTask).	54

Platform differences	54
Object level	54
Method level	55
Parameter level	55

Chapter 10. Polymorphic Behavior 57

Example of polymorphic behavior	58
---	----

Chapter 11. Storage management 61

Chapter 12. Parameter passing conventions 63

Chapter 13. Scope of data in IccBuf reference returned from 'read' methods 65

**Part 3. Foundation
Classes—reference 67**

Chapter 14. Icc structure 69

Functions	69
boolText	69
catchException	69
conditionText	69
initializeEnvironment	70
isClassMemoryMgmtOn	70
isEDFOn	70
isFamilySubsetEnforcementOn	70
returnToCICS	71
setEDF	71
unknownException	71
Enumerations	71
Bool	71
BoolSet	72
ClassMemoryMgmt	72
FamilySubset	72
GetOpt	72
Platforms	73

Chapter 15. IccAbendData class 75

IccAbendData constructor (protected)	75
Constructor	75
Public methods	75
abendCode	75
ASRAInterrupt	75
ASRAKeyType	76
ASRAPSW	76
ASRARegisters	76
ASRASpaceType	77
ASRAStorageType	77
instance	78
isDumpAvailable	78
originalAbendCode	78
programName	78
Inherited public methods	79
Inherited protected methods	79

Chapter 16. IccAbsTime class 81

IccAbsTime constructor	81
Constructor (1)	81
Constructor (2)	81
Public methods	81
date	81
dayOfMonth	82
dayOfWeek	82
daysSince1900	82
hours	82
milliseconds	82
minutes	82
monthOfYear	82
operator=	83
packedDecimal	83
seconds	83
time	83
timeInHours	83
timeInMinutes	83
timeInSeconds	84
year	84
Inherited public methods	84
Inherited protected methods	84

Chapter 17. IccAlarmRequestId class 85

IccAlarmRequestId constructors	85
Constructor (1)	85
Constructor (2)	85
Constructor (3)	85
Public methods	85
isExpired	86
operator= (1)	86
operator= (2)	86
operator= (3)	86
setTimerECA	86
timerECA	86
Inherited public methods	86
Inherited protected methods	86

Chapter 18. IccBase class 89

IccBase constructor (protected)	89
Constructor	89
Public methods	89
classType	89
className	89
customClassNum	90
operator delete	90
operator new	90
Protected methods	90
setClassName	90
setCustomClassNum	90
Enumerations	91
ClassType	91
NameOpt	91

Chapter 19. IccBuf class 93

IccBuf constructors	93
Constructor (1)	93
Constructor (2)	93
Constructor (3)	93
Constructor (4)	94

Public methods	94
append (1).	94
append (2).	94
assign (1)	95
assign (2)	95
cut	95
dataArea	95
dataAreaLength	95
dataAreaOwner	96
dataAreaType.	96
dataLength	96
insert	96
isFMHContained	96
operator const char*	96
operator= (1)	97
operator= (2)	97
operator+= (1)	97
operator+= (2)	97
operator==	97
operator!=	98
operator« (1)	98
operator« (2)	98
operator« (3)	98
operator« (4)	98
operator« (5)	98
operator« (6)	98
operator« (7)	98
operator« (8)	99
operator« (9)	99
operator« (10)	99
operator« (11).	99
operator« (12)	99
operator« (13)	99
operator« (14)	99
operator« (15)	99
overlay	100
replace	100
setDataLength	100
setFMHContained	100
Inherited public methods	101
Inherited protected methods	101
Enumerations	101
DataAreaOwner	101
DataAreaType	101
Chapter 20. IccClock class.	103
IccClock constructor	103
Constructor	103
Public methods.	103
absTime	103
cancelAlarm	103
date	104
dayOfMonth	104
dayOfWeek	104
daysSince1900	104
milliseconds.	104
monthOfYear	105
setAlarm	105
time	105
update	106
year	106

Inherited public methods	106
Inherited protected methods	106
Enumerations	107
DateFormat	107
DayOfWeek	107
MonthOfYear	107
UpdateMode	107

Chapter 21. IccCondition structure 109

Enumerations	109
Codes	109
Range	110

Chapter 22. IccConsole class. 111

IccConsole constructor (protected)	111
Constructor	111
Public methods	111
instance	111
put	111
replyTimeout	111
resetRouteCodes	112
setAllRouteCodes	112
setReplyTimeout (1)	112
setReplyTimeout (2)	112
setRouteCodes	112
write	113
writeAndGetReply.	113
Inherited public methods	113
Inherited protected methods	114
Enumerations	114
SeverityOpt	114

Chapter 23. IccControl class 115

IccControl constructor (protected)	115
Constructor	115
Public methods.	115
callingProgramId	115
cancelAbendHandler	115
commArea	116
console	116
initData	116
instance	116
isCreated	116
programId	116
resetAbendHandler	117
returnProgramId	117
run	117
session	117
setAbendHandler (1)	117
setAbendHandler (2)	117
startRequestQ	118
system.	118
task	118
terminal	118
Inherited public methods	118
Inherited protected methods	119

Chapter 24. IccConvId class 121

IccConvId constructors	121
Constructor (1)	121

Constructor (2)	121
Public methods	121
operator= (1)	121
operator= (2)	121
Inherited public methods	122
Inherited protected methods	122

Chapter 25. IccDataQueue class 123

IccDataQueue constructors	123
Constructor (1)	123
Constructor (2)	123
Public methods	123
clear	123
empty	123
get	124
put	124
readItem	124
writeItem (1)	124
writeItem (2)	124
Inherited public methods	125
Inherited protected methods	125

Chapter 26. IccDataQueueId class 127

IccDataQueueId constructors	127
Constructor (1)	127
Constructor (2)	127
Public methods	127
operator= (1)	127
operator= (2)	127
Inherited public methods	128
Inherited protected methods	128

Chapter 27. IccEvent class. 129

IccEvent constructor	129
Constructor	129
Public methods	129
className	129
classType	129
condition	129
conditionText	130
methodName	130
summary	130
Inherited public methods	130
Inherited protected methods	130

Chapter 28. IccException class. 131

IccException constructor	131
Constructor	131
Public methods	132
className	132
classType	132
message	132
methodName	132
number	132
summary	132
type	133
typeText	133
Inherited public methods	133
Inherited protected methods	133
Enumerations	133

Type	133
----------------	-----

Chapter 29. IccFile class 135

IccFile constructors	135
Constructor (1)	135
Constructor (2)	135
Public methods	135
access	136
accessMethod	136
beginInsert(VSAM only)	136
deleteLockedRecord	136
deleteRecord	137
enableStatus	137
endInsert(VSAM only)	137
isAddable	137
isBrowsable	138
isDeletable	138
isEmptyOnOpen	138
isReadable	138
isRecoverable	139
isUpdatable	139
keyLength	139
keyPosition	139
openStatus	140
readRecord	140
recordFormat	140
recordIndex	141
recordLength	141
registerRecordIndex	141
rewriteRecord	141
setAccess	142
setEmptyOnOpen	142
setStatus	142
type	142
unlockRecord	143
writeRecord	143
Inherited public methods	144
Inherited protected methods	144
Enumerations	144
Access	144
ReadMode	145
SearchCriterion	145
Status	145

Chapter 30. IccFileId class. 147

IccFileId constructors	147
Constructor (1)	147
Constructor (2)	147
Public methods	147
operator= (1)	147
operator= (2)	147
Inherited public methods	148
Inherited protected methods	148

Chapter 31. IccFileIterator class 149

IccFileIterator constructor	149
Constructor	149
Public methods	149
readNextRecord	149
readPreviousRecord	150

reset	150
Inherited public methods	150
Inherited protected methods	151

Chapter 32. IccGroupId class 153

IccGroupId constructors	153
Constructor (1)	153
Constructor (2)	153
Public methods	153
operator= (1)	153
operator= (2)	153
Inherited public methods	154
Inherited protected methods	154

Chapter 33. IccJournal class 155

IccJournal constructors	155
Constructor (1)	155
Constructor (2)	155
Public methods	155
clearPrefix	155
journalTypeId	156
put	156
registerPrefix	156
setJournalTypeId (1)	156
setJournalTypeId (2)	156
setPrefix (1)	156
setPrefix (2)	156
wait	157
writeRecord (1)	157
writeRecord (2)	157
Inherited public methods	157
Inherited protected methods	158
Enumerations	158
Options	158

Chapter 34. IccJournalId class 159

IccJournalId constructors	159
Constructor (1)	159
Constructor (2)	159
Public methods	159
number	159
operator= (1)	159
operator= (2)	160
Inherited public methods	160
Inherited protected methods	160

Chapter 35. IccJournalTypeId class 161

IccJournalTypeId constructors	161
Constructor (1)	161
Constructor (2)	161
Public methods	161
operator= (1)	161
operator= (2)	161
Inherited public methods	162
Inherited protected methods	162

Chapter 36. IccKey class 163

IccKey constructors	163
Constructor (1)	163
Constructor (2)	163

Constructor (3)	163
Public methods	163
assign	163
completeLength	164
kind	164
operator= (1)	164
operator= (2)	164
operator= (3)	164
operator== (1)	164
operator== (2)	164
operator== (3)	164
operator!= (1)	164
operator!= (2)	165
operator!= (3)	165
setKind	165
value	165
Inherited public methods	165
Inherited protected methods	165
Enumerations	166
Kind	166

Chapter 37. IccLockId class 167

IccLockId constructors	167
Constructor (1)	167
Constructor (2)	167
Public methods	167
operator= (1)	167
operator= (2)	167
Inherited public methods	168
Inherited protected methods	168

Chapter 38. IccMessage class 169

IccMessage constructor	169
Constructor	169
Public methods	169
className	169
methodName	169
number	170
summary	170
text	170
Inherited public methods	170
Inherited protected methods	170

Chapter 39. IccPartnerId class 171

IccPartnerId constructors	171
Constructor (1)	171
Constructor (2)	171
Public methods	171
operator= (1)	171
operator= (2)	171
Inherited public methods	172
Inherited protected methods	172

Chapter 40. IccProgram class 173

IccProgram constructors	173
Constructor (1)	173
Constructor (2)	173
Public methods	173
address	173
clearInputMessage	173

entryPoint	174
length	174
link.	174
load	175
registerInputMessage	175
setInputMessage	175
unload	175
Inherited public methods	175
Inherited protected methods	176
Enumerations	176
CommitOpt	176
LoadOpt	176

Chapter 41. IccProgramId class 177

IccProgramId constructors	177
Constructor (1)	177
Constructor (2)	177
Public methods	177
operator= (1)	177
operator= (2)	177
Inherited public methods	178
Inherited protected methods	178

Chapter 42. IccRBA class 179

IccRBA constructor	179
Constructor	179
Public methods	179
operator= (1)	179
operator= (2)	179
operator== (1)	179
operator== (2)	180
operator!= (1)	180
operator!= (2)	180
number	180
Inherited public methods	180
Inherited protected methods	180

Chapter 43. IccRecordIndex class 181

IccRecordIndex constructor (protected)	181
Constructor	181
Public methods	181
length	181
type	181
Inherited public methods	182
Inherited protected methods	182
Enumerations	182
Type	182

Chapter 44. IccRequestId class 183

IccRequestId constructors	183
Constructor (1)	183
Constructor (2)	183
Constructor (3)	183
Public methods	183
operator= (1)	183
operator= (2)	184
Inherited public methods	184
Inherited protected methods	184

Chapter 45. IccResource class 185

IccResource constructor (protected)	185
Constructor	185
Public methods	185
actionOnCondition	185
actionOnConditionAsChar	185
actionsOnConditionsText	186
clear	186
condition	186
conditionText	187
get	187
handleEvent	187
id	187
isEDFOn	187
isRouteOptionOn	187
name	188
put	188
routeOption	188
setActionOnAnyCondition	188
setActionOnCondition	188
setActionsOnConditions	189
setEDF	189
setRouteOption (1)	189
setRouteOption (2)	189
Inherited public methods	190
Inherited protected methods	190
Enumerations	190
ActionOnCondition	190
HandleEventReturnOpt	190
ConditionType	191

Chapter 46. IccResourceId class 193

IccResourceId constructors (protected)	193
Constructor (1)	193
Constructor (2)	193
Public methods	193
name	193
nameLength	193
Protected methods	194
operator=	194
Inherited public methods	194
Inherited protected methods	194

Chapter 47. IccRRN class 195

IccRRN constructors	195
Constructor	195
Public methods	195
operator= (1)	195
operator= (2)	195
operator== (1)	195
operator== (2)	196
operator!= (1)	196
operator!= (2)	196
number	196
Inherited public methods	196
Inherited protected methods	196

Chapter 48. IccSemaphore class 197

IccSemaphore constructor	197
Constructor (1)	197
Constructor (2)	197

Public methods	197
lifeTime	197
lock	198
tryLock	198
type	198
unlock	198
Inherited public methods	198
Inherited protected methods	199
Enumerations	199
LockType	199
LifeTime	199
Chapter 49. IccSession class	201
IccSession constructors (public)	201
Constructor (1)	201
Constructor (2)	201
Constructor (3)	201
IccSession constructor (protected)	201
Constructor	201
Public methods	202
allocate	202
connectProcess (1)	202
connectProcess (2)	202
connectProcess (3)	203
converse	203
convId	203
errorCode	203
extractProcess	204
flush	204
free	204
get	204
isErrorSet	204
isNoDataSet	204
isSignalSet	205
issueAbend	205
issueConfirmation	205
issueError	205
issuePrepare	205
issueSignal	206
PIPList	206
process	206
put	206
receive	206
send (1)	207
send (2)	207
sendInvite (1)	207
sendInvite (2)	207
sendLast (1)	208
sendLast (2)	208
state	208
stateText	209
syncLevel	209
Inherited public methods	209
Inherited protected methods	210
Enumerations	210
AllocateOpt	210
SendOpt	210
StateOpt	210
SyncLevel	210

Chapter 50. IccStartRequestQ class 211

IccStartRequestQ constructor (protected)	211
Constructor	211
Public methods	211
cancel	211
clearData	212
data	212
instance	212
queueName	212
registerData	212
reset	212
retrieveData	213
returnTermId	213
returnTransId	213
setData	213
setQueueName	213
setReturnTermId (1)	214
setReturnTermId (2)	214
setReturnTransId (1)	214
setReturnTransId (2)	214
setStartOpts	214
start	215
Inherited public methods	215
Inherited protected methods	216
Enumerations	216
RetrieveOpt	216
ProtectOpt	216
CheckOpt	216
Chapter 51. IccSysId class 217	
IccSysId constructors	217
Constructor (1)	217
Constructor (2)	217
Public methods	217
operator= (1)	217
operator= (2)	217
Inherited public methods	218
Inherited protected methods	218
Chapter 52. IccSystem class 219	
IccSystem constructor (protected)	219
Constructor	219
Public methods	219
applName	219
beginBrowse (1)	219
beginBrowse (2)	220
dateFormat	220
endBrowse	220
freeStorage	220
getFile (1)	220
getFile (2)	221
getNextFile	221
getStorage	221
instance	221
operatingSystem	222
operatingSystemLevel	222
release	222
releaseText	222
sysId	223
workArea	223
Inherited public methods	223

Inherited protected methods	223
Enumerations	224
ResourceType	224
Chapter 53. IccTask class	225
IccTask Constructor (protected)	225
Constructor	225
Public methods	225
abend	225
abendData	225
commitUOW	226
delay	226
dump	226
enterTrace	227
facilityType	227
freeStorage	227
getStorage	228
instance	228
isCommandSecurityOn	228
isCommitSupported	228
isResourceSecurityOn	229
isRestarted	229
isStartDataAvailable	229
number	229
principalSysId	229
priority	230
rollBackUOW	230
setDumpOpts	230
setPriority	230
setWaitText	230
startType	231
suspend	231
transId	231
triggerDataQueueId	231
userId	231
waitExternal	232
waitOnAlarm	232
workArea	232
Inherited public methods	233
Inherited protected methods	233
Enumerations	233
AbendHandlerOpt	233
AbendDumpOpt	233
DumpOpts	233
FacilityType	234
StartType	234
StorageOpts	235
TraceOpt	235
WaitPostType	235
WaitPurgeability	235

Chapter 54. IccTempStore class 237

IccTempStore constructors	237
Constructor (1)	237
Constructor (2)	237
Public methods	237
clear	238
empty	238
get	238
numberOfItems	238

put	238
readItem	238
readNextItem	239
rewriteItem	239
writeItem (1)	239
writeItem (2)	240
Inherited public methods	240
Inherited protected methods	240
Enumerations	241
Location	241
NoSpaceOpt	241

Chapter 55. IccTempStoreId class 243

IccTempStoreId constructors	243
Constructor (1)	243
Constructor (2)	243
Public methods	243
operator= (1)	243
operator= (2)	243
Inherited public methods	244
Inherited protected methods	244

Chapter 56. IccTermId class 245

IccTermId constructors	245
Constructor (1)	245
Constructor (2)	245
Public methods	245
operator= (1)	245
operator= (2)	245
Inherited public methods	246
Inherited protected methods	246

Chapter 57. IccTerminal class 247

IccTerminal constructor (protected)	247
Constructor	247
Public methods	247
AID	247
clear	247
cursor	247
data	248
erase	248
freeKeyboard	248
get	248
height	248
inputCursor	249
instance	249
line	249
netName	249
operator« (1)	249
operator« (2)	249
operator« (3)	249
operator« (4)	249
operator« (5)	250
operator« (6)	250
operator« (7)	250
operator« (8)	250
operator« (9)	250
operator« (10)	250
operator« (11)	250
operator« (12)	250

operator« (13)	251
operator« (14)	251
operator« (15)	251
operator« (16)	251
operator« (17)	251
operator« (18)	251
put	251
receive	251
receive3270Data	252
send (1)	252
send (2)	252
send (3)	252
send (4)	253
send3270Data (1)	253
send3270Data (2)	253
send3270Data (3)	253
send3270Data (4)	254
sendLine (1)	254
sendLine (2)	254
sendLine (3)	254
sendLine (4)	254
setColor	255
setCursor (1)	255
setCursor (2)	255
setHighlight	256
setLine	256
setNewLine	256
setNextCommArea	256
setNextInputMessage	256
setNextTransId	257
signoff	257
signon (1)	257
signon (2)	257
waitForAID (1)	258
waitForAID (2)	258
width	258
workArea	258
Inherited public methods	258
Inherited protected methods	259
Enumerations	259
AIDVal	259
Case	259
Color	259
Highlight	260
NextTransIdOpt	260
Chapter 58. IccTerminalData class	261
IccTerminalData constructor (protected)	261
Constructor	261
Public methods	261
alternateHeight	261
alternateWidth	261
defaultHeight	262
defaultWidth	262
graphicCharCodeSet	262
graphicCharSetId	262
isAPLKeyboard	262
isAPLText	263
isBTrans	263
isColor	263
isEWA	263

isExtended3270	263
isFieldOutline	264
isGoodMorning	264
isHighlight	264
isKatakana	264
isMSRControl	264
isPS	265
isSOSI	265
isTextKeyboard	265
isTextPrint	265
isValidation	265
Inherited public methods	266
Inherited protected methods	266

Chapter 59. IccTime class 267

IccTime constructor (protected)	267
Constructor	267
Public methods	267
hours	267
minutes	267
seconds	267
timeInHours	268
timeInMinutes	268
timeInSeconds	268
type	268
Inherited public methods	268
Inherited protected methods	269
Enumerations	269
Type	269

Chapter 60. IccTimeInterval class . . . 271

IccTimeInterval constructors	271
Constructor (1)	271
Constructor (2)	271
Public methods	271
operator=	271
set	271
Inherited public methods	272
Inherited protected methods	272

Chapter 61. IccTimeOfDay class . . . 273

IccTimeOfDay constructors	273
Constructor (1)	273
Constructor (2)	273
Public methods	273
operator=	273
set	273
Inherited public methods	274
Inherited protected methods	274

Chapter 62. IccTPNameId class . . . 275

IccTPNameId constructors	275
Constructor (1)	275
Constructor (2)	275
Public methods	275
operator= (1)	275
operator= (2)	275
Inherited public methods	276
Inherited protected methods	276

Chapter 63. IccTransId class 277

IccTransId constructors 277
 Constructor (1) 277
 Constructor (2) 277
Public methods 277
 operator= (1) 277
 operator= (2) 277
Inherited public methods 278
Inherited protected methods 278

Chapter 64. IccUser class 279

IccUser constructors 279
 Constructor (1) 279
 Constructor (2) 279
Public methods 279
 changePassword 279
 daysUntilPasswordExpires 280
 ESMReason 280
 ESMResponse 280
 groupId 280
 invalidPasswordAttempts 280
 language 280
 lastPasswordChange 281
 lastUseTime 281
 passwordExpiration 281
 setLanguage 281
 verifyPassword 281
Inherited public methods 281
Inherited protected methods 282

Chapter 65. IccUserId class 283

IccUserId constructors 283
 Constructor (1) 283
 Constructor (2) 283
Public methods 283
 operator= (1) 283
 operator= (2) 283
Inherited public methods 284
Inherited protected methods 284

Chapter 66. IccValue structure 285

Enumeration 285
 Listing of valid CVDAs 285

Chapter 67. main function 287

Part 4. Appendixes 289

Appendix A. Mapping EXEC CICS calls to Foundation Class methods . . . 291

Appendix B. Mapping Foundation Class methods to EXEC CICS calls . . . 297

Appendix C. Output from sample programs 303

ICC\$BUF (IBUF) 303
ICC\$CLK (ICLK) 303
ICC\$DAT (IDAT) 303
ICC\$EXC1 (IEX1) 304
ICC\$EXC2 (IEX2) 304
ICC\$EXC3 (IEX3) 304
ICC\$FIL (IFIL) 304
ICC\$HEL (IHEL) 304
ICC\$JRN (IJRN) 305
ICC\$PRG1 (IPR1) 305
 First Screen 305
 Second Screen 305
ICC\$RES1 (IRS1) 305
ICC\$RES2 (IRS2) 306
ICC\$SEM (ISEM) 306
ICC\$SES1 (ISE1) 306
ICC\$SES2 (ISE2) 307
ICC\$SRQ1 (ISR1) 307
ICC\$SRQ2 (ISR2) 307
ICC\$SYS (ISYS) 308
ICC\$TMP (ITMP) 308
ICC\$TRM (ITRM) 308
ICC\$TSK (ITSK) 309

Notices 311

Trademarks 312

Bibliography 313

CICS books for CICS Transaction Server for z/OS 313
CICSPlex SM books for CICS Transaction Server for z/OS 314
Other CICS publications 314
Other IBM publications 314

Accessibility 315

Index 317

Preface

The CICS® family provides robust transaction processing capabilities across the major hardware platforms that IBM® offers, and also across key non-IBM platforms.

It is not intended to be a product in its own right.

The CICS C++ foundation classes, as described here, allow an application programmer to access many of the CICS services that are available via the EXEC CICS procedural application programming interface (API). They also provide an object model, making OO application development simpler and more intuitive.

Who this manual is for

This manual documents intended Programming Interfaces that allow the customer to write programs to obtain the services of Version 4 Release 1.

This manual is for CICS application programmers who want to know how to use the CICS foundation classes.

What this manual is about

This manual is divided into three parts and three appendixes:

- Part 1, “Installation and setup,” on page 1 describes how to install the product and check that the installation is complete.
- Part 2, “Using the CICS foundation classes,” on page 13 describes the classes and how to use them.
- Part 3, “Foundation Classes—reference,” on page 67 contains the reference material: the class descriptions and their methods.
- For those of you familiar with the EXEC CICS calls, Appendix A, “Mapping EXEC CICS calls to Foundation Class methods,” on page 291 maps EXEC CICS calls to the foundation class methods detailed in this manual.
- Appendix B, “Mapping Foundation Class methods to EXEC CICS calls,” on page 297 maps them the other way — foundation class methods to EXEC CICS calls.
- Appendix C, “Output from sample programs,” on page 303 contains the output from the sample programs.

What you need to know before reading this manual

Chapter 1, “Getting ready for object oriented CICS,” on page 3 describes what you need to know to understand this manual.

Terminology

“CICS” is used throughout this manual to mean the CICS element of the IBM CICS Transaction Server for z/OS®, Version 3 Release 2.

“RACF” is used throughout this book to mean the z/OS Resource Access Control Facility (RACF[®]) or any other external security manager that provides equivalent function.

In the programming examples in this book, the dollar symbol (\$) is used as a national currency symbol. In countries where the dollar is not the national currency, the local currency symbol should be used.

Changes in CICS Transaction Server for z/OS, Version 4 Release 1

For information about changes that have been made in this release, please refer to *What's New* in the information center, or the following publications:

- *CICS Transaction Server for z/OS What's New*
- *CICS Transaction Server for z/OS Upgrading from CICS TS Version 3.2*
- *CICS Transaction Server for z/OS Upgrading from CICS TS Version 3.1*
- *CICS Transaction Server for z/OS Upgrading from CICS TS Version 2.3*

Part 1. Installation and setup

This section describes the CICS foundation classes installed on your CICS server.

Chapter 1. Getting ready for object oriented CICS

You must be familiar with object oriented concepts and technology, the C++ language and with CICS in order to understand the topics that follow.

This is not intended to be an introduction to any of these subjects.

Chapter 2. Installed contents

The CICS foundation classes package consists of several files or data sets.

The CICS foundation classes package consists of several files or datasets. These contain the:

- header files
- executables (DLL's)
- samples
- other CICS Transaction Server for z/OS files

This section describes the files that comprise the CICS C++ Foundation Classes and explains where you can find them on your CICS server.

Header files

The header files are the C++ class definitions needed to compile CICS C++ Foundation Class programs.

C++ Header File	Classes Defined in this Header
ICCABDEH	IccAbendData
ICCBASEH	IccBase
ICCBUFEH	IccBuf
ICCCLKEH	IccClock
ICCCNDEH	IccCondition (struct)
ICCCONEH	IccConsole
ICCCTLEH	IccControl
ICCDATEH	IccDataQueue
ICCEH	see 1 on page 6
ICCEVTEH	IccEvent
ICCEXCEH	IccException
ICCFIEH	IccFile
ICCFLIEH	IccFileIterator
ICCGLBEH	Icc (struct) (global functions)
ICJRNEH	IccJournal
ICCMSGEH	IccMessage
ICCPRGEH	IccProgram
ICCRECEH	IccRecordIndex, IccKey, IccRBA and IccRRN
ICCRESEH	IccResource
ICCRIDEH	IccResourceId + subclasses (such as IccConvId)
ICCSEMEH	IccSemaphore
ICCSESEH	IccSession
ICCSRQEH	IccStartRequestQ
ICCSYSEH	IccSystem
ICCTIMEH	IccTime, IccAbsTime, IccTimeInterval, IccTimeOfDay
ICCTMDEH	IccTerminalData
ICCTMPEH	IccTempStore
ICCTRMEH	IccTerminal
ICCTSKEH	IccTask
ICCUSREH	IccUser
ICCVALEH	IccValue (struct)

Note:

1. A single header that #includes all the above header files is supplied as ICCEH
2. The file ICCMAIN is also supplied with the C++ header files. This contains the **main** function stub that should be used when you build a Foundation Class program.

Location

PDS: CICSTS41.CICS.SDFHC370

Dynamic link library

The Dynamic Link Library is the runtime that is needed to support a CICS C++ Foundation Class program.

Location

ICCFCDLL module in PDS: CICSTS41.CICS.SDFHLOAD

Sample source code

The samples are provided to help you understand how to use the classes to build object oriented applications.

Location

PDS: CICSTS41.CICS.SDFHSAMP

Running the sample applications.

If you have installed the resources defined in the member DFHCURDS, you should be ready to run some of the sample applications.

The sample programs are supplied as source code in library CICSTS41.CICS.SDFHSAMP and before you can run the sample programs, you need to compile, pre-link and link them. To do this, use the procedure ICCFCCL in dataset CICSTS41.CICS.SDFHPROC.

ICCFCCL contains the Job Control Language needed to compile, pre-link and link a CICS user application. Before using ICCFCCL you may find it necessary to perform some customization to conform to your installation standards. See also "Compiling Programs" on page 47.

Sample programs such as ICC\$BUF, ICC\$CLK and ICC\$HEL require no additional CICS resource definitions, and should now execute successfully.

Other sample programs, in particular the DTP samples named ICC\$SES1 and ICC\$SES2, require additional CICS resource definitions. Refer to the prologues in the source of the sample programs for information about these additional requirements.

Other data sets for CICS Transaction Server for z/OS

CICSTS41.CICS.SDFHSDCK contains the member

- ICCFCIMP - 'sidedeck' containing import control statements

CICSTS41.CICS.SDFHPROC contains the members

- ICCFCC - JCL to compile a CFC user program
- ICCFCCL - JCL to compile, prelink and link a CFC user program
- ICCFCGL - JCL to compile and link an XPLINK program that uses CFC libraries.
- ICCFCL - JCL to prelink and link a CFC user program

CICSTS41.CICS.SDFHLOAD contains the members

- DFHCURDS - program definitions required for CICS system definition.
- DFHCURDI - program definitions required for CICS system definition.

Chapter 3. Hello World

When you start programming in an unaccustomed environment the hardest task is usually getting something—anything—to work and to be seen to be working.

The initial difficulty is not in the internals of the program, but in bringing everything together—the CICS server, the programming environment, program inputs and program outputs.

This example shows how to get started in CICS OO programming. It is intended as an appetizer; Chapter 5, “Overview of the foundation classes,” on page 17 is a more formal introduction and you should read it before you attempt serious OO programming.

This example could not be much simpler but when it works it is a visible demonstration that you have got everything together and can go on to greater things. The program writes a simple message to the CICS terminal.

There follows a series of program fragments interspersed with commentary. The source for this program can be found in sample ICC\$HEL (see “Sample source code” on page 6 for the location).

```
#include "icceh.hpp"  
#include "iccmain.hpp"
```

The first line includes the header file, ICCEH, which includes the header files for all the CICS Foundation Class definitions. Note that it is coded as "icceh.hpp" to preserve cross-platform, C++ language conventions.

The second line includes the supplied program stub. This stub contains the **main** function, which is the point of entry for any program that uses the supplied classes and is responsible for initializing them correctly. (See Chapter 67, “main function,” on page 287 for more details). You are strongly advised to use the stub provided but you may in certain cases tailor this stub to your own requirements. The stub initializes the class environment, creates the program control object, then invokes the **run** method, which is where the application program should 'live'.

```
void IccUserControl::run()  
{
```

The code that controls the program flow resides not in the **main** function but in the **run** method of a class derived from **IccControl** (see Chapter 23, “IccControl class,” on page 115). The user can define their own subclass of **IccControl** or, as here, use the default one – **IccUserControl**, which is defined in ICCMAIN – and just provide a definition for the **run** method.

```
IccTerminal* pTerm = terminal();
```

The **terminal** method of **IccControl** class is used to obtain a pointer to the terminal object for the application to use.

```
pTerm->erase();
```

The **erase** method clears the current contents of the terminal.

```
pTerm->send(10, 35, "Hello World");
```

The **send** method is called on the terminal object. This causes "Hello World" to be written to the terminal screen, starting at row 10, column 35.

```
pTerm->waitForAID();
```

This waits until the terminal user hits an AID (Action Identifier) key.

```
return;  
}
```

Returning from the **run** method causes program control to return to CICS.

Compile and link "Hello World"

The "Hello World" sample is provided as sample ICC\$HEL (see "Sample source code" on page 6). Find this sample and copy it to your own work area.

To compile and link any CICS C++ Foundation program you need access to:

1. The source of the program, here ICC\$HEL.
2. The Foundation Classes header files (see "Header files" on page 5).
3. The Foundation Classes dynamic link library (see "Dynamic link library" on page 6).

See Chapter 8, "Compiling, executing, and debugging," on page 47 for the JCL required to compile the sample program.

Running "Hello World" on your CICS server

To run the program you have just compiled on your CICS server, you need to make the executable program available to CICS (that is, make sure it is in a suitable directory or load library).

Then, depending on your server, you may need to create a CICS program definition for your executable. Finally, you may logon to a CICS terminal and run the program.

To do this,

1. Logon to a CICS terminal and enter either:
IHEL
or
CECI LINK PROGRAM(ICC\$HEL)
2. If you are not using program autoinstall on your CICS region, define the program ICC\$HEL to CICS using the supplied transaction CEDA.
3. Log on to a CICS terminal.
4. On CICS terminal run: CECI LINK PROGRAM(ICC\$HEL)

Expected Output from "Hello World"

This is what you should see on the CICS terminal if program ICC\$HEL has been built and executed successfully.

Hello World

Hit an Action Identifier, such as the ENTER key, to return.

Part 2. Using the CICS foundation classes

This section describes the CICS foundation classes and how to use them. There is a formal listing of the user interface in Part 3, “Foundation Classes—reference,” on page 67.

Chapter 4. C++ Objects

This section describes how to create, use, and delete objects.

This section describes how to create, use, and delete objects. In our context an object is an instance of a class. An object cannot be an instance of a base or abstract base class. It is possible to create objects of all the concrete (non-base) classes described in the reference part of this book.

Creating an object

If a class has a constructor it is executed when an object of that class is created. This constructor typically initializes the state of the object. Foundation Classes' constructors often have mandatory positional parameters that the programmer must provide at object creation time.

C++ objects can be created in one of two ways:

1. Automatically, where the object is created on the C++ stack. For example:
Here, objX and objY are automatically created on the stack. Their lifetime is

```
{
  ClassX    objX
  ClassY    objY(parameter1);
}           //objects deleted here
```

limited by the context in which they were created; when they go out of scope they are automatically deleted (that is, their destructors run and their storage is released).

2. Dynamically, where the object is created on the C++ heap. For example:
Here we deal with pointers to objects instead of the objects themselves. The

```
{
  ClassX*   pObjX = new ClassX;
  ClassY*   pObjY = new ClassY(parameter1);
}           //objects NOT deleted here
```

lifetime of the object outlives the scope in which it was created. In the above sample the pointers (pObjX and pObjY) are 'lost' as they go out of scope but the objects they pointed to still exist! The objects exist until they are explicitly deleted as shown here:

```
{
  ClassX*   pObjX = new ClassX;
  ClassY*   pObjY = new ClassY(parameter1);
  :
  pObjX->method1();
  pObjY->method2();
  :
  delete pObjX;
  delete pObjY;
}
```

Most of the samples in this book use automatic storage. You are *advised* to use automatic storage, because you do not have to remember to explicitly delete objects,

but you are free to use either style for CICS C++ Foundation Class programs. For more information on Foundation Classes and storage management see Chapter 11, "Storage management," on page 61.

Using an object

Any of the class public methods can be called on an object of that class.

Any of the class public methods can be called on an object of that class. The following example creates object *obj* and then calls method **doSomething** on it:

```
ClassY obj("TEMP1234");  
obj.doSomething();
```

Alternatively, you can do this using dynamic object creation:

```
ClassY* pObj = new ClassY("parameter1");  
pObj->doSomething();
```

Deleting an object

When an object is destroyed its destructor function, which has the same name as the class preceded with ~(tilde), is automatically called. (You cannot call the destructor explicitly).

If the object was created automatically it is automatically destroyed when it goes out of scope.

If the object was created dynamically it exists until an explicit **delete** operator is used.

Chapter 5. Overview of the foundation classes

This topic is a formal introduction to what the Foundation Classes can do for you.

See Chapter 3, “Hello World,” on page 9 for a simple example to get you started. The sectionchapter takes a brief look at the CICS C++ Foundation Class library by considering the categories in turn.

See Part 3, “Foundation Classes—reference,” on page 67 for more detailed information on the Foundation Classes.

Every class that belongs to the CICS Foundation Classes is prefixed by **Icc**.

Base classes

All classes inherit, directly or indirectly, from **IccBase**.

```
IccBase
  IccRecordIndex
  IccResource
    IccControl
    IccTime
  IccResourceId
```

Figure 1. Base classes

All resource identification classes, such as **IccTermId**, and **IccTransId**, inherit from **IccResourceId** class. These are typically CICS table entries.

All CICS resources—in fact any class that needs access to CICS services—inherit from **IccResource** class.

Base classes enable common interfaces to be defined for categories of class. They are used to create the foundation classes, as provided by IBM, and they can be used by application programmers to create their own derived classes.

IccBase

The base for every other foundation class. It enables memory management and allows objects to be interrogated to discover which type they are.

IccControl

The abstract base class that the application program has to subclass and provide with an implementation of the **run** method.

IccResource

The base class for all classes that access CICS resources or services. See “Resource classes” on page 19.

IccResourceId

The base class for all table entry (resource name) classes, such as **IccFileId** and **IccTempStoreId**.

IccTime

The base class for the classes that store time information: **IccAbsTime**, **IccTimeInterval** and **IccTimeOfDay**.

Resource identification classes

Resource identification classes are as follows.

IccBase

- IccResourceId**
 - IccConvId**
 - IccDataQueueId**
 - IccFileId**
 - IccGroupId**
 - IccJournalId**
 - IccJournalTypeId**
 - IccLockId**
 - IccPartnerId**
 - IccProgramId**
 - IccRequestId**
 - IccAlarmRequestId**
 - IccSysId**
 - IccTempStoreId**
 - IccTermId**
 - IccTPNameId**
 - IccTransId**
 - IccUserId**

Figure 2. Resource identification classes

CICS resource identification classes define CICS resource identifiers – typically entries in one of the CICS tables. For example an **IccFileId** object represents a CICS file name – an FCT (file control table) entry. All concrete resource identification classes have the following properties:

- The name of the class ends in **Id**.
- The class is a subclass of the **IccResourceId** class.
- The constructors check that any supplied table entry meets CICS standards. For example, an **IccFileId** object must contain a 1 to 8 byte character field; providing a 9-byte field is not tolerated.

The resource identification classes improve type checking; methods that expect an **IccFileId** object as a parameter do not accept an **IccProgramId** object instead. If character strings representing the resource names are used instead, the compiler cannot check for validity – it cannot check whether the string is a file name or a program name.

Many of the resource classes, described in “Resource classes” on page 19, contain resource identification classes. For example, an **IccFile** object contains an **IccFileId** object. You must use the resource object, not the resource identification object to operate on a CICS resource. For example, you must use **IccFile**, rather than **IccFileId** to read a record from a file.

Class	CICS resource	CICS table
IccAlarmRequestId	alarm request	
IccConvId	conversation	

Class	CICS resource	CICS table
IccDataQueueId	data queue	
IccFileId	file	FCT
IccGroupId	group	
IccJournalId	journal	
IccJournalTypeId	journal type	
IccLockId	(Not applicable)	
IccPartnerId	APPC partner definition files	
IccProgramId	program	PPT
IccRequestId	request	
IccSysId	remote system	
IccTempStoreId	temporary storage	TST
IccTermId	terminal	TCT
IccTPNameId	remote APPC TP name	
IccTransId	transaction	PCT
IccUserId	user	

Resource classes

All CICS resource classes inherit from the **IccResource** base class.

IccBase

IccResource
IccAbendData
IccClock
IccConsole
IccControl
IccDataQueue
IccFile
IccFileIterator
IccJournal
IccProgram
IccSemaphore
IccSession
IccStartRequestQ
IccSystem
IccTask
IccTempStore
IccTerminal
IccTerminalData
IccUser

Figure 3. Resource classes

These classes model the behavior of the major CICS resources, for example:

- Terminals are modelled by **IccTerminal**.
- Programs are modelled by **IccProgram**.
- Temporary Storage queues are modelled by **IccTempStore**.
- Transient Data queues are modelled by **IccDataQueue**.

Any operation on a CICS resource may raise a CICS condition; the **condition** method of **IccResource** (see page “condition” on page 186) can interrogate it.

(Any class that accesses CICS services *must* be derived from **IccResource**).

Class	CICS resource
IccAbendData	task abend data
IccClock	CICS time and date services
IccConsole	CICS console
IccControl	control of executing program
IccDataQueue	transient data queue
IccFile	file
IccFileIterator	file iterator (browsing files)
IccJournal	user or system journal
IccProgram	program (outside executing program)
IccSemaphore	semaphore (locking services)
IccSession	session
IccStartRequestQ	start request queue; asynchronous transaction starts
IccSystem	CICS system
IccTask	current task
IccTempStore	temporary storage queue
IccTerminal	terminal belonging to current task
IccTerminalData	attributes of IccTerminal
IccTime	time specification
IccUser	user (security attributes)

Support Classes

Support classes are as follows.

IccBase

- IccBuf
- IccEvent
- IccException
- IccMessage
- IccRecordIndex
 - IccKey
 - IccRBA
 - IccRRN
- IccResource
- IccTime
 - IccAbsTime
 - IccTimeInterval
 - IccTimeOfDay

Figure 4. Support classes

These classes are tools that complement the resource classes: they make life easier for the application programmer and thus add value to the object model.

Resource class	Description
IccAbsTime	Absolute time (milliseconds since January 1 1900)
IccBuf	Data buffer (makes manipulating data areas easier)
IccEvent	Event (the outcome of a CICS command)
IccException	Foundation Class exception (supports the C++ exception handling model)
IccTimeInterval	Time interval (for example, five minutes)
IccTimeOfDay	Time of day (for example, five minutes past six)

IccAbsTime, **IccTimeInterval** and **IccTimeOfDay** classes make it simpler for the application programmer to specify time measurements as objects within an application program. **IccTime** is a base class: **IccAbsTime**, **IccTimeInterval**, and **IccTimeOfDay** are derived from **IccTime**.

Consider method **delay** in class **IccTask**, whose signature is as follows:

```
void delay(const IccTime& time, const IccRequestId* reqId = 0);
```

To request a delay of 1 minute and 7 seconds (that is, a time interval) the application programmer can do this:

```
IccTimeInterval time(0, 1, 7);  
task()->delay(time);
```

Note: The task method is provided in class **IccControl** and returns a pointer to the application's task object.

Alternatively, to request a delay until 10 minutes past twelve (lunchtime?) the application programmer can do this:

```
IccTimeOfDay lunchtime(12, 10);  
task()->delay(lunchtime);
```

The **IccBuf** class allows easy manipulation of buffers, such as file record buffers, transient data record buffers, and COMMAREAs (for more information on **IccBuf** class see Chapter 6, "Buffer objects," on page 25).

IccMessage class is used primarily by **IccException** class to encapsulate a description of why an exception was thrown. The application programmer can also use **IccMessage** to create their own message objects.

IccException objects are thrown from many of the methods in the Foundation Classes when an error is encountered.

The **IccEvent** class allows a programmer to gain access to information relating to a particular CICS event (command).

Using CICS resources

To use a CICS resource, such as a file or program, you must first create an appropriate object and then call methods on the object.

Creating a resource object

When you create a resource object you create a representation of the actual CICS resource (such as a file or program). You do not create the CICS resource; the object is the application's view of the resource. The same is true of destroying objects.

Use an accompanying resource identification object when creating a resource object. For example:

```
IccFileId id("XYZ123");  
IccFile file(id);
```

This allows the C++ compiler to protect you against doing something wrong such as:

```
IccDataQueueId id("WXYZ");  
IccFile        file(id);           //gives error at compile time
```

The alternative of using the text name of the resource when creating the object is also permitted:

```
IccFile file("XYZ123");
```

Singleton classes

Many resource classes, such as **IccFile**, can be used to create multiple resource objects within a single program.

```
IccFileId id1("File1");  
IccFileId id2("File2");  
IccFile   file1(id1);  
IccFile   file2(id2);
```

However, some resource classes are designed to allow the programmer to create only *one* instance of the class; these are called singleton classes. The following Foundation Classes are singleton:

- **IccAbendData** provides information about task abends.
- **IccConsole**, or a derived class, represents the system console for operator messages.
- **IccControl**, or a derived class, such as **IccUserControl**, controls the executing program.
- **IccStartRequestQ**, or a derived class, allows the application program to start CICS transactions (tasks) asynchronously.
- **IccSystem**, or a derived class, is the application view of the CICS system in which it is running.
- **IccTask**, or a derived class, represents the CICS task under which the executing program is running.
- **IccTerminal**, or a derived class, represents your task's terminal, provided that your principal facility is a 3270 terminal.

Any attempt to create more than one object of a singleton class results in an error – a C++ exception is thrown.

A class method, **instance**, is provided for each of these singleton classes, which returns a pointer to the requested object and creates one if it does not already exist. For example:

```
IccControl* pControl = IccControl::instance();
```

Calling methods on a resource object

Any of the public methods can be called on an object of that class.

For example:


```
IccTempStoreId id("TEMP1234");  
IccTempStore temp(id);  
temp.writeItem("Hello TEMP1234");
```

Method **writeItem** writes the contents of the string it is passed ("Hello TEMP1234") to the CICS Temporary Storage queue "TEMP1234".

Chapter 6. Buffer objects

The Foundation Classes make extensive use of **IccBuf** objects – buffer objects that simplify the task of handling pieces of data or records.

Understanding the use of these objects is a necessary precondition for much of the rest of this book.

Each of the CICS Resource classes that involve passing data to CICS (for example by writing data records) and getting data from CICS (for example by reading data records) make use of the **IccBuf** class. Examples of such classes are **IccConsole**, **IccDataQueue**, **IccFile**, **IccFileIterator**, **IccJournal**, **IccProgram**, **IccSession**, **IccStartRequestQ**, **IccTempStore**, and **IccTerminal**.

IccBuf class

IccBuf, which is described in detail in the reference part of this book, provides generalized manipulation of data areas.

Because it can be used in a number of ways, there are several **IccBuf** constructors that affect the behavior of the object. Two important attributes of an **IccBuf** object are now described.

Data area ownership

IccBuf has an attribute indicating whether the data area has been allocated inside or outside of the object.

The possible values of this attribute are 'internal' and 'external'. It can be interrogated by using the **dataAreaOwner** method.

Internal/External ownership of buffers

When **DataAreaOwner** = external, it is the application programmer's responsibility to ensure the validity of the storage on which the **IccBuf** object is based. If the storage is invalid or inappropriate for a particular method applied to the object, unpredictable results will occur.

Data area extensibility

This attribute defines whether the length of the data area within the **IccBuf** object, once created, can be increased.

The possible values of this attribute are 'fixed' and 'extensible'. It can be interrogated by using the **dataAreaType** method.

As an object that is 'fixed' cannot have its data area size increased, the length of the data (for example, a file record) assigned to the **IccBuf** object must not exceed the data area length, otherwise a C++ exception is thrown.

Note: By definition, an 'extensible' buffer *must* also be 'internal'.

IccBuf constructors

There are several forms of the **IccBuf** constructor, used when creating **IccBuf** objects.

Some examples are shown here.

```
IccBuf buffer;
```

This creates an 'internal' and 'extensible' data area that has an initial length of zero. When data is assigned to the object the data area length is automatically extended to accommodate the data being assigned.

```
IccBuf buffer(50);
```

This creates an 'internal' and 'extensible' data area that has an initial length of 50 bytes. The data length is zero until data is assigned to the object. If 50 bytes of data are assigned to the object, both the data length and the data area length return a value of 50. When more than 50 bytes of data are assigned into the object, the data area length is automatically (that is, without further intervention) extended to accommodate the data.

```
IccBuf buffer(50, IccBuf::fixed);
```

This creates an 'internal' and 'fixed' data area that has a length of 50 bytes. If an attempt is made to assign more than 50 bytes of data into the object, the data is truncated and an exception is thrown to notify the application of the error situation.

```
struct MyRecordStruct
{
    short id;
    short code;
    char data(30);
    char rating;
};
MyRecordStruct myRecord;
IccBuf buffer(sizeof(MyRecordStruct), &myRecord);
```

This creates an **IccBuf** object that uses an 'external' data area called myRecord. By definition, an 'external' data area is also 'fixed'. Data can be assigned using the methods on the **IccBuf** object or using the myRecord structure directly.

```
IccBuf buffer("Hello World");
```

This creates an 'internal' and 'extensible' data area that has a length equal to the length of the string "Hello World". The string is copied into the object's data area. This initial data assignment can then be changed using one of the manipulation methods (such as **insert**, **cut**, or **replace**) provided.

```
IccBuf buffer("Hello World");
buffer << " out there";
IccBuf buffer2(buffer);
```

Here the copy constructor creates the second buffer with almost the same attributes as the first; the exception is the data area ownership attribute – the second object always contains an 'internal' data area that is a copy of the data area in the first. In the above example buffer2 contains "Hello World out there" and has both data area length and data length of 21.

IccBuf methods

An **IccBuf** object can be manipulated using a number of supplied methods; for example you can append data to the buffer, change the data in the buffer, cut data out of the buffer, or insert data into the middle of the buffer.

The operators **const char***, **=**, **+=**, **==**, **!=**, and **<<** have been overloaded in class **IccBuf**. There are also methods that allow the **IccBuf** attributes to be queried. For more details see the reference section.

Working with IccResource subclasses

To illustrate working with **IccResource** subclasses, consider writing a queue item to CICS temporary storage using **IccTempstore** class.

```
IccTempStore store("TEMP1234");  
IccBuf      buffer(50);
```

The **IccTempStore** object created is the application's view of the CICS temporary storage queue named "TEMP1234". The **IccBuf** object created holds a 50-byte data area (it also happens to be 'extensible').

```
buffer = "Hello Temporary Storage Queue";  
store.writeItem(buffer);
```

The character string "Hello Temporary Storage Queue" is copied into the buffer. This is possible because the **operator=** method has been overloaded in the **IccBuf** class.

The **IccTempStore** object calls its **writeItem** method, passing a reference to the **IccBuf** object as the first parameter. The contents of the **IccBuf** object are written out to the CICS temporary storage queue.

Now consider the inverse operation, reading a record from the CICS resource into the application program's **IccBuf** object:

```
buffer = store.readItem(5);
```

The **readItem** method reads the contents of the fifth item in the CICS Temporary Storage queue and returns the data as an **IccBuf** reference.

The C++ compiler resolves the above line of code into two method calls, **readItem** defined in class **IccTempStore** and **operator=** which has been overloaded in class **IccBuf**. This second method takes the contents of the returned **IccBuf** reference and copies its data into the buffer.

The above style of reading and writing records using the foundation classes is typical. The final example shows how to write code – using a similar style to the above example – but this time accessing a CICS transient data queue.

```
IccDataQueue queue("DATQ");  
IccBuf      buffer(50);  
buffer = queue.readItem();  
buffer << "Some extra data";  
queue.writeItem(buffer);
```

The **readItem** method of the **IccDataQueue** object is called, returning a reference to an **IccBuf** which it then assigns (via **operator=** method, overloaded in class **IccBuf**)

to the buffer object. The character string – "Some extra data" – is appended to the buffer (via **operator chevron** « method, overloaded in class **IccBuf**). The **writeln** method then writes back this modified buffer to the CICS transient data queue.

You can find further examples of this syntax in the samples presented in the following sectionchapters, which describe how to use the foundation classes to access CICS services.

Please refer to the reference section for further information on the **IccBuf** class. You might also find the supplied sample – ICC\$BUF – helpful.

Chapter 7. Using CICS Services

This section describes how to use CICS services. The services are considered in turn.

File control

The file control classes **IccFile**, **IccFileId**, **IccKey**, **IccRBA**, and **IccRRN** allow you to read, write, update and delete records in files.

In addition, **IccFileIterator** class allows you to browse through all the records in a file.

An **IccFile** object is used to represent a file. It is convenient, but not necessary, to use an **IccFileId** object to identify a file by name.

An application program reads and writes its data in the form of individual records. Each read or write request is made by a method call. To access a record, the program must identify both the file and the particular record.

VSAM (or VSAM-like) files are of the following types:

KSDS

Key-sequenced: each record is identified by a key – a field in a predefined position in the record. Each key must be unique in the file.

The logical order of records within a file is determined by the key. The physical location is held in an index which is maintained by VSAM.

When browsing, records are found in their logical order.

ESDS Entry-sequenced: each record is identified by its relative byte address (RBA).

Records are held in an ESDS in the order in which they were first loaded into the file. New records are always added at the end and records may not be deleted or have their lengths altered.

When browsing, records are found in the order in which they were originally written.

RRDS file

Relative record: records are written in fixed-length slots. A record is identified by the relative record number (RRN) of the slot which holds it.

Reading records

A read operation uses two classes – **IccFile** to perform the operation and one of **IccKey**, **IccRBA**, and **IccRRN** to identify the particular record, depending on whether the file access type is KSDS, ESDS, or RRDS.

The **readRecord** method of **IccFile** class reads the record.

Reading KSDS records

Before reading a record you must use the **registerRecordIndex** method of **IccFile** to associate an object of class **IccKey** with the file.

You must use a key, held in the **IccKey** object, to access records. A 'complete' key is a character string of the same length as the physical file's key. Every record can be separately identified by its complete key.

A key can also be 'generic'. A generic key is shorter than a complete key and is used for searching for a set of records. The **IccKey** class has methods that allow you to set and change the key.

IccFile class has methods **isReadable**, **keyLength**, **keyPosition**, **recordIndex**, and **recordLength**, which help you when reading KSDS records.

Reading ESDS records

You must use a relative byte address (RBA) held in an **IccRBA** object to access the beginning of a record.

Before reading a record you must use the **registerRecordIndex** method of **IccFile** to associate an object of class **IccRBA** with the file.

IccFile class has methods **isReadable**, **recordFormat**, **recordIndex**, and **recordLength** that help you when reading ESDS records.

Reading RRDS records

You must use a relative record number (RRN) held in an **IccRRN** object to access a record.

Before reading a record you must use **registerRecordIndex** method of **IccFile** to associate an object of class **IccRRN** with the file.

IccFile class has methods **isReadable**, **recordFormat**, **recordIndex**, and **recordLength** which help you when reading RRDS records.

Writing records

Writing records is also known as "adding records".

This topic describes writing records that have not previously been written. Writing records that already exist is not permitted unless they have been previously been put into 'update' mode. See "Updating records" on page 31 for more information.

Before writing a record you must use **registerRecordIndex** method of **IccFile** to associate an object of class **IccKey**, **IccRBA**, or **IccRRN** with the file. The **writeRecord** method of **IccFile** class writes the record.

A write operation uses two classes – **IccFile** to perform the operation and one of **IccKey**, **IccRBA**, and **IccRRN** to identify the particular record, depending on whether the file access type is KSDS, ESDS, or RRDS.

If you have more than one record to write, you can improve the speed of writing by using mass insertion of data. You begin and end this mass insertion by calling the **beginInsert** and **endInsert** methods of **IccFile**.

Writing KSDS records

You must use a key, held in an **IccKey** object to access records.

A 'complete' key is a character string that uniquely identifies a record. Every record can be separately identified by its complete key.

The **writeRecord** method of **IccFile** class writes the record.

IccFile class has methods **isAddable**, **keyLength**, **keyPosition**, **recordIndex**, **recordLength**, and **registerRecordIndex** which help you when writing KSDS records.

Writing ESDS records

You must use a relative byte address (RBA) held in an **IccRBA** object to access the beginning of a record.

IccFile class has methods **isAddable**, **recordFormat**, **recordIndex**, **recordLength**, and **registerRecordIndex** that help you when writing ESDS records.

Writing RRDS records

Use the **writeRecord** method to add a new ESDS record.

IccFile class has methods **isAddable**, **recordFormat**, **recordIndex**, **recordLength**, and **registerRecordIndex** that help you when writing RRDS records.

Updating records

Updating a record is also known as "rewriting a record".

Before updating a record you must first read it, using **readRecord** method in 'update' mode. This locks the record so that nobody else can change it.

Use **rewriteRecord** method to update the record. Note that the **IccFile** object remembers which record is being processed and this information is not passed in again.

For an example, see code fragment: "Read record for update".

The base key in a KSDS file must not be altered when the record is modified. If the file definition allows variable-length records, the length of the record can be changed.

The length of records in an ESDS, RRDS, or fixed-length KSDS file must not be changed on update.

For a file defined to CICS as containing fixed-length records, the length of record being updated must be the same as the original length. The length of an updated record must not be greater than the maximum defined to VSAM.

Deleting records

Records can never be deleted from an ESDS file.

Deleting normal records

The **deleteRecord** method of **IccFile** class deletes one or more records, provided they are not locked by virtue of being in 'update' mode.

The records to be deleted are defined by the **IccKey** or **IccRRN** object.

Deleting locked records

The **deleteLockedRecord** method of **IccFile** class deletes a record which has been previously locked by virtue of being put in 'update' mode by the **readRecord** method.

Browsing records

Browsing, or sequential reading of files uses another class – **IccFileIterator**.

An object of this class must be associated with an **IccFile** object and an **IccKey**, **IccRBA**, or **IccRRN** object. After this association has been made the **IccFileIterator** object can be used without further reference to the other objects.

Browsing can be done either forwards, using **readNextRecord** method or backwards, using **readPreviousRecord** method. The **reset** method resets the **IccFileIterator** object to point to the record specified by the **IccKey** or **IccRBA** object.

Examples of browsing files are shown in page Code fragment "List all records in ascending order of key" .

Example of file control

This sample program demonstrates how to use the **IccFile** and **IccFileIterator** classes.

The source for this sample can be found in the samples directory (see "Sample source code" on page 6) in file ICC\$FIL. Here the code is presented without any of the terminal input and output that can be found in the source file.

```
#include "icceh.hpp"
#include "iccmmain.hpp"
```

The first two lines include the header files for the Foundation Classes and the standard **main** function which sets up the operating environment for the application program.

```
const char* fileRecords[] =
{
    //NAME      KEY  PHONE  USERID
    "BACH, J S   003  00-1234  BACH      ",
    "BEETHOVEN, L 007  00-2244  BEET      ",
    "CHOPIN, F   004  00-3355  CHOPIN    ",
    "HANDEL, G F  005  00-4466  HANDEL    ",
    "MOZART, W A  008  00-5577  WOLFGANG "
};
```

This defines several lines of data that are used by the sample program.

```
void IccUserControl::run()
{
```

The **run** method of **IccUserControl** class contains the user code for this example. As a terminal is to be used, the example starts by creating a terminal object and clearing the associated screen.

```
    short      recordsDeleted = 0;
    IccFileId   id("ICCKFILE");
    IccKey      key(3,IccKey::generic);
    IccFile     file( id );
    file.registerRecordIndex( &key );
    key = "00";
    recordsDeleted = file.deleteRecord();
```

The *key* and *file* objects are first created and then used to delete all the records whose key starts with "00" in the KSDS file "ICCKFILE". *key* is defined as a generic key having 3 bytes, only the first two of which are used in this instance.

```
IccBuf      buffer(40);
key.setKind( IccKey::complete );
for (short j = 0; j < 5; j++)
{
    buffer = fileRecords[j];
    key.assign(3, fileRecords[j]+15);
    file.writeRecord( buffer );
}
```

This next fragment writes all the data provided into records in the file. The data is passed by means of an **IccBuf** object that is created for this purpose. **setKind** method is used to change *key* from 'generic' to 'complete'.

The **for** loop between these calls loops round all the data, passing the data into the buffer, using the **operator=** method of **IccBuf**, and thence into a record in the file, by means of **writeRecord**. On the way the key for each record is set, using **assign**, to be a character string that occurs in the data (3 characters, starting 15 characters in).

```
IccFileIterator fIterator( &file, &key );
key = "000";
buffer = fIterator.readNextRecord();
while (fIterator.condition() == IccCondition::NORMAL)
{
    term->sendLine("- record read: [%s]",(const char*) buffer);
    buffer = fIterator.readNextRecord();
}
```

The loop shown here lists to the terminal, using **sendLine**, all the records in ascending order of key. It uses an **IccFileIterator** object to browse the records. It starts by setting the minimum value for the key which, as it happens, does not exist in this example, and relying on CICS to find the first record in key sequence.

The loop continues until any condition other than NORMAL is returned.

```
key = "\xFF\xFF\xFF";
fIterator.reset( &key );
buffer = fIterator.readPreviousRecord();
while (fIterator.condition() == IccCondition::NORMAL)
{
    buffer = fIterator.readPreviousRecord();
}
```

The next loop is nearly identical to the last, but lists the records in reverse order of key.

```
key = "008";
buffer = file.readRecord( IccFile::update );
buffer.replace( 4, "5678", 23);
file.rewriteRecord( buffer );
```

This fragment reads a record for update, locking it so that others cannot change it. It then modifies the record in the buffer and writes the updated record back to the file.

```
buffer = file.readRecord();
```

The same record is read again and sent to the terminal, to show that it has indeed been updated.

```
    return;  
}
```

The end of **run**, which returns control to CICS.

See Appendix C, "Output from sample programs," on page 303 for the expected output from this sample.

Program control

This section describes how to access and use a program other than the one that is currently executing.

Program control uses **IccProgram** class, one of the resource classes.

Programs may be loaded, unloaded and linked to, using an **IccProgram** object. An **IccProgram** object can be interrogated to obtain information about the program. See Chapter 40, "IccProgram class," on page 173 for more details.

The example shown here shows one program calling another two programs in turn, with data passing between them via a COMMAREA. One program is assumed to be local, the second is on a remote CICS system. The programs are in two files, ICC\$PRG1 and ICC\$PRG2, in the samples directory (see "Sample source code" on page 6).

Most of the terminal IO in these samples has been omitted from the code that follows.

```
#include "icceh.hpp"  
#include "iccmmain.hpp"  
void IccUserControl::run()  
{
```

The code for both programs starts by including the header files for the Foundation Classes and the stub for **main** method. The user code is located in the **run** method of the **IccUserControl** class for each program.

```
IccSysId    sysId( "ICC2" );  
IccProgram icc$prg2( "ICC$PRG2" );  
IccProgram remoteProg( "ICC$PRG3" );  
IccBuf     commArea( 100, IccBuf::fixed );
```

The first program (ICC\$PRG1) creates an **IccSysId** object representing the remote region, and two **IccProgram** objects representing the local and remote programs that will be called from this program. A 100 byte, fixed length buffer object is also created to be used as a communication area between programs.

```

icc$prg2.load();
if (icc$prg2.condition() == IccCondition::NORMAL)
{
    term->sendLine( "Loaded program: %s <%s> Length=%ld Address=%x",
                    icc$prg2.name(),
                    icc$prg2.conditionText(),
                    icc$prg2.length(),
                    icc$prg2.address() );
    icc$prg2.unload();
}

```

The program then attempts to load and interrogate the properties of program ICC\$PRG2.

```

commArea = "DATA SET BY ICC$PRG1";
icc$prg2.link( &commArea );

```

The communication area buffer is set to contain some data to be passed to the first program that ICC\$PRG1 links to (ICC\$PRG2). ICC\$PRG1 is suspended while ICC\$PRG2 is run.

The called program, ICC\$PRG2, is a simple program, the gist of which is as follows:

```

IccBuf& commArea = IccControl::commArea();
commArea = "DATA RETURNED BY ICC$PRG2";
return;

```

ICC\$PRG2 gains access to the communication area that was passed to it. It then modifies the data in this communication area and passes control back to the program that called it.

The first program (ICC\$PRG1) now calls another program, this time on another system, as follows:

```

remoteProg.setRouteOption( sysId );
commArea = "DATA SET BY ICC$PRG1";
remoteProg.link( &commArea );

```

The **setRouteOption** requests that calls on this object are routed to the remote system. The communication area is set again (because it will have been changed by ICC\$PRG2) and it then links to the remote program (ICC\$PRG3 on system ICC2).

The called program uses CICS temporary storage but the three lines we consider are:

```

IccBuf& commArea = IccControl::commArea();
commArea = "DATA RETURNED BY ICC$PRG3";
return;

```

Again, the remote program (ICC\$PRG3) gains access to the communication area that was passed to it. It modifies the data in this communication area and passes control back to the program that called it.

```

return;
};

```

Finally, the calling program itself ends and returns control to CICS.

See Appendix C, “Output from sample programs,” on page 303 for the expected output from these sample programs.

Starting transactions asynchronously

The `IccStartRequestQ` class enables a program to start another CICS transaction instance asynchronously (and optionally pass data to the started transaction).

The same class is used by a started transaction to gain access to the data that the task that issued the start request passed to it. Finally start requests (for some time in the future) can be cancelled.

Starting transactions

You can use any of the following methods to establish what data will be sent to the started transaction.

- `registerData` or `setData`
- `setQueueName`
- `setReturnTermId`
- `setReturnTransId`

The actual start is requested using the `start` method.

Accessing start data

A started transaction can access its start data by invoking the `retrieveData` method.

This method stores all the start data attributes in the `IccStartRequestQ` object such that the individual attributes can be accessed using the following methods:

- `data`
- `queueName`
- `returnTermId`
- `returnTransId`

Cancelling unexpired start requests

Unexpired start requests (that is, start requests for some future time that has not yet been reached) can be cancelled using the `cancel` method.

Example of starting transactions

start transaction ISR1 on terminal PEO1 on system ICC1.

CICS system	ICC1	ICC2
Transaction	ISR1/ITMP	ISR2
Program	ICC\$SRQ1/ICC\$TMP	ICC\$SRQ2
Terminal	PEO1	PEO2

This issues two start requests; the first is cancelled before it has expired. The second starts transaction ISR2 on terminal PEO2 on system ICC2. This transaction accesses its start data and finishes by starting transaction ITMP on the original terminal (PEO1 on system ICC1).

The programs can be found in the samples directory (see “Sample source code” on page 6) as files ICC\$SRQ1 and ICC\$SRQ2. Here the code is presented without the terminal IO requests.

Transaction ISR1 runs program ICC\$SRQ1 on system ICC1. Let us consider this program first:

```
#include "icceh.hpp"
#include "iccmain.hpp"
void IccUserControl::run()
{
```

These lines include the header files for the Foundation Classes, and the **main** function needed to set up the class library for the application program. The **run** method of **IccUserControl** class contains the user code for this example.

```
IccRequestId      req1;
IccRequestId      req2("REQUEST1");
IccTimeInterval   ti(0,0,5);
IccTermId         remoteTermId("PE02");
IccTransId        ISR2("ISR2");
IccTransId        ITMP("ITMP");
IccBuf            buffer;
IccStartRequestQ* startQ = startRequestQ();
```

Here we are creating a number of objects:

req1 An empty **IccRequestId** object ready to identify a particular start request.

req2 An **IccRequestId** object containing the user-supplied identifier "REQUEST1".

ti An **IccTimeInterval** object representing 0 hours, 0 minutes, and 5 seconds.

remoteTermId

An **IccTermId** object; the terminal on the remote system where we start a transaction.

ISR2 An **IccTransId** object; the transaction we start on the remote system.

ITMP An **IccTransId** object; the transaction that the started transaction starts on this program's terminal.

buffer

An **IccBuf** object that holds start data.

Finally, the **startRequestQ** method of **IccControl** class returns a pointer to the single instance (singleton) class **IccStartRequestQ**.

```
startQ->setRouteOption( "ICC2" );
startQ->registerData( &buffer );
startQ->setReturnTermId( terminal()->name() );
startQ->setReturnTransId( ITMP );
startQ->setQueueName( "startqnm" );
```

This code fragment prepares the start data that is passed when we issue a start request. The **setRouteOption** says we will issue the start request on the remote system, ICC2. The **registerData** method associates an **IccBuf** object that will contain the start data (the contents of the **IccBuf** object are not extracted until we issue the start request). The **setReturnTermId** and **setReturnTransId** methods allow the start requester to pass a transaction and terminal name to the started

transaction. These fields are typically used to allow the started transaction to start *another* transaction (as specified) on another terminal, in this case ours.

The **setQueueName** is another piece of information that can be passed to the started transaction.

```
buffer = "This is a greeting from program 'icc$srq1'!!";
req1 = startQ->start( ISR2, &remoteTermId, &ti );
startQ->cancel( req1 );
```

Here we set the data that we pass on the start requests. We start transaction ISR2 after an interval *ti* (5 seconds). The request identifier is stored in *req1*. Before the five seconds has expired (that is, immediately) we cancel the start request.

```
req1 = startQ->start( ISR2, &remoteTermID, &ti, &req2 );
return;
}
```

Again we start transaction ISR2 after an interval *ti* (5 seconds). This time the request is allowed to expire so transaction ISR2 is started on the remote system. Meanwhile, we end by returning control to CICS.

Let us now consider the started program, ICC\$SRQ2.

```
IccBuf          buffer;
IccRequestId    req("REQUESTX");
IccTimeInterval ti(0,0,5);
IccStartRequestQ* startQ = startRequestQ();
```

Here, as in ICC\$SRQ1, we create a number of objects:

buffer

An **IccBuf** object to hold the start data we were passed by our caller (ICC\$SRQ1).

req An **IccRequestId** object to identify the start we will issue on our caller's terminal.

ti An **IccTimeInterval** object representing 0 hours, 0 minutes, and 5 seconds.

The **startRequestQ** method of **IccControl** class returns a pointer to the singleton class **IccStartRequestQ**.

```
if ( task()->startType() != IccTask::startRequest )
{
    term->sendLine(
        "This program should only be started via the StartRequestQ");
    task()->abend( "OOPS" );
}
```

Here we use the **startType** method of **IccTask** class to check that ICC\$SRQ2 was started by the **start** method, and not in any other way (such as typing the transaction name on a terminal). If it was not started as intended, we abend with an "OOPS" abend code.

```
startQ->retrieveData();
```

We retrieve the start data that we were passed by ICC\$SRQ1 and store within the **IccStartRequestQ** object for subsequent access.


```

buffer = startQ->data();
term->sendLine( "Start buffer contents = [%s]", buffer.dataArea() );
term->sendLine( "Start queue= [%s]", startQ->queueName() );
term->sendLine( "Start rtn = [%s]", startQ->returnTransId().name());
term->sendLine( "Start rtrm = [%s]", startQ->returnTermId().name() );

```

The start data buffer is copied into our **IccBuf** object. The other start data items (queue, returnTransId, and returnTermId) are displayed on the terminal.

```
task()->delay( ti );
```

We delay for five seconds (that is, we sleep and do nothing).

```
startQ->setRouteOption( "ICC1" );
```

The **setRouteOption** signals that we will start on our caller's system (ICC1).

```
startQ->start( startQ->returnTransId(),startQ->returnTermId());
return;
```

We start a transaction called ITMP (the name of which was passed by ICC\$SRQ1 in the returnTransId start information) on the originating terminal (where ICC\$SRQ1 completed as it started this transaction). Having issued the start request, ICC\$SRQ1 ends, by returning control to CICS.

Finally, transaction ITMP runs on the first terminal. This is the end of this demonstration of starting transactions asynchronously.

See Appendix C, "Output from sample programs," on page 303 for the expected output from these sample programs.

Transient Data

The transient data classes, **IccDataQueue** and **IccDataQueueId**, allow you to store data in transient data queues for subsequent processing.

You can:

- Read data from a transient data queue (**readItem** method)
- Write data to a transient data queue (**writeItem** method)
- Delete a transient data queue (**empty** method)

An **IccDataQueue** object is used to represent a temporary storage queue. An **IccDataQueueId** object is used to identify a queue by name. Once the **IccDataQueueId** object is initialized it can be used to identify the queue as an alternative to using its name, with the advantage of additional error detection by the C++ compiler.

The methods available in **IccDataQueue** class are similar to those in the **IccTempStore** class. For more information on these see "Temporary storage" on page 41.

Reading data

The **readItem** method is used to read items from the queue.

It returns a reference to the **IccBuf** object that contains the information.

Writing data

The `writeItem` method of `IccDataQueue` adds a new item of data to the queue, taking the data from the buffer specified.

Deleting queues

The `empty` method deletes all items on the queue.

Example of managing transient data

This sample program demonstrates how to use the `IccDataQueue` and `IccDataQueueId` classes.

It can be found in the samples directory (see "Sample source code" on page 6) as file `ICC$DAT`. Here the code is presented without the terminal IO requests.

```
#include "icceh.hpp"
#include "iccmain.hpp"
```

The first two lines include the header files for the foundation classes and the standard `main` function that sets up the operating environment for the application program.

```
const char* queueItems[] =
{
    "Hello World - item 1",
    "Hello World - item 2",
    "Hello World - item 3"
};
```

This defines some buffer for the sample program.

```
void IccUserControl::run()
{
```

The `run` method of `IccUserControl` class contains the user code for this example.

```
    short itemNum =1;
    IccBuf          buffer( 50 );
    IccDataQueueId id( "ICCQ" );
    IccDataQueue   queue( id );
    queue.empty();
```

This fragment first creates an identification object, of type `IccDataQueueId` containing "ICCQ". It then creates an `IccDataQueue` object representing the transient data queue "ICCQ", which it empties of data.

```
    for (short i=0 ; i<3 ; i++)
    {
        buffer = queueItems[i];
        queue.writeItem( buffer );
    }
```

This loop writes the three data items to the transient data object. The data is passed by means of an `IccBuf` object that was created for this purpose.

```

buffer = queue.readItem();
while ( queue.condition() == IccCondition::NORMAL )
{
    buffer = queue.readItem();
}

```

Having written out three records we now read them back in to show they were successfully written.

```

return;
}

```

The end of **run**, which returns control to CICS.

See Appendix C, “Output from sample programs,” on page 303 for the expected output from this sample program.

Temporary storage

The temporary storage classes, **IccTempStore** and **IccTempStoreId**, allow you to store data in temporary storage queues.

You can:

- Read an item from the temporary storage queue (**readItem** method)
- Write a new item to the end of the temporary storage queue (**writeItem** method)
- Update an item in the temporary storage queue (**rewriteItem** method)
- Read the next item in the temporary storage queue (**readNextItem** method)
- Delete all the temporary data (**empty** method)

An **IccTempStore** object is used to represent a temporary storage queue. An **IccTempStoreId** object is used to identify a queue by name. Once the **IccTempStoreId** object is initialized it can be used to identify the queue as an alternative to using its name, with the advantage of additional error detection by the C++ compiler.

The methods available in **IccTempStore** class are similar to those in the **IccDataQueue** class. For more information on these see “Transient Data” on page 39.

Reading items

The **readItem** method of **IccTempStore** reads the specified item from the temporary storage queue.

It returns a reference to the **IccBuf** object that contains the information.

Writing items

Writing items is also known as “adding” items.

This section describes writing items that have not previously been written. Writing items that already exist can be done using the **rewriteItem** method. See “Updating items” on page 42 for more information.

The **writeItem** method of **IccTempStore** adds a new item at the end of the queue, taking the data from the buffer specified. If this is done successfully, the item number of the record added is returned.

Updating items

Updating an item is also known as "rewriting" an item.

The `rewriteItem` method of `IccTempStore` class is used to update the specified item in the temporary storage queue.

Deleting items

You cannot delete individual items in a temporary storage queue.

To delete *all* the temporary data associated with an `IccTempStore` object use the `empty` method of `IccTempStore` class.

Example of Temporary Storage

This sample program demonstrates how to use the `IccTempStore` and `IccTempStoreId` classes.

This program can be found in the samples directory (see "Sample source code" on page 6) as file `ICC$TMP`. The sample is presented here without the terminal IO requests.

```
#include "icceh.hpp"
#include "iccmain.hpp"
#include <stdlib.h>
```

The first three lines include the header files for the foundation classes, the standard **main** function that sets up the operating environment for the application program, and the standard library.

```
const char* bufferItems[] =
{
    "Hello World - item 1",
    "Hello World - item 2",
    "Hello World - item 3"
};
```

This defines some buffer for the sample program.

```
void IccUserControl::run()
{
```

The `run` method of `IccUserControl` class contains the user code for this example.

```
    short itemNum = 1;
    IccTempStoreId id("ICCSTORE");
    IccTempStore store( id );
    IccBuf buffer( 50 );
    store.empty();
```

This fragment first creates an identification object, `IccTempStoreId` containing the field "ICCSTORE". It then creates an `IccTempStore` object representing the temporary storage queue "ICCSTORE", which it empties of records.

```
    for (short j=1 ; j <= 3 ; j++)
    {
        buffer = bufferItems[j-1];
        store.writeItem( buffer );
    }
```

This loop writes the three data items to the Temporary Storage object. The data is passed by means of an **IccBuf** object that was created for this purpose.

```
buffer = store.readItem( itemNum );
while ( store.condition() == IccCondition::NORMAL )
{
    buffer.insert( 9, "Modified " );
    store.rewriteItem( itemNum, buffer );
    itemNum++;
    buffer = store.readItem( itemNum );
}
```

This next fragment reads the items back in, modifies the item, and rewrites it to the temporary storage queue. First, the **readItem** method is used to read the buffer from the temporary storage object. The data in the buffer object is changed using the **insert** method of **IccBuf** class and then the **rewriteItem** method overwrites the buffer. The loop continues with the next buffer item being read.

```
itemNum = 1;
buffer = store.readItem( itemNum );
while ( store.condition() == IccCondition::NORMAL )
{
    term->sendLine( " - record #%d = [%s]", itemNum,
        (const char*)buffer );
    buffer = store.readNextItem();
}
```

This loop reads the temporary storage queue items again to show they have been updated.

```
return;
}
```

The end of **run**, which returns control to CICS.

See Appendix C, "Output from sample programs," on page 303 for the expected output from this sample program.

Terminal control

The terminal control classes, **IccTerminal**, **IccTermId**, and **IccTerminalData**, allow you to send data to, receive data from, and find out information about the terminal belonging to the CICS task.

An **IccTerminal** object is used to represent the terminal that belongs to the CICS task. It can only be created if the transaction has a 3270 terminal as its principal facility. The **IccTermId** class is used to identify the terminal. **IccTerminalData**, which is owned by **IccTerminal**, contains information about the terminal characteristics.

Sending data to a terminal

The **send** and **sendLine** methods of **IccTerminal** class are used to write data to the screen.

The **set...** methods allow you to do this. You may also want to erase the data currently displayed at the terminal, using the **erase** method, and free the keyboard so that it is ready to receive input, using the **freeKeyboard** method.

Receiving data from a terminal

The `receive` and `receive3270data` methods of `IccTerminal` class are used to receive data from the terminal.

Finding out information about a terminal

You can find out information about both the characteristics of the terminal and its current state.

The `data` object points to the `IccTerminalData` object that contains information about the characteristics of the terminal. The methods described in `IccTerminalData` on page Chapter 58, "IccTerminalData class," on page 261 allow you to discover, for example, the height of the screen or whether the terminal supports Erase Write Alternative. Some of the methods in `IccTerminal` also give you information about characteristics, such as how many lines a screen holds.

Other methods give you information about the current state of the terminal. These include `line`, which returns the current line number, and `cursor`, which returns the current cursor position.

Example of terminal control

This sample program demonstrates how to use the `IccTerminal`, `IccTermId`, and `IccTerminalData` classes.

This program can be found in the samples directory (see "Sample source code" on page 6) as file `ICC$TRM`.

```
#include "icceh.hpp"
#include "iccmmain.hpp"
```

The first two lines include the header files for the Foundation Classes and the standard `main` function that sets up the operating environment for the application program.

```
void IccUserControl::run()
{
    IccTerminal& term = *terminal();
    term.erase();
```

The `run` method of `IccUserControl` class contains the user code for this example. As a terminal is to be used, the example starts by creating a terminal object and clearing the associated screen.

```
term.sendLine( "First part of the line..." );
term.send( "... a continuation of the line." );
term.sendLine( "Start this on the next line" );
term.sendLine( 40, "Send this to column 40 of current line" );
term.send( 5, 10, "Send this to row 5, column 10" );
term.send( 6, 40, "Send this to row 6, column 40" );
```

This fragment shows how the `send` and `sendLine` methods are used to send data to the terminal. All of these methods can take `IccBuf` references (`const IccBuf&`) instead of string literals (`const char*`).

```
term.setNewLine();
```

This sends a blank line to the screen.

```
term.setColor( IccTerminal::red );
term.sendLine( "A Red line of text.");
term.setColor( IccTerminal::blue );
term.setHighlight( IccTerminal::reverse );
term.sendLine( "A Blue, Reverse video line of text.");
```

The **setColor** method is used to set the color of the text on the screen and the **setHighlight** method to set the highlighting.

```
term << "A cout style interface... " << endl;
term << "you can " << "chain input together; "
    << "use different types, eg numbers: " << (short)123 << " "
    << (long)4567890 << " " << (double)123456.7891234 << endl;
term << "... and everything is buffered till you issue a flush."
    << flush;
```

This fragment shows how to use the iostream-like interface **endl** to start data on the next line. To improve performance, you can buffer data in the terminal until **flush** is issued, which sends the data to the screen.

```
term.send( 24,1, "Program 'icc$trm' complete: Hit PF12 to End" );
term.waitForAID( IccTerminal::PF12 );
term.erase();
```

The **waitForAID** method causes the terminal to wait until the specified key is hit, before calling the **erase** method to clear the display.

```
return;
}
```

The end of **run**, which returns control to CICS.

See Appendix C, "Output from sample programs," on page 303 for the expected output from this sample program.

Time and date services

The **IccClock** class controls access to the CICS time and date services.

IccAbsTime holds information about absolute time (the time in milliseconds that have elapsed since the beginning of 1900), and this can be converted to other forms of date and time. The methods available on **IccClock** objects and on **IccAbsTime** objects are very similar.

Example of time and date services

This sample program demonstrates how to use **IccClock** class.

The source for this program can be found in the samples directory (see "Sample source code" on page 6) as file **ICC\$CLK**. The sample is presented here without the terminal IO requests.

```
#include "icceh.hpp"
#include "iccmain.hpp"
void IccUserControl::run()
{
```

The first two lines include the header files for the Foundation Classes and the standard **main** function that sets up the operating environment for the application program.

The **run** method of **IccUserControl** class contains the user code for this example.

```
IccClock clock;
```

This creates a clock object.

```
term->sendLine( "date() = [%s]",
               clock.date() );
term->sendLine( "date(DDMMYY) = [%s]",
               clock.date(IccClock::DDMMYY) );
term->sendLine( "date(DDMMYY,':') = [%s]",
               clock.date(IccClock::DDMMYY,':'));
term->sendLine( "date(MMDDYY) = [%s]",
               clock.date(IccClock::MMDDYY));
term->sendLine( "date(Yydd) = [%s]",
               clock.date(IccClock::Yydd));
```

Here the **date** method is used to return the date in the format specified by the *format* enumeration. In order the formats are system, DDMMYY, DD:MM:YY, MMDDYY and Yydd. The character used to separate the fields is specified by the *dateSeparator* character (that defaults to nothing if not specified).

```
term->sendLine( "daysSince1900() = %ld",
               clock.daysSince1900());
term->sendLine( "dayOfWeek() = %d",
               clock.dayOfWeek());
if ( clock.dayOfWeek() == IccClock::Friday )
    term->sendLine( 40, "Today IS Friday" );
else
    term->sendLine( 40, "Today is NOT Friday" );
```

This fragment demonstrates the use of the **daysSince1900** and **dayOfWeek** methods. **dayOfWeek** returns an enumeration that indicates the day of the week. If it is Friday, a message is sent to the screen, 'Today IS Friday'; otherwise the message 'Today is NOT Friday' is sent.

```
term->sendLine( "dayOfMonth() = %d",
               clock.dayOfMonth());
term->sendLine( "monthOfYear() = %d",
               clock.monthOfYear());
```

This demonstrates the **dayOfMonth** and **monthOfYear** methods of **IccClock** class.

```
term->sendLine( "time() = [%s]",
               clock.time() );
term->sendLine( "time('-') = [%s]",
               clock.time('-') );
term->sendLine( "year() = [%ld]",
               clock.year());
```

The current time is sent to the terminal, first without a separator (that is HHMMSS format), then with '-' separating the digits (that is, HH-MM-SS format). The year is sent, for example 1996.

```
return;
};
```

The end of **run**, which returns control to CICS.

See Appendix C, "Output from sample programs," on page 303 for the expected output from this sample program.

Chapter 8. Compiling, executing, and debugging

This section describes how to compile, execute, and debug a CICS Foundation Class program.

Compiling Programs

To compile and link a CICS Foundation Class program you need access to the following.

- The source of the program you are compiling
Your C++ program source code needs `#include` statements for the Foundation Class headers and the Foundation Class `main()` program stub:

```
#include "icceh.hpp"
#include "iccmmain.hpp"
```
- The IBM C++ compiler
- The Foundation Classes header files (see "Header files" on page 5)
- The Foundation Classes dynamic link library (DLL) (see "Dynamic link library" on page 6)

Note that, when using the Foundation Classes, you do not need to translate the "EXEC CICS" API so the translator program should not be used.

The following sample job statements show how to compile, prelink and link a program called `ICC$HEL`:

```
//ICC$HEL JOB 1,user_name,MSGCLASS=A,CLASS=A,NOTIFY=userid
//PROCLIB JCLLIB ORDER=(CICSTS41.CICS.SDFHPROC)
//ICC$HEL EXEC ICCFCCL,INFILE=indatasetname(ICC$HEL),OUTFILE=outdatasetname(ICC$HEL)
//
```

Executing Programs

To run a compiled and linked (that is, executable) Foundation Classes program you need to do the following.

1. Make the executable program available to CICS. This involves making sure the program is in a suitable directory or load library. Depending on your server, you may also need to create a CICS program definition (using CICS resource definition facilities) before you can execute the program.
2. Logon to a CICS terminal.
3. Run the program.

Debugging Programs

Having successfully compiled, linked and attempted to execute your Foundation Classes program you may need to debug it.

There are three options available to help debug a CICS Foundation Classes program:

1. Use a symbolic debugger
2. Run the Foundation Class Program with tracing active
3. Run the Foundation Class Program with the CICS Execution Diagnostic Facility

Symbolic Debuggers

A symbolic debugger allows you to step through the source of your CICS Foundation Classes program. **Debug Tool**, a component of CODE/370, is shipped as a feature with IBM C/C++.

To debug a CICS Foundation Classes program with a symbolic debugger, you need to compile the program with a flag that adds debugging information to your executable. For CICS Transaction Server for z/OS, this is TEST(ALL).

For more information see *Debug Tool User's Guide and Reference*, SC09-2137.

Tracing a Foundation Class Program

The CICS Foundation Classes can be configured to write a trace file for debugging/service purposes.

Activating the trace output

In CICS Transaction Server for z/OS, exception trace is always active.

The CETR transaction controls the auxiliary and internal traces for all CICS programs including those developed using the C++ classes.

Execution Diagnostic Facility

For the EXEC CICS API, there is a CICS facility called the Execution Diagnostic Facility (EDF) that allows you to step through your CICS program stopping at each EXEC CICS call.

This does not make much sense from the CICS Foundation Classes because the display screen shows the procedural EXEC CICS call interface rather than the CICS Foundation Class type interface. However, this may be of use to programmers familiar with the EXEC CICS interface.

Enabling EDF

To enable EDF, use the pre-processor macro ICC_EDF – this can be done in your source code *before* including the file ICCMAIN.

```
#define ICC_EDF //switch EDF on
#include "iccmmain.hpp"
```

Alternatively use the appropriate flag on your compiler CPARM to declare ICC_EDF.

For more information about using EDF see "Execution diagnostic facility (EDF)" in *CICS Application Programming Guide*.

Chapter 9. Conditions, errors, and exceptions

This section describes how the Foundation Classes have been designed to respond to various error situations they might encounter.

Foundation Class Abend codes

For serious errors (such as insufficient storage to create an object) the Foundation Classes immediately terminate the CICS task.

All CICS Foundation Class abend codes are of the form ACLx. If your application is terminated with an abend code starting 'ACL' then please refer to *CICS Messages and Codes*, GC34-6827.

C++ Exceptions and the Foundation Classes

C++ exceptions are managed using the reserved words **try**, **throw**, and **catch**.

Please refer to your compiler's documentation or one of the C++ books in the bibliography for more information.

Here is sample ICC\$EXC1 (see "Sample source code" on page 6):

```
#include "icceh.hpp"
#include "iccmmain.hpp"
class Test {
public:
    void tryNumber( short num ) {
        IccTerminal* term = IccTerminal::instance();
        *term << "Number passed = " << num << endl << flush;
        if ( num > 10 ) {
            *term << ">>Out of Range - throwing exception" << endl << flush;
            throw "!!Number is out of range!!";
        }
    }
};
```

The first two lines include the header files for the Foundation Classes and the standard **main** function that sets up the operating environment for the application program.

We then declare class **Test**, which has one public method, **tryNumber**. This method is implemented inline so that if an integer greater than ten is passed an exception is thrown. We also write out some information to the CICS terminal.

```

void IccUserControl::run()
{
    IccTerminal* term = IccTerminal::instance();
    term->erase();
    *term << "This is program 'icc$exc1' ..." << endl;
    try {
        Test test;
        test.tryNumber( 1 );
        test.tryNumber( 7 );
        test.tryNumber( 11 );
        test.tryNumber( 6 );
    }
    catch( const char* exception ) {
        term->setLine( 22 );
        *term << "Exception caught: " << exception << endl << flush;
    }
    term->send( 24,1,"Program 'icc$exc1' complete: Hit PF12 to End" );
    term->waitForAID( IccTerminal::PF12 );
    term->erase();
    return;
}

```

The **run** method of **IccUserControl** class contains the user code for this example.

After erasing the terminal display and writing some text, we begin our **try** block. A **try** block can scope any number of lines of C++ code.

Here we create a **Test** object and invoke our only method, **tryNumber**, with various parameters. The first two invocations (1, 7) succeed, but the third (11) causes **tryNumber** to throw an exception. The fourth **tryNumber** invocation (6) is not executed because an exception causes the program execution flow to leave the current **try** block.

We then leave the **try** block and look for a suitable **catch** block. A suitable **catch** block is one with arguments that are compatible with the type of exception being thrown (here a **char***). The **catch** block writes a message to the CICS terminal and then execution resumes at the line after the **catch** block.

The output from this CICS program is as follows:

```

This is program 'icc$exc1' ...
Number passed = 1
Number passed = 7
Number passed = 11
>>Out of Range - throwing exception
Exception caught: !!Number is out of range!!
Program 'icc$exc1' complete: Hit PF12 to End

```

The CICS C++ Foundation Classes do not throw **char*** exceptions as in the above sample but they do throw **IccException** objects instead.

There are several types of **IccException**. The **type** method returns an enumeration that indicates the type. Here is a description of each type in turn.

objectCreationError

An attempt to create an object was invalid. This happens, for example, if an attempt is made to create a second instance of a singleton class, such as **IccTask**.

invalidArgument

A method was called with an invalid argument. This happens, for example,

if an **IccBuf** object with too much data is passed to the **writeItem** method of the **IccTempStore** class by the application program.

It also happens when attempting to create a subclass of **IccResourceId**, such as **IccTermId**, with a string that is too long.

The following sample can be found in the samples directory (see “Sample source code” on page 6) as file ICC\$EXC2. The sample is presented here without many of the terminal IO requests.

```
#include "icceh.hpp"
#include "iccmmain.hpp"
void IccUserControl::run()
{
    try
    {
        IccTermId id1( "1234" );
        IccTermId id2( "12345");
    }
    catch( IccException& exception )
    {
        terminal()->send( 21, 1, exception.summary() );
    }
    return;
}
```

In the above example the first **IccTermId** object is successfully created, but the second caused an **IccException** to be thrown, because the string "12345" is 5 bytes where only 4 are allowed. See Appendix C, “Output from sample programs,” on page 303 for the expected output from this sample program.

invalidMethodCall

A method cannot be called. A typical reason is that the object cannot honor the call in its current state. For example, a **readRecord** call on an **IccFile** object is only honored if an **IccRecordIndex** object, to specify *which* record is to be read, has already been associated with the file.

CICSCondition

A CICS condition, listed in the **IccCondition** structure, has occurred in the object and the object was configured to throw an exception.

familyConformanceError

Family subset enforcement is on for this program and an operation that is not valid on all supported platforms has been attempted.

internalError

The CICS foundation classes have detected an internal error. Please call service.

CICS conditions

The CICS foundation classes provide a powerful framework for handling conditions that happen when executing an application.

Accessing a CICS resource can raise a number of CICS conditions as documented in Part 3, “Foundation Classes—reference,” on page 67.

A condition might represent an error or information being returned to the calling application; the deciding factor is often the context in which the condition is raised.

The application program can handle the CICS conditions in a number of ways. Each CICS resource object, such as a program, file, or data queue, can handle CICS conditions differently, if required.

A resource object can be configured to take one of the following actions for each condition it can encounter:

noAction

Manual condition handling

callHandleEvent

Automatic condition handling

throwException

Exception handling

abendTask

Severe error handling.

Manual condition handling (noAction)

This is the default action for all CICS conditions (for any resource object).

This means that the condition must be handled manually, using the **condition** method. For example:

```
IccTempStore temp("TEMP1234");
IccBuf buf(40);
temp.setActionOnCondition(IccResource::noAction,
                        IccCondition::QIDERR);
buf = temp.readNextItem();
switch (temp.condition())
{
case IccCondition::QIDERR:
    //do whatever here
    :
default:
    //do something else here
}
```

Automatic condition handling (callHandleEvent)

Activate this for any CICS condition, such as QIDERR, as follows.

```
IccTempStore temp("TEMP1234");
temp.setActionOnCondition(IccResource::callHandleEvent,
                        IccCondition::QIDERR);
```

When a call to any method on object 'temp' causes CICS to raise the QIDERR condition, **handleEvent** method is automatically called. As the **handleEvent** method is only a virtual method, this call is only useful if the object belongs to a subclass of **IccTempStore** and the **handleEvent** method has been overridden.

Make a subclass of **IccTempStore**, declare a constructor, and override the **handleEvent** method.

```

class MyTempStore : public IccTempStore
{
public:
    MyTempStore(const char* storeName) : IccTempStore(storeName) {}
    HandleEventReturnOpt handleEvent(IccEvent& event);
};

```

Now implement the **handleEvent** method.

```

IccResource::HandleEventReturnOpt MyTempStore::handleEvent(IccEvent& event)
{
    switch (event.condition())
    {
    case ...

    :

    case IccCondition::QIDERR:
        //Handle QIDERR condition here.

    :

        //
    default:
        return rAbendTask;
    }
}

```

This code is called for any **MyTempStore** object which is configured to 'callHandleEvent' for a particular CICS condition.

Exception handling (throwException)

Activate this for any CICS condition, such as QIDERR, as follows.

```

IccTempStore temp("TEMP1234");
temp.setActionOnCondition(IccResource::throwException,
    IccCondition::QIDERR);

```

Exception handling is by means of the C++ exception handling model using **try**, **throw**, and **catch**. For example:

```

try
{
    buf = temp.readNextItem();

    :
}
catch (IccException& exception)
{
    //Exception handling code

    :
}

```

An exception is thrown if any of the methods inside the try block raise the QIDERR condition for object 'temp'. When an exception is thrown, C++ unwinds the stack and resumes execution at an appropriate **catch** block – it is not possible to resume within the **try** block. For a fuller example of the above, see sample ICC\$EXC3.

Note: Exceptions can be thrown from the Foundation Classes for many reasons other than this example – see “C++ Exceptions and the Foundation Classes” on page 49 for more details.

Severe error handling (`abendTask`)

This option allows CICS to terminate the task when certain conditions are raised.

Activate this for any CICS condition, such as `QIDERR`, as follows:

```
IccTempStore temp("TEMP1234");  
temp.setActionOnCondition(IccResource::abendTask,  
                          IccCondition::QIDERR);
```

If CICS raises the `QIDERR` condition for object 'temp' the CICS task terminates with an `ACL3 abend`.

Platform differences

The CICS Foundation Classes, as described here, are designed to be independent of the particular CICS platform on which they are running. There are however some differences between platforms; these, and ways of coping with them, are described here.

Note: References in this topicsection to other CICS platforms—CICS OS/2 and CICS for AIX®—are included for completeness. There have been Technology Releases of the CICS Foundation Classes on those platforms.

Applications can be run in one of two modes:

fsAllowPlatformVariance

Applications written using the CICS Foundation Classes are able to access all the functions available on the target CICS server.

fsEnforce

Applications are restricted to the CICS functions that are available across *all* CICS Servers (MVS™, UNIX®, and OS/2).

The default is to allow platform variance and the alternative is to force the application to only use features which are common to all CICS platforms.

The class headers are the same for all platforms and they "support" (that is, define) all the CICS functions that are available through the Foundation Classes on any of the CICS platforms. The restrictions on each platform are documented in Part 3, “Foundation Classes—reference,” on page 67. Platform variations exist at:

- object level
- method level
- parameter level

Object level

Some objects are not supported on certain platforms.

For example **IccJournal** objects cannot be created on CICS OS/2 as CICS OS/2 does not support journaling services. **IccConsole** objects cannot be created on CICS for AIX as CICS for AIX does not support console services.

Any attempt to create **IccJournal** on CICS OS/2, or an **IccConsole** object on CICS for AIX causes an **IccException** object of type 'platformError' to be thrown, but would be acceptable on the other platforms

For example:

```
IccJournal journal7(7); //No good on CICS OS/2
```

or

```
IccConsole* cons = console(); //No good on CICS for AIX
```

If you initialize your application with 'fsEnforce' selected (see “initializeEnvironment” on page 70) the previous examples both cause an **IccException** object, of type 'familyConformanceError' to be thrown on all platforms.

Unlike objects of the **IccConsole** and **IccJournal** classes, most objects can be created on any CICS server platform. However the use of the methods can be restricted. Part 3, “Foundation Classes—reference,” on page 67 fully documents all platform restrictions.

Method level

Methods that run successfully on one platform can cause a problem on another platform.

Consider, for example method **programId** in the **IccControl** class:

```
void IccUserControl::run()
{
    if (strcmp(programId.name(), "PROG1234") == 0)
        //do something
}
```

Here method **programId** executes correctly on CICS OS/2 and CICS/ESA but throws an **IccException** object of type 'platformError' on CICS for AIX.

Alternatively, if you initialize your application with family subset enforcement on (see **initializeEnvironment** function of **Icc** structure), method **programId** throws an **IccException** object of type 'familyConformanceError' on *any* CICS server platform.

Parameter level

At this level a method is supported on all platforms, but a particular positional parameter has some platform restrictions.

Consider method **abend** in **IccTask** class.

```
task()->abend(); 1
task()->abend("WXYZ"); 2
task()->abend("WXYZ", IccTask::respectAbendHandler); 3
task()->abend("WXYZ", IccTask::ignoreAbendHandler); 4
task()->abend("WXYZ", IccTask::ignoreAbendHandler, 5
    IccTask::suppressDump);
```

Abends **1** to **4** run successfully on all CICS server platforms.

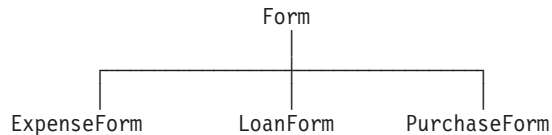
If family subset enforcement is off, abend **5** throws an **IccException** object of type 'platformError' on a CICS for AIX platform, but not on a CICS OS/2 or CICS/ESA platform.

If family subset enforcement is on, abend **5** throws an **IccException** object of type 'familyConformanceError', irrespective of the target CICS platform.

Chapter 10. Polymorphic Behavior

Polymorphism (*poly* = many, *morphe* = form) is the ability to treat many different forms of an object as if they were the same.

Polymorphism is achieved in C++ by using inheritance and virtual functions. Consider the scenario where we have three forms (ExpenseForm, LoanForm, PurchaseForm) that are specializations of a general Form:



Each form needs printing at some time. In procedural programming, we would either code a print function to handle the three different forms or we would write three different functions (printExpenseForm, printLoanForm, printPurchaseForm).

In C++ this can be achieved far more elegantly as follows:

```
class Form {
public:
    virtual void print();
};
class ExpenseForm : public Form {
public:
    virtual void print();
};
class LoanForm : public Form {
public:
    virtual void print();
};
class PurchaseForm : public Form {
public:
    virtual void print();
};
```

Each of these overridden functions is implemented so that each form prints correctly. Now an application using form objects can do this:

```
Form* pForm[10]
//create Expense/Loan/Purchase Forms...
for (short i=0 ; i < 9 ; i++)
    pForm->print();
```

Here we create ten objects that might be any combination of Expense, Loan, and Purchase Forms. However, because we are dealing with pointers to the base class, **Form**, we do not need to know which sort of form object we have; the correct **print** method is called automatically.

Limited polymorphic behavior is available in the Foundation Classes. Three virtual functions are defined in the base class **IccResource**:

```
virtual void clear();
virtual const IccBuf& get();
virtual void put(const IccBuf& buffer);
```

These methods have been implemented in the subclasses of **IccResource** wherever possible:

Class	clear	get	put
IccConsole	×	×	✓
IccDataQueue	✓	✓	✓
IccJournal	×	×	✓
IccSession	×	✓	✓
IccTempStore	✓	✓	✓
IccTerminal	✓	✓	✓

These virtual methods are *not* supported by any subclasses of **IccResource** except those in the table above.

Note: The default implementations of **clear**, **get**, and **put** in the base class **IccResource** throw an exception to prevent the user from calling an unsupported method.

Example of polymorphic behavior

The following sample can be found in the samples directory as file `ICC$RES2`.

It is presented here without the terminal IO requests. See “Sample source code” on page 6.

```
#include "icceh.hpp"
#include "iccmmain.hpp"
char* dataItems[] =
{
    "Hello World - item 1",
    "Hello World - item 2",
    "Hello World - item 3"
};
void IccUserControl::run()
{
```

Here we include Foundation Class headers and the **main** function. **dataItems** contains some sample data items. We write our application code in the **run** method of **IccUserControl** class.

```
IccBuf buffer( 50 );
IccResource* pObj[2];
```

We create an **IccBuf** object (50 bytes initially) to hold our data items. An array of two pointers to **IccResource** objects is declared.

```
pObj[0] = new IccDataQueue("ICCO");
pObj[1] = new IccTempStore("ICCTEMPS");
```

We create two objects whose classes are derived from **IccResource** – **IccDataQueue** and **IccTempStore**.

```

for ( short index=0; index <= 1 ; index++ )
{
    pObj[index]->clear();
}

```

For both objects we invoke the **clear** method. This is handled differently by each object in a way that is transparent to the application program; this is polymorphic behavior.

```

for ( index=0; index <= 1 ; index++ )
{
    for (short j=1 ; j <= 3 ; j++)
    {
        buffer = dataItems[j-1];
        pObj[index]->put( buffer );
    }
}

```

Now we **put** three data items in each of our resource objects. Again the **put** method responds to the request in a way that is appropriate to the object type.

```

for ( index=0; index <= 1 ; index++ )
{
    buffer = pObj[index]->get();
    while (pObj[index]->condition() == IccCondition::NORMAL)
    {
        buffer = pObj[index]->get();
    }
    delete pObj[index];
}
return;
}

```

The data items are read back in from each of our resource objects using the **get** method. We delete the resource objects and return control to CICS.

Chapter 11. Storage management

C++ objects are usually stored on the stack or heap.

Objects on the stack are automatically destroyed when they go out of scope, but objects on the heap are not.

Many of the objects that the CICS Foundation Classes create internally are created on the heap rather than the stack. This can cause a problem in some CICS server environments.

On CICS Transaction Server for OS/390[®], CICS and Language Environment[®] manage *all* task storage so that it is released at task termination (normal or abnormal).

In a CICS for OS/2 or CICS for AIX environment, as in the earlier Technology Releases for those platforms, storage allocated on the heap is *not* automatically released at task termination. This can lead to "memory leaks" if the application programmer forgets to explicitly delete an object on the heap, or, more seriously, if the task abends.

This problem has been overcome in the CICS Foundation Classes by providing operators **new** and **delete** in the base Foundation Class, **IccBase**. These can be configured to map dynamic storage allocation requests to CICS task storage, so that *all* storage is automatically released at task termination. The disadvantage of this approach is a performance hit as the Foundation Classes typically issue a large number of small storage allocation requests rather than a single, larger allocation request.

This facility is affected by the **Icc::initializeEnvironment** call that must be issued before using the Foundation Classes. (This function is called from the default **main** function—see Chapter 67, "main function," on page 287.)

The first parameter passed to the **initializeEnvironment** function is an enumeration that takes one of these three values:

cmmDefault

The default action is platform dependent:

MVS/ESA

same as 'cmmNonCICS' - see below.

UNIX same as 'cmmCICS' - see below.

OS/2 same as 'cmmCICS' - see below.

cmmNonCICS

The **new** and **delete** operators in class **IccBase** *do not* map dynamic storage allocation requests to CICS task storage; instead the C++ default **new** and **delete** operators are invoked.

cmmCICS

The **new** and **delete** operators in class **IccBase** map dynamic storage allocation requests to CICS task storage (which is automatically released at normal or abnormal task termination).

The default **main** function supplied with the Foundation Classes calls **initializeEnvironment** with an enum of 'cmmDefault'. You can change this in your program without changing the supplied "header file" ICCMAIN as follows:

```
#define ICC_CLASS_MEMORY_MGMT Icc::cmmNonCICS  
#include "iccmmain.hpp"
```

Alternatively, set the option **DEV(ICC_CLASS_MEMORY_MGMT)** when compiling.

Chapter 12. Parameter passing conventions

The convention used for passing objects on Foundation Classes method calls is if the object is mandatory, pass by reference; if it is optional pass by pointer.

For example, consider method **start** of class **IccStartRequestQ**, which has the following signature:

```
const IccRequestId& start( const IccTransId& transId,  
                          const IccTime* time=0,  
                          const IccRequestId* reqId=0 );
```

Using the above convention, we see that an **IccTransId** object is mandatory, while an **IccTime** and an **IccRequestId** object are both optional. This enables an application to use this method in any of the following ways:

```
IccTransId    trn("ABCD");  
IccTimeInterval int(0,0,5);  
IccRequestId  req("MYREQ");  
IccStartRequestQ* startQ = startRequestQ();  
startQ->start( trn );  
startQ->start( trn, &int );  
startQ->start( trn, &int, &req );  
startQ->start( trn, 0, &req );
```

Chapter 13. Scope of data in `IccBuf` reference returned from 'read' methods

Many of the subclasses of `IccResource` have 'read' methods that return `const IccBuf` references; for example, `IccFile::readRecord`, `IccTempStore::readItem` and `IccTerminal::receive`.

Care should be taken if you choose to maintain a reference to the `IccBuf` object, rather than copy the data from the `IccBuf` reference into your own `IccBuf` object. For example, consider the following

```
IccBuf      buf(50);
IccTempStore store("TEMPSTOR");
buf = store.readNextItem();
```

Here, the data in the `IccBuf` reference returned from `IccTempStore::readNextItem` is *immediately* copied into the application's own `IccBuf` object, so it does not matter if the data is later invalidated. However, the application might look like this

```
IccTempStore store("TEMPSTOR");
const IccBuf& buf = store.readNextItem();
```

Here, the `IccBuf` reference returned from `IccTempStore::readNextItem` is *not* copied into the application's own storage and care must therefore be taken.

Note: You are recommended not to use this style of programming to avoid using a reference to an `IccBuf` object that does not contain valid data.

The returned `IccBuf` reference typically contains valid data until one of the following conditions is met:

- Another 'read' method is invoked on the `IccResource` object (for example, another `readNextItem` or `readItem` method in the above example).
- The resource updates are committed (see method `IccTask::commitUOW`).
- The task ends (normally or abnormally).

Part 3. Foundation Classes—reference

This section contains the reference information on the foundation classes and structures that are provided as part of CICS. The classes and structures are arranged in alphabetic order. All the functionality you require to create object-oriented CICS programs is included within these classes and structures.

All of the classes and structures begin with the unique prefix **Icc**. Do not create your own classes with this prefix.

Icc structure contains some functions and enumerations that are widely applicable. **IccValue** structure consists of a large enumeration of all the CVDA values used in traditional CICS programs.

The description of each class starts with a simple diagram that shows how it is derived from **IccBase** class, the basis of all the other classes. This is followed by a short description and an indication of the name of the header file that includes it and, where appropriate, a sample source file that uses it.

Within each class or structure description are, where appropriate, the following sections:

1. Inheritance diagram
2. Brief description of class
3. Header file where class is defined. For the location of the C++ header files on your system see "Header files" on page 5.
4. Sample program demonstrating class. For the location of the supplied C++ sample programs on your system see "Sample source code" on page 6.
5. Icc... constructors
6. Public methods (in alphabetic order)
7. Protected methods (in alphabetic order)
8. Inherited public methods (in tabular form)
9. Inherited protected methods (in tabular form)
10. Enumerations

Methods, including constructors, start with a formal function prototype that shows what a call returns and what the parameters are. There follows a description, in order, of the parameters. To avoid duplication, inherited methods just have an indication of the class from which they are derived (and where they are described).

The convention for names is:

1. Variable names are shown as *variable*.
2. Names of classes, structures, enumerations and methods are shown as **method**
3. Members of enumerations are shown as 'enumMember'.
4. The names of all the supplied classes and structures begin with **Icc**.
5. Compound names have no separators, but have capital letters to demark the beginning of second and subsequent words, as in **IccJournalTypeId**.
6. Class and structure names and enumeration types begin with capital letters. Other names begin with lower case letters.

For further information on how to use these classes, see Part 2, “Using the CICS foundation classes,” on page 13.

Chapter 14. Icc structure

This structure holds global enumerations and functions for the CICS Foundation Classes. These globals are defined within this structure to avoid name conflicts.

Header file: ICCGLBEH

Functions

Functions in Icc structure are as follows.

boolText

Returns the text that represents the boolean value described by the parameters, such as "yes" or "on".

```
static const char* boolText (Bool test,  
                             BoolSet set = trueFalse)
```

test

A boolean value, defined in this structure, that has one of two values, chosen from a set of values given by *set*.

set

An enumeration, defined in this structure, that indicates from which pair of values *test* is selected. The default is to use true and false.

catchException

This is the function of last resort, used to intercept **IccException** objects that the application fails to catch. It can be called from the **main** function in the stub program, listed in ICCMAIN header file, and described in Chapter 67, "main function," on page 287. All OO CICS programs should use this stub or a close equivalent.

```
static void catchException(IccException& exception)
```

exception

A reference to an **IccException** object that holds information about a particular type of exception.

conditionText

Returns the symbolic name associated with a condition value. For example, if **conditionText** is called with *condition* of **IccCondition::NORMAL**, it returns "NORMAL", if it is called with *condition* of **IccCondition::IOERR**, it returns "IOERR", and so on.

```
static const char* conditionText(IccCondition::Codes condition)
```

condition

An enumeration, defined in the **IccCondition** structure, that indicates the condition returned by a call to CICS.

initializeEnvironment

Initializes the CICS Foundation Classes. The rest of the class library can only be called after this function has been called. It is called from the **main** function in the stub program, listed in ICCMAIN header file, and described in Chapter 67, “main function,” on page 287. All OO CICS programs should use this stub or a close equivalent.

```
static void initializeEnvironment (ClassMemoryMgmt mem = cmmDefault,  
                                 FamilySubset fam = fsDefault,  
                                 Icc::Bool EDF)
```

mem

An enumeration, defined in this structure, that indicates the memory management policy for the foundation classes.

fam

An enumeration, defined in this structure, that indicates whether the use of CICS features that are not available on all platforms is permitted.

EDF

A boolean that indicates whether EDF tracing is initially on.

isClassMemoryMgmtOn

Returns a boolean value, defined in this structure, that indicates whether class memory management is on.

```
static Bool isClassMemoryMgmtOn()
```

isEDFOn

Returns a Boolean value, defined in this structure, that indicates whether EDF tracing is on at the global level.

```
static Bool isEDFOn()
```

(See **setEDF** in this structure, **isEDFOn** and **setEDF** in **IccResource** class on page Chapter 45, “IccResource class,” on page 185 and “**Execution Diagnostic Facility**” on page 48).

isFamilySubsetEnforcementOn

Returns a boolean value, defined in this structure, that indicates whether it is permitted to use CICS features that are not available on all platforms.

```
static Bool isFamilySubsetEnforcementOn()
```


returnToCICS

This call returns the program flow to CICS.

```
static void returnToCICS()
```

It is called by the **main** function in the stub program, listed in ICCMAIN header file, and described in Chapter 67, “main function,” on page 287. All OO CICS programs should use this stub or a close equivalent.

setEDF

Sets EDF tracing on or off at the global level.

```
static void setEDF(Icc::Bool onOff = off)
```

onOff

A boolean, defined in this structure, that indicates whether EDF tracing is enabled. As EDF is more suitable for tracing programs that use EXEC CICS calls than object oriented programs, the default is off.

unknownException

This function is called by the **main** function in ICCMAIN header file and is used to intercept unknown exceptions.

```
static void unknownException()
```

See Chapter 67, “main function,” on page 287 and **catchException** in this structure).

Enumerations

References in this section to other CICS platforms—CICS OS/2 and CICS for AIX—are included for completeness. There have been Technology Releases of the CICS Foundation Classes on those platforms.

Bool

Three equivalent pairs of boolean values are as follows.

- true, yes, on
- false, no, off

true, yes, and on evaluate to 1, while false, no, and off evaluate to zero. Thus you can code test functions as follows:

```
if (task()->isStartDataAvailable())  
{  
    //do something  
}
```

Note: 'true' and 'false' are compiler keywords in the z/OS 1.2 C/C++ compiler and will not be generated by ICCGLBEH when using this compiler, or any later version.

BoolSet

BoolSet enumerations are as follows.

- trueFalse
- yesNo
- onOff

ClassMemoryMgmt

ClassMemoryMgmt enumerations are as follows.

cmmDefault

The defaults for the different platforms are:

MVS/ESA

cmmNonCICS

OS/2 cmmCICS

UNIX cmmCICS

cmmNonCICS

The C++ environment performs the memory management required by the program.

In MVS/ESA Language Environment ensures that the storage for CICS tasks is released at the end of the task, or if the task terminates abnormally.

On CICS for AIX or CICS for OS/2 dynamic storage release does not occur at normal or abnormal task termination. This means that programs are susceptible to memory leaks.

cmmCICS

The **new** and **delete** operators defined in **IccBase** class map storage allocations to CICS; storage is automatically released at task termination.

FamilySubset

FamilySubset enumerations are as follows.

fsDefault

The defaults for the different platforms are all the same:

fsAllowPlatformVariance

fsEnforce

Enforces Family Subset conformance; that is, it disallows use of any CICS features that are not available on *all* CICS servers (OS/2, AIX, and MVS/ESA).

fsAllowPlatformVariance

Allows each platform to access all the CICS features available on that platform.

GetOpt

This enumeration is used on a number of methods throughout the classes. It indicates whether the value held internally by the object is to be returned to the caller, or whether it has to be refreshed from CICS first.

object

If the value has been previously retrieved from CICS and stored within the object, return this stored value. Otherwise, get a copy of the value from CICS and store within the object.

CICS Force the object to retrieve a fresh value from CICS (and store it within the object) even if there is already a value stored within the object from a previous invocation.

Platforms

Indicates on which operating system the program is being run.

Possible values are:

- OS2
- UNIX
- MVS

Chapter 15. IccAbendData class

This is a singleton class used to retrieve diagnostic information from CICS about a program abend.

IccBase
 IccResource
 IccAbendData

Header file: ICCABDEH

IccAbendData constructor (protected)

IccAbendData constructor in IccAbendData class

Constructor

IccAbendData()

Public methods

These are the public methods in this class.

The opt parameter

Many methods have the same parameter, *opt*, which is described under the **abendCode** method.

abendCode

Returns the current 4-character abend code.

```
const char* abendCode(Icc::GetOpt opt = Icc::object)
```

opt

An enumeration, defined in the **Icc** structure, that indicates whether a value should be refreshed from CICS or whether the existing value should be retained. The possible values are described under the **GetOpt** enumeration in the **Icc** structure in topic on page "GetOpt" on page 72.

Conditions

INVREQ

ASRAInterrupt

Returns 8 characters of status word (PSW) interrupt information at the point when the latest abend with a code of ASRA, ASRB, ASRD, or AICA occurred. The field contains binary zeroes if no ASRA or ASRB abend occurred during the execution of the issuing transaction, or if the abend originally occurred in a remote DPL server program.

`const char* ASRAInterrupt(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

ASRAKeyType

Returns an enumeration, defined in **IccValue**, that indicates the execution key at the time of the last ASRA, ASRB, AICA, or AEYD abend, if any.

The possible values are:

CICSEXECKEY

The task was executing in CICS-key at the time of the last ASRA, ASRB, AICA, or AEYD abend. Note that all programs execute in CICS key if CICS subsystem storage protection is not active.

USEREXECKEY

The task was executing in user-key at the time of the last ASRA, ASRB, AICA, or AEYD abend. Note that all programs execute in CICS key if CICS subsystem storage protection is not active.

NONCICS

The execution key at the time of the last abend was not one of the CICS keys; that is, not key 8 or key 9.

NOTAPPLIC

There has not been an ASRA, ASRB, AICA, or AEYD abend.

`IccValue::CVDA ASRAPSW(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

ASRAPSW

Returns an 8-character status word (PSW) at the point when the latest abend with a code of ASRA, ASRB, ASRD, or AICA occurred. The field contains nulls if no ASRA, ASRB, ASRD, or AICA abend occurred during the execution of the issuing transaction, or if the abend originally occurred in a remote DPL server.

`const char* ASRAPSW(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

ASRARegisters

Returns the contents of general registers 0–15, as a 64-byte data area, at the point when the latest ASRA, ASRB, ASRD, or AICA abend occurred. The contents of the registers are returned in the order 0, 1, ..., 15. Note that nulls are returned if no ASRA, ASRB, ASRD, or AICA abend occurred during the execution of the issuing transaction, or if the abend originally occurred in a remote DPL server program.

```
const char* ASRARegisters(Icc::GetOpt opt = Icc::object)
```

Conditions

INVREQ

ASRASpaceType

Returns an enumeration, defined in **IccValue** structure, that indicates what type of space, if any, was in control at the time of the last ASRA, ASRB, AICA, or AEYD abend.

Possible values are:

SUBSPACE

The task was executing in either its own subspace or the common subspace at the time of the last ASRA, ASRB, AICA, or AEYD abend.

BASESPACE

The task was executing in the base space at the time of the last ASRA, ASRB, AICA, or AEYD abend. Note that all tasks execute in the base space if transaction isolation is not active.

NOTAPPLIC

There has not been an ASRA, ASRB, AICA, or AEYD abend.

```
IccValue::CVDA ASRASpaceType(Icc::GetOpt opt = Icc::object)
```

Conditions

INVREQ

ASRAStorageType

Returns an enumeration, defined in **IccValue** structure, that indicates what type of storage, if any, was being addressed at the time of the last ASRA, ASRB, AICA, or AEYD abend.

Possible values are:

CICS CICS-key storage is being addressed. This can be in one of the CICS dynamic storage areas (CDSA or ECDSA), or in one of the read-only dynamic storage areas (RDSA or ERDSA) if either of the following apply:

- CICS is running with the NOPROTECT option on the RENTPGM system initialization parameter
- storage protection is not active

USER

User-key storage in one of the user dynamic storage areas (RDSA or ERDSA) is being addressed.

READONLY

Read-only storage in one of the read-only dynamic storage areas (RDSA or ERDSA) when CICS is running with the PROTECT option on the RENTPGM system initialization parameter.

NOTAPPLIC

One of:

- No ASRA or AEYD abend has been found for this task.
- The storage affected by an abend is not managed by CICS.
- The ASRA abend is not caused by a 0C4 abend.
- An ASRB or AICA abend has occurred since the last ASRA or AEYD abend.

`IccValue::CVDA ASRAStorageType(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

instance

Returns a pointer to the single **IccAbendData** object. If the object does not already exist, it is created by this method.

`static IccAbendData* instance()`

isDumpAvailable

Returns a boolean, defined in **Icc** structure, that indicates whether a dump has been produced. If it has, use **programName** method to find the name of the failing program of the latest abend.

`Icc::Bool isDumpAvailable(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

originalAbendCode

Returns the original abend code for this task in case of repeated abends.

`const char* originalAbendCode(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

programName

Returns the name of the program that caused the abend.

`const char* programName(Icc::GetOpt opt = Icc::oldValue)`

Conditions

INVREQ

Inherited public methods

These are the public methods inherited by this class.

Method	Class
actionOnCondition	IccResource
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource
classType	IccBase
className	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
id	IccResource
isEDFOn	IccResource
name	IccResource
operator delete	IccBase
operator new	IccBase
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 16. IccAbsTime class

This class holds information about absolute time, the time in milliseconds that has elapsed since the beginning of the year 1900.

```
IccBase
  IccResource
    IccTime
      IccAbsTime
```

Header file: ICCTIMEH

IccAbsTime constructor

IccAbsTime constructor in IccAbsTime class.

Constructor (1)

```
IccAbsTime(const char* absTime)
```

absTime

The 8-byte value of time, in packed decimal format.

Constructor (2)

The copy constructor.

```
IccAbsTime(const IccAbsTime& time)
```

Public methods

These are the public methods in this class.

date

Returns the date, as a character string.

```
const char* date (IccClock::DateFormat format = IccClock::defaultFormat,
                 char dateSeparator = '\0')
```

format

An enumeration, defined in **IccClock** class, that indicates the format of the date. The default is to use the installation default, the value set when the CICS region is initialized.

dateSeparator

The character that separates the different fields of the date. The default is no separation character.

Conditions

INVREQ

dayOfMonth

Returns the day of the month in the range 1 to 31.

`unsigned long dayOfMonth()`

Conditions

INVREQ

dayOfWeek

Returns an enumeration, defined in **IccClock** class, that indicates the day of the week.

`IccClock::DayOfWeek dayOfWeek()`

Conditions

INVREQ

daysSince1900

Returns the number of days that have elapsed since the first day of 1900.

`unsigned long daysSince1900()`

Conditions

INVREQ

hours

Returns the hours component of the time.

`virtual unsigned long hours() const`

milliSeconds

Returns the number of milliseconds that have elapsed since the first day of 1900.

`long double milliSeconds()`

minutes

Returns the minutes component of the time.

`virtual unsigned long minutes() const`

monthOfYear

Returns an enumeration, defined in **IccClock** class, that indicates the month of the year.

`IccClock::MonthOfYear monthOfYear()`

Conditions

INVREQ

operator=

Assigns one `IccAbsTime` object to another.

`IccAbsTime& operator=(const IccAbsTime& absTime)`

packedDecimal

Returns the time as an 8-byte packed decimal string that expresses the number of milliseconds that have elapsed since the beginning of the year 1900.

`const char* packedDecimal() const`

seconds

Returns the seconds component of the time.

`virtual unsigned long seconds() const`

time

Returns the time as a text string.

`const char* time(char timeSeparator = '\\0')`

timeSeparator

The character that delimits the time fields. The default is no time separation character.

Conditions

INVREQ

timeInHours

Returns the number of hours that have elapsed since the day began.

`unsigned long timeInHours()`

timeInMinutes

Returns the number of minutes that have elapsed since the day began.

`unsigned long timeInMinutes()`

timeInSeconds

Returns the number of seconds that have elapsed since the day began.

unsigned long timeInSeconds()

year

Returns the year as a 4-digit integer, e.g. 1996.

unsigned long year()

Conditions

INVREQ

Inherited public methods

These are the inherited public methods in IccAbsTime class.

Method	Class
actionOnCondition	IccResource
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource
classType	IccBase
className	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
hours	IccTime
isEDFOn	IccResource
minutes	IccTime
operator delete	IccBase
operator new	IccBase
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource
timeInHours	IccTime
timeInMinutes	IccTime
timeInSeconds	IccTime
type	IccTime

Inherited protected methods

Inherited protected methods in IccAbsTime class:

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 17. `IccAlarmRequestId` class

An `IccAlarmRequestId` object represents a unique alarm request.

```
IccBase
  IccResourceId
    IccRequestId
      IccAlarmRequestId
```

It contains the 8-character name of the request identifier and a pointer to a 4-byte timer event control area. `IccAlarmRequestId` is used by the `setAlarm` method of `IccClock` class when setting an alarm, and the `waitOnAlarm` method of `IccTask` when waiting for an alarm.

Header file: `ICCRIDEH`

`IccAlarmRequestId` constructors

`IccAlarmRequestId` constructors `IccAlarmRequestId` constructors:

Constructor (1)

Creates a new object with no information present.

```
IccAlarmRequestId()
```

Constructor (2)

Creates an object with information already set.

```
IccAlarmRequestId (const char* nam,
                   const void* timerECA)
```

name

The 8-character name of the request.

timerECA

A pointer to a 4-byte timer event control area.

Constructor (3)

The copy constructor.

```
IccAlarmRequestId(const IccAlarmRequestId& id)
```

id A reference to an `IccAlarmRequestId` object.

Public methods

These methods are used to copy information into an `IccAlarmRequestId` object.

isExpired

Returns a boolean, defined in `Icc` structure, that indicates whether the alarm has expired.

```
Icc::Bool isExpired()
```

operator= (1)

```
IccAlarmRequestId& operator=(const IccRequestId& id)
```

id A reference to an `IccRequestId` object.

operator= (2)

```
IccAlarmRequestId& operator=(const IccAlarmRequestId& id)
```

id A reference to an `IccAlarmRequestId` object.

operator= (3)

```
IccAlarmRequestId& operator=(const char* requestName)
```

requestName

The 8-character name of the alarm request.

setTimerECA

```
void setTimerECA(const void* timerECA)
```

timerECA

A pointer to a 4-byte timer event control area.

timerECA

Returns a pointer to the 4-byte timer event control area.

```
const void* timerECA() const
```

Inherited public methods

These are the public methods inherited by this class.

Method	Class
<code>classType</code>	<code>IccBase</code>
<code>className</code>	<code>IccBase</code>
<code>customClassNum</code>	<code>IccBase</code>
<code>name</code>	<code>IccResourceId</code>
<code>nameLength</code>	<code>IccResourceId</code>
<code>operator delete</code>	<code>IccBase</code>
<code>operator new</code>	<code>IccBase</code>

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
<code>operator=</code>	<code>IccResourceId</code>

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 18. IccBase class

IccBase class is the base class from which *all* CICS Foundation Classes are derived.

IccBase

(The methods associated with **IccBase** are described here although, in practice, they can only be called on objects of the derived classes).

Header file: ICCBASEH

IccBase constructor (protected)

IccBase constructor (protected) in IccBase class

Constructor

IccBase(ClassType *type*)

type

An enumeration that indicates what the subclass type is. For example, for an **IccTempStore** object, the class type is 'cTempStore'.

Public methods

These are the public methods in this class.

The opt parameter

Many methods have the same parameter, *opt*, which is described under the **abendCode** method in "abendCode" on page 75.

classType

Returns an enumeration that indicates what the subclass type is. For example, for an **IccTempStore** object, the class type is 'cTempStore'. The possible values are listed under **ClassType** on page "ClassType" on page 91.

ClassType classType() const

className

Returns the name of the class. For example, an **IccTempStore** object returns "IccTempStore". Suppose a class **MyDataQueue** inherits from **IccDataQueue**. If **MyDataQueue** calls **setClassName("MyDataQueue")**, **MyDataQueue::className(IccBase::customName)** returns "MyDataQueue" and **MyDataQueue::className(IccBase::baseName)** returns "IccDataQueue". An **IccDataQueue** object returns "IccDataQueue" for both *opt* values.

const char* className(NameOpt *opt*=customName)

opt

An enumerator, defined in this class, that indicates whether to return the base name of the class or the name as customized by a derived class.

customClassNum

Returns the number that an application designer has associated with a subclass that he or she has designed.

unsigned short customClassNum() const

operator delete

Destroys an object in an orderly manner.

void operator delete(void* *object*)

object

A pointer to an object that is to be destroyed.

operator new

Creates a new object of given size. This operator enables the Foundation Classes to use CICS storage allocation (see “initializeEnvironment” on page 70).

void* operator new(size_t *size*)

size

The size of the object that is to be created, in bytes.

Protected methods

setClassName

Sets the name of the class. It is useful for diagnostic purposes to be able to get a string representation of the name of the class to which an object belongs.

void setClassName(const char* *className*)

className

The name of the class. For example, if you create a class **MyTempStore** that is a specialization of **IccTempStore**, you might call **setClassName("MyTempStore")**.

setCustomClassNum

Assigns an identification number to a subclass that is not an original part of the classes, as supplied.

void setCustomClassNum(unsigned short *number*)

number

The number that an application designer associates with a subclass for identification purposes.

Enumerations

Enumerations in IccBase class:

ClassType

The names are derived by deleting the first two characters from the name of the class.

The possible values are:

cAbendData	cGroupId	cSystem
cAlarmRequestId	cJournal	cTask
cBuf	cJournalId	cTempStore
cClock	cJournalTypeId	cTempStoreId
cConsole	cLockId	cTermId
cControl	cMessage	cTerminal
cConvId	cPartnerId	cTerminalData
cCUSTOM	cProgram	cTime
cDataQueue	cProgramId	CTPNameId
cDataQueueId	cRecordIndex	cTransId
cEvent	cRequestId	cUser
cException	cSemaphore	cUserId
cFile	cSession	
cFileId	cStartRequestQ	
cFileIterator	cSysId	

Note: cCUSTOM allows the class library to be extended by non-IBM developers.

NameOpt

NameOpt in Enumerations:

See "className" on page 89.

baseName

Returns the default name assigned to the class as provided by IBM.

customName

Returns the name assigned using **setClassName** method from a subclass *or*, if **setClassName** has not been invoked, the same as *baseName*.

Chapter 19. IccBuf class

IccBuf class is supplied for the general manipulation of buffers.

IccBase
IccBuf

This class is used by other classes that make calls to CICS, but does not itself call CICS services. See Chapter 6, “Buffer objects,” on page 25.

Header file: ICCBUFEH

Sample: ICC\$BUF

IccBuf constructors

IccBuf constructors in IccBuf class:

Constructor (1)

Creates an **IccBuf** object, allocating its own data area with the given length and with all the bytes within it set to NULL.

IccBuf (unsigned long *length* = 0,
DataAreaType *type* = extensible)

length

The initial length of the data area, in bytes. The default length is 0.

type

An enumeration that indicates whether the data area can be dynamically extended. Possible values are extensible or fixed. The default is extensible.

Constructor (2)

Creates an **IccBuf** object that cannot be extended, adopting the given data area as its own. See warning about “Internal/External ownership of buffers” on page 25.

IccBuf (unsigned long *length*,
void* *dataArea*)

length

The length of the supplied data area, in bytes

dataArea

The address of the first byte of the supplied data area.

Constructor (3)

Creates an **IccBuf** object, allocating its own data area with the same length as the *text* string, and copies the string into its data area.

IccBuf (`const char* text`,
`DataAreaType type = extensible`)

text

A null-terminated string to be copied into the new **IccBuf** object.

type

An enumeration that indicates whether the data area can be extended. Possible values are **extensible** or **fixed**. The default is **extensible**.

Constructor (4)

The copy constructor—creates a new **IccBuf** object that is a copy of the given object. The created **IccBuf** object *always* has an internal data area.

IccBuf(`const IccBuf& buffer`)

buffer

A reference to an **IccBuf** object that is to be copied into the new object.

Public methods

These are the public methods in this class.

append (1)

Appends data from the given data area to the data area in the object.

IccBuf& **append** (`unsigned long length`,
`const void* dataArea`)

length

The length of the source data area, in bytes

dataArea

The address of the source data area.

append (2)

Append data, in the form of format string and variable argument, to the data area in the object. This is the same as the form used by **printf** in the standard C library. Note that it is the responsibility of the application programmer to ensure that the optional parameters are consistent with the format string.

IccBuf& **append** (`const char* format`,
...)

format

The null-terminated format string

... The optional parameters.

assign (1)

Assigns data from the given data area to the data area in the object.

```
IccBuf& assign (unsigned long length,  
              const void* dataArea)
```

length

The length of the source data area, in bytes

dataArea

The address of the source data area.

assign (2)

Assigns data, in the form of format string and variable argument, to the data area in the object. This is the same as the form used by **printf** in the standard C library.

```
IccBuf& assign (const char* format,  
              ...)
```

format

The format string

... The optional parameters.

cut

Makes the specified cut to the data in the data area and returns a reference to the **IccBuf** object.

```
IccBuf& cut (unsigned long length,  
            unsigned long offset = 0)
```

length

The number of bytes to be cut from the data area.

offset

The offset into the data area. The default is no offset.

dataArea

Returns the address of data at the given offset into the data area.

```
const void* dataArea(unsigned long offset = 0) const
```

offset

The offset into the data area. The default is no offset.

dataAreaLength

Returns the length of the data area in bytes.

```
unsigned long dataAreaLength() const
```

dataAreaOwner

Returns an enumeration that indicates whether the data area has been allocated by the **IccBuf** constructor or has been supplied from elsewhere.

DataAreaOwner dataAreaOwner() const

The possible values are listed under “DataAreaOwner” on page 101.

dataAreaType

DataAreaType dataAreaType() const

Returns an enumeration that indicates whether the data area can be extended. The possible values are listed under “DataAreaType” on page 101.

dataLength

Returns the length of data in the data area. This cannot be greater than the value returned by **dataAreaLength**

unsigned long dataLength() const

insert

Inserts the given data into the data area at the given offset and returns a reference to the **IccBuf** object.

**IccBuf& insert (unsigned long length,
const void* dataArea,
unsigned long offset = 0)**

length

The length of the data, in bytes, to be inserted into the **IccBuf** object

dataArea

The start of the source data to be inserted into the **IccBuf** object

offset

The offset in the data area where the data is to be inserted. The default is no offset.

isFMHContained

Icc::Bool isFMHContained() const

Returns a boolean, defined in **Icc** structure, that indicates whether the data area contains FMHs (function management headers).

operator const char*

operator const char*() const

Casts an **IccBuf** object to a null terminated string.

```
IccBuf data("Hello World");  
cout « (const char*) data;
```

operator= (1)

Assigns data from another buffer object and returns a reference to the **IccBuf** object.

```
IccBuf& operator=(const IccBuf& buffer)
```

buffer

A reference to an **IccBuf** object.

operator= (2)

Assigns data from a null-terminated string and returns a reference to the **IccBuf** object. See also the **assign** method.

```
IccBuf& operator=(const char* text)
```

text

The null-terminated string to be assigned to the **IccBuf** object.

operator+= (1)

Appends data from another buffer object and returns a reference to the **IccBuf** object.

```
IccBuf& operator+=(const IccBuf& buffer)
```

buffer

A reference to an **IccBuf** object.

operator+= (2)

Appends data from a null-terminated string and returns a reference to the **IccBuf** object. See also the **append** method.

```
IccBuf& operator+=(const char* text)
```

text

The null-terminated string to be appended to the **IccBuf** object.

operator==

Returns a boolean, defined in **Icc** structure, that indicates whether the data contained in the buffers of the two **IccBuf** objects is the same. It is true if the current lengths of the two data areas are the same and the contents are the same.

```
Icc::Bool operator==(const IccBuf& buffer) const
```

buffer

A reference to an **IccBuf** object.

operator!=

Returns a boolean, defined in **Icc** structure, that indicates whether the data contained in the buffers of the two **IccBuf** objects is different. It is true if the current lengths of the two data areas are different or if the contents are different.

Icc::Bool operator!=(const **IccBuf**& *buffer*) const

buffer

A reference to an **IccBuf** object.

operator« (1)

Appends another buffer.

operator«(const **IccBuf**& *buffer*)

operator« (2)

Appends a string.

operator«(const char* *text*)

operator« (3)

Appends a character.

operator«(char *ch*)

operator« (4)

Appends a character.

operator«(signed char *ch*)

operator« (5)

Appends a character.

operator«(unsigned char *ch*)

operator« (6)

Appends a string.

operator«(const signed char* *text*)

operator« (7)

Appends a string.

operator«(const unsigned char* *text*)

operator« (8)

Appends a short.

`operator«(short num)`

operator« (9)

Appends an unsigned short.

`operator«(unsigned short num)`

operator« (10)

Appends a long.

`operator«(long num)`

operator« (11)

Appends an unsigned long.

`operator«(unsigned long num)`

operator« (12)

Appends an integer.

`operator«(int num)`

operator« (13)

Appends a float.

`operator«(float num)`

operator« (14)

Appends a double.

`operator«(double num)`

operator« (15)

Appends a long double.

`operator«(long double num)`

Appends data of various types to the **IccBuf** object. The types are converted to a 'readable' format, for example from a long to a string representation.

overlay

Makes the data area external and fixed. Any existing internal data area is destroyed. See warning about “Internal/External ownership of buffers” on page 25.

IccBuf& overlay (**unsigned long** *length*,
void* *dataArea*)

length
The length of the existing data area.

dataArea
The address of the existing data area.

replace

Replaces the current contents of the data area at the given offset with the data provided and returns a reference to the **IccBuf** object.

IccBuf& replace (**unsigned long** *length*,
const void* *dataArea*,
unsigned long *offset = 0*)

length
The length of the source data area, in bytes.

dataArea
The address of the start of the source data area.

offset
The position where the new data is to be written, relative to the start of the **IccBuf** data area. The default is no offset.

setDataLength

Changes the current length of the data area and returns the new length. If the **IccBuf** object is not extensible, the data area length is set to either the original length of the data area or *length*, whichever is less.

unsigned long setDataLength(**unsigned long** *length*)

length
The new length of the data area, in bytes

setFMHContained

Allows an application program to indicate that a data area contains function management headers.

void setFMHContained(**Icc::Bool** *yesNo = Icc::yes*)

yesNo
A boolean, defined in **Icc** structure, that indicates whether the data area contains FMHs. The default value is yes.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
className	IccBase
classType	IccBase
customClassNum	IccBase
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Enumerations

DataAreaOwner

Indicates whether the data area of a **IccBuf** object has been allocated outside the object.

Possible values are:

internal

The data area has been allocated by the **IccBuf** constructor.

external

The data area has been allocated externally.

DataAreaType

Indicates whether the data area of a **IccBuf** object can be made longer than its original length.

Possible values are:

extensible

The data area can be automatically extended to accommodate more data.

fixed

The data area cannot grow in size. If you attempt to assign too much data, the data is truncated, and an exception is thrown.

Chapter 20. IccClock class

The **IccClock** class controls access to the CICS time and date services.

IccBase
IccResource
IccClock

Header file: ICCCLKEH

Sample: ICC\$CLK

IccClock constructor

Constructor

IccClock(UpdateMode *update* = manual)

update

An enumeration, defined in this class, that indicates whether the clock is to update its time automatically whenever a time or date service is used, or whether it is to wait until an explicit **update** method call is made. If the time is updated manually, the initial clock time is the time when the **IccClock object** object is created.

Public methods

These are the public methods in this class.

absTime

Returns a reference to an **IccAbsTime** object that contains the absolute time as provided by CICS.

IccAbsTime& absTime()

cancelAlarm

Cancels a previous **setAlarm** request if the alarm time has not yet been reached, that is, the request has not expired.

void cancelAlarm(const **IccRequestId*** reqId = 0)

reqId

An optional pointer to the **IccRequestId** object that holds information on an alarm request.

Conditions

ISCINVREQ, NOTAUTH, NOTFND, SYSIDERR

date

Returns the date as a string.

```
const char* date (DateFormat format = defaultFormat,  
                char dateSeparator = '\0')
```

format

An enumeration, defined in this class, that indicates in which format you want the date to be returned.

dateSeparator

The character that is used to separate different fields in the date. The default is no separation character.

Conditions

INVREQ

dayOfMonth

Returns the day component of the date, in the range 1 to 31.

```
unsigned long dayOfMonth()
```

Conditions

INVREQ

dayOfWeek

Returns an enumeration, defined in this class, that indicates the day of the week.

```
DayOfWeek dayOfWeek()
```

Conditions

INVREQ

daysSince1900

Returns the number of days that have elapsed since 1st January, 1900.

```
unsigned long daysSince1900()
```

Conditions

INVREQ

milliseconds

Returns the number of milliseconds that have elapsed since 00:00 on 1st January, 1900.

long double milliSeconds()

monthOfYear

MonthOfYear monthOfYear()

Returns an enumeration, defined in this class, that indicates the month of the year.

Conditions

INVREQ

setAlarm

Sets an alarm at the time specified in *time*. It returns a reference to an **IccAlarmRequestId** object that can be used to cancel the alarm—see **cancelAlarm** method.

See also the “**waitOnAlarm**” on page 232 method of class **IccTask**.

```
const IccAlarmRequestId& setAlarm (const IccTime& time,  
                                   const IccRequestId* reqId = 0)
```

time

A reference to an **IccTime** object that contains time information. As **IccTime** is an abstract class *time* is, in practise, an object of class **IccAbsTime**, **IccTimeOfDay**, or **IccTimeInterval**.

reqId

An optional pointer to an **IccRequestId** object that is used to identify this particular alarm request.

Conditions

EXPIRED, INVREQ

time

Returns the time as a text string.

```
const char* time(char timeSeparator = '\0')
```

timeSeparator

The character that delimits the time fields. The default is no separation character.

Conditions

INVREQ

update

Updates the clock time and date from CICS. See the **IccClock** constructor.

void update()

year

unsigned long year()

Returns the 4-figure year number, such as 1996.

Conditions

INVREQ

Inherited public methods

These are the public methods inherited by this class.

Method	Class
actionOnCondition	IccResource
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource
classType	IccBase
className	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
id	IccResource
isEDFOn	IccResource
name	IccResource
operator delete	IccBase
operator new	IccBase
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Enumerations

DateFormat

- defaultFormat
- DDMMYY
- MMDDYY
- YYDDD
- YYDDMM
- YYMMDD
- DDMMYYYY
- MMDDYYYY
- YYYYDDD
- YYYYDDMM
- YYYYMMDD

DayOfWeek

Indicates the day of the week.

- Sunday
- Monday
- Tuesday
- Wednesday
- Thursday
- Friday
- Saturday

MonthOfYear

Indicates the month of the year.

- January
- February
- March
- April
- May
- June
- July
- August
- September
- October
- November
- December

UpdateMode

Indicates whether the clock is automatically updated.

manual

The clock initially holds the time at which it was created. It is subsequently updated only when an **update** method call is made.

automatic

The clock is updated to the current CICS time and date whenever any time or date method is called (for example, **daysSince1900**).

Chapter 21. IccCondition structure

This structure contains an enumeration of all the CICS condition codes.

Header file: ICCCNDEH

Enumerations

Codes

The possible values are:

	Value		Value		Value
0	NORMAL	35	TSIOERR	70	NOTAUTH
1	ERROR	36	MAPFAIL	—	
2	RDATT	37	INVERRTERM	72	SUPPRESSED
3	WRBRK	38	INVMPSZ	—	
4	ICCEOF	39	IGREQID	—	
5	EODS	40	OVERFLOW	75	RESIDERR
6	EOC	41	INVLDC	—	
7	INBFMH	42	NOSTG	—	
8	ENDINPT	43	JIDERR	—	
9	NONVAL	44	QIDERR	—	
10	NOSTART	45	NOJBUFSP	80	NOSPOOL
11	TERMIDERR	46	DSSTAT	81	TERMERR
12	FILENOTFOUND	47	SELNERR	82	ROLLEDBACK
13	NOTFND	48	FUNCERR	83	END
14	DUPREC	49	UNEXPIN	84	DISABLED
15	DUPKEY	50	NOPASSBKRD	85	ALLOCERR
16	INVREQ	51	NOPASSBKWR	86	STRELERR
17	IOERR	—		87	OPENERR
18	NOSPACE	53	SYSIDERR	88	SPOLBUSY
19	NOTOPEN	54	ISCINVREQ	89	SPOLERR
20	ENDFILE	55	ENQBUSY	90	NODEIDERR
21	ILLOGIC	56	ENVDEFERR	91	TASKIDERR
22	LENGERR	57	IGREQCD	92	TCIDERR
23	QZERO	58	SESSIONERR	93	DSNNOTFOUND
24	SIGNAL	59	SYSBUSY	94	LOADING
25	QBUSY	60	SESSBUSY	95	MODELIDERR
26	ITEMERR	61	NOTALLOC	96	OUTDESCERR
27	PGMIDERR	62	CBIDERR	97	PARTNERIDERR
28	TRANSIDERR	63	INVEXITREQ	98	PROFILEIDERR
29	ENDDATA	64	INVPARTNSET	99	NETNAMEIDERR
30	INVTSREQ	65	INVPARTN	100	LOCKED
31	EXPIRED	66	PARTNFAIL	101	RECORDBUSY
32	RETPAGE	—		102	UOWNOTFOUND
33	RTEFAIL	—		103	UOWLNOTFOUND
34	RTESOME	69	USERIDERR		

Range

maxValue

The highest CICS condition, currently 103.

Chapter 22. IccConsole class

This is a singleton class that represents the CICS console.

IccBase
IccResource
IccConsole

Header file: ICCONEH

Sample: ICC\$CON

IccConsole constructor (protected)

Constructor

No more than one of these objects is permitted in a task. An attempt to create more objects causes an exception to be thrown.

`IccConsole()`

Public methods

These are the public methods in this class.

The *opt* parameter

Many methods have the same parameter, *opt*, which is described under the **abendCode** method in “abendCode” on page 75.

instance

Returns a pointer to the single **IccConsole** object that represents the CICS console. If the object does not already exist, it is created by this method.

`static IccConsole* instance()`

put

Writes the data in *send* to the CICS console. **put** is a synonym for **write**. See Chapter 10, “Polymorphic Behavior,” on page 57.

`virtual void put(const IccBuf& send)`

send

A reference to an **IccBuf** object that contains the data that is to be written to the console.

replyTimeout

`unsigned long replyTimeout() const`

Returns the length of the reply timeout in milliseconds.

resetRouteCodes

`void resetRouteCodes()`

Removes all route codes held in the **IccConsole** object.

setAllRouteCodes

`void setAllRouteCodes()`

Sets all possible route codes in the **IccConsole** object, that is, 1 through 28.

setReplyTimeout (1)

`void setReplyTimeout(IccTimeInterval& interval)`

interval

A reference to a **IccTimeInterval** object that describes the length of the time interval required.

setReplyTimeout (2)

The two different forms of this method are used to set the length of the reply timeout.

`void setReplyTimeout(unsigned long seconds)`

seconds

The length of the time interval required, in seconds.

setRouteCodes

Saves route codes in the object for use on subsequent **write** and **writeAndGetReply** calls. Up to 28 codes can be held in this way.

`void setRouteCodes (unsigned short numRoutes,
...)`

numRoutes

The number of route codes provided in this call—the number of arguments that follow this one.

... One or more arguments, the number of which is given by *numRoutes*. Each argument is a route code, of type **unsigned short**, in the range 1 to 28.

write

Writes the data in *send* to the CICS console.

```
void write (const IccBuf& send,  
           SeverityOpt opt = none)
```

send

A reference to an **IccBuf** object that contains the data that is to be written to the console.

opt

An enumeration, defined below, that indicates the severity of the console message.

Conditions

INVREQ, LENGERR, EXPIRED

writeAndGetReply

Writes the data in *send* to the CICS console and returns a reference to an **IccBuf** object that contains the reply from the CICS operator.

```
const IccBuf& writeAndGetReply (const IccBuf& send,  
                               SeverityOpt opt= none)
```

send

A reference to an **IccBuf** object that contains the data that is to be written to the console.

opt

An enumeration, defined below, that indicates the severity of the console message.

Conditions

INVREQ, LENGERR, EXPIRED

Inherited public methods

These are the public methods inherited by this class.

Method	Class
actionOnCondition	IccResource
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource
classType	IccBase
className	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
id	IccResource
isEDFOn	IccResource
name	IccResource

Method	Class
operator delete	IccBase
operator new	IccBase
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Enumerations

SeverityOpt

Possible values are:

- none
- warning
- error
- severe

Chapter 23. IccControl class

IccControl class controls an application program that uses the supplied Foundation Classes.

IccBase
IccResource
IccControl

This class is a singleton class in the application program; each program running under a CICS task has a single **IccControl** object.

IccControl has a pure virtual **run** method, where application code is written, and is therefore an abstract base class. The application programmer must subclass **IccControl**, and implement the **run** method.

Header file: ICCCTLEH

IccControl constructor (protected)

Constructor

IccControl()

Public methods

These are the public methods in this class.

callingProgramId

Returns a reference to an **IccProgramId** object that represents the program that called this program. The returned **IccProgramId** reference contains a null name if the executing program was not called by another program.

```
const IccProgramId& callingProgramId()
```

Conditions

INVREQ

cancelAbendHandler

Cancels a previously established exit at this logical program level.

```
void cancelAbendHandler()
```

Conditions

NOTAUTH, PGMIDERR

commArea

Returns a reference to an **IccBuf** object that encapsulates the COMMAREA—the communications area of CICS memory that is used for passing data between CICS programs and transactions.

`IccBuf& commArea()`

Conditions

INVREQ

console

Returns a pointer to the single **IccConsole** object. If this object has not yet been created, this method creates the object before returning a pointer to it.

`IccConsole* console()`

initData

`const IccBuf& initData()`

Returns a reference to an **IccBuf** object that contains the initialization parameters specified for the program in the INITPARM system initialization parameter.

Conditions

INVREQ

instance

Returns a pointer to the single **IccControl** object. The object is created if it does not already exist.

`static IccControl* instance()`

isCreated

`static Icc::Bool isCreated()`

Returns a boolean value that indicates whether the **IccControl** object already exists. Possible values are true or false.

programId

`const IccProgramId& programId()`

Returns a reference to an **IccProgramId** object that refers to this executing program.

Conditions

INVREQ

resetAbendHandler

Reactivates a previously cancelled abend handler for this logical program level. (See `cancelAbendHandler` on page “cancelAbendHandler” on page 115).

```
void resetAbendHandler()
```

Conditions

NOTAUTH, PGMIDERR

returnProgramId

Returns a reference to an `IccProgramId` object that refers to the program that resumes control when this logical program level issues a return.

```
const IccProgramId& returnProgramId()
```

run

```
virtual void run() = 0
```

This method should be implemented in a subclass of `IccControl` by the application programmer.

session

```
IccSession* session()
```

Returns a pointer to the `IccSession` object that represents the principal facility for this program. An exception is thrown if this program does not have a session as its principal facility.

setAbendHandler (1)

```
void setAbendHandler(const IccProgramId& programId)
```

programId

A reference to the `IccProgramId` object that indicates which program is affected.

setAbendHandler (2)

These methods set the abend handler to the named program for this logical program level.

```
void setAbendHandler(const char* programName)
```

programName

The name of the program affected.

Conditions

NOTAUTH, PGMIDERR

startRequestQ

Returns a pointer to the **IccStartRequestQ** object. If this object has not yet been created, this method creates the object before returning a pointer to it.

IccStartRequestQ* startRequestQ()

system

IccSystem* system()

Returns a pointer to the **IccSystem** object. If this object has not yet been created, this method creates the object before returning a pointer to it.

task

IccTask* task()

Returns a pointer to the **IccTask** object. If this object has not yet been created, this method creates the object before returning a pointer to it.

terminal

IccTerminal* terminal()

Returns a pointer to the **IccTerminal** object. If this object has not yet been created, this method creates the object before returning a pointer to it.

This method has a condition, that the transaction must have a terminal as its principal facility. That is, there must be a physical terminal involved.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
actionOnCondition	IccResource
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource
classType	IccBase
className	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource

Method	Class
id	IccResource
isEDFOn	IccResource
name	IccResource
operator delete	IccBase
operator new	IccBase
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 24. IccConvId class

IccConvId class is used to identify an APPC conversation.

IccBase
IccResourceId
IccConvId

IccConvId class is used to identify an APPC conversation.

Header file: ICCRIDEH

IccConvId constructors

Constructor (1)

IccConvId(const char* convName)

convName
The 4-character name of the conversation.

Constructor (2)

The copy constructor.

IccConvId(const IccConvId& convId)

convId
A reference to an IccConvId object.

Public methods

These are the public methods in this class.

operator= (1)

IccConvId& operator=(const char* convName)

operator= (2)

Assigns new value.

IccConvId& operator=(const IccConvId id)

Inherited public methods

These are the public methods inherited by this class.

Method	Class
classType	IccBase
className	IccBase
customClassNum	IccBase
name	IccResourceId
nameLength	IccResourceId
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
operator=	IccResourceId
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 25. IccDataQueue class

This class represents a CICS transient data queue.

```
IccBase
  IccResource
    IccDataQueue
```

Header file: ICCDATEH

Sample: ICC\$DAT

IccDataQueue constructors

Constructor (1)

```
IccDataQueue(const IccDataQueueId& id)
```

id A reference to an **IccDataQueueId** object that contains the name of the CICS transient data queue.

Constructor (2)

```
IccDataQueue(const char* queueName)
```

queueName
The 4-byte name of the queue that is to be created. An exception is thrown if *queueName* is not valid.

Public methods

These are the public methods in this class.

clear

A synonym for **empty**. See Chapter 10, "Polymorphic Behavior," on page 57.

```
virtual void clear()
```

empty

```
void empty()
```

Empties the queue, that is, deletes all items on the queue.

Conditions

ISCVREQ, NOTAUTH, QIDERR, SYSIDERR, DISABLED, INVREQ

get

A synonym for **readItem**. See Chapter 10, “Polymorphic Behavior,” on page 57.

```
virtual const IccBuf& get()
```

put

A synonym for **writeItem**. See Chapter 10, “Polymorphic Behavior,” on page 57.

```
virtual void put(const IccBuf& buffer)
```

buffer

A reference to an **IccBuf** object that contains data to be put into the queue.

readItem

```
const IccBuf& readItem()
```

Returns a reference to an **IccBuf** object that contains one item read from the data queue.

Conditions

IOERR, ISCINVREQ, LENGERR, NOTAUTH, NOTOPEN, QBUSY, QIDERR, QZERO, SYSIDERR, DISABLED, INVREQ

writeltem (1)

```
void writeItem(const IccBuf& item)
```

item

A reference to an **IccBuf** object that contains data to be written to the queue.

writeltem (2)

Writes an item of data to the queue.

```
void writeItem(const char* text)
```

text

Text that is to be written to the queue.

Conditions

IOERR, ISCINVREQ, LENGERR, NOSPACE, NOTAUTH, NOTOPEN, QIDERR, SYSIDERR, DISABLED, INVREQ

Inherited public methods

These are the public methods inherited by this class.

Method	Class
actionOnCondition	IccResource
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource
className	IccBase
classType	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
id	IccResource
isEDFOn	IccResource
isRouteOptionOn	IccResource
name	IccResource
operator delete	IccBase
operator new	IccBase
routeOption	IccResource
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource
setRouteOption	IccResource

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 26. IccDataQueueId class

IccDataQueueId is used to identify a CICS Transient Data Queue name.

IccBase
IccResourceId
IccDataQueueId

IccDataQueueId is used to identify a CICS Transient Data Queue name.

Header file: ICCRIDEH

IccDataQueueId constructors

Constructor (1)

IccDataQueueId(const char* *queueName*)

queueName
The 4-character name of the queue

Constructor (2)

IccDataQueueId(const **IccDataQueueId**& *id*)

id A reference to an **IccDataQueueId** object.

Public methods

These are the public methods in this class.

operator= (1)

IccDataQueueId& operator=(const char* *queueName*)

queueName
The 4-character name of the queue

operator= (2)

Assigns new value.

IccDataQueueId& operator=(const **IccDataQueueId**& *id*)

id A reference to an **IccDataQueueId** object.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
classType	IccBase
className	IccBase
customClassNum	IccBase
name	IccResourceId
nameLength	IccResourceId
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
operator=	IccResourceId
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 27. IccEvent class

The **IccEvent** class contains information on a particular CICS call, which we call a CICS event.

IccBase
IccEvent

Header file: ICCEVTEH

Sample: ICC\$RES1

IccEvent constructor

Constructor

IccEvent (**const IccResource*** *object*,
const char* *methodName*)

object

A pointer to the **IccResource** object that is responsible for this event.

methodName

The name of the method that caused the event to be created.

Public methods

These are the public methods in this class.

className

Returns the name of the class responsible for this event.

const char* **className**() **const**

classType

IccBase::ClassType **classType**() **const**

Returns an enumeration, described under **classType** on page “classType” on page 89 in **IccBase** class, that indicates the type of class that is responsible for this event.

condition

Returns an enumerated type that indicates the condition returned from this CICS event. The possible values are described under the **Codes** type in the **IccCondition** structure.

```
IccCondition::Codes condition(IccResource::ConditionType type =  
                             IccResource::majorCode) const
```

type

An enumeration that indicates whether a major code or minor code is being requested. Possible values are 'majorCode' or 'minorCode'. 'majorCode' is the default value.

conditionText

```
const char* conditionText() const
```

Returns the text of the CICS condition code, such as "NORMAL" or "LENGERR".

methodName

```
const char* methodName() const
```

Returns the name of the method responsible for this event.

summary

```
const char* summary()
```

Returns a summary of the CICS event in the form:

CICS event summary: IccDataQueue::readItem condition=23 (QZERO) minor=0

Inherited public methods

These are the public methods inherited by this class.

Method	Class
className	IccBase
classType	IccBase
customClassNum	IccBase
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 28. IccException class

IccException class contains information about CICS Foundation Class exceptions.

IccBase
IccException

It is used to create objects that are 'thrown' to application programs. They are generally used for error conditions such as invalid method calls, but the application programmer can also request an exception is thrown when CICS raises a particular condition.

Header file: ICCEXCEH

Samples: ICC\$EXC1, ICC\$EXC2, ICC\$EXC3

IccException constructor

Constructor

```
IccException (Type exceptionType,  
             IccBase::ClassType classType,  
             const char* className,  
             const char* methodName,  
             IccMessage* message,  
             IccBase* object = 0,  
             unsigned short exceptionNum = 0)
```

exceptionType

An enumeration, defined in this class, that indicates the type of the exception

classType

An enumeration, defined in this class, that indicates from which type of class the exception was thrown

className

The name of the class from which the exception was thrown

methodName

The name of the method from which the exception was thrown

message

A pointer to the **IccMessage** object that contains information about why the exception was created.

object

A pointer to the object that threw the exception

exceptionNum

The unique exception number.

Note: When the **IccException** object is created it takes ownership of the **IccMessage** given on the constructor. When the **IccException** is deleted, the

IccMessage object is deleted automatically by the **IccException** destructor. Therefore, do not delete the **IccMessage** object before deleting the **IccException** object.

Public methods

These are the public methods in this class.

className

Returns the name of the class responsible for throwing this exception.

```
const char* className() const
```

classType

```
IccBase::ClassType classType() const
```

Returns an enumeration, described under **ClassType** in **IccBase** class, that indicates the type of class which threw this exception.

message

```
IccMessage* message() const
```

Returns a pointer to an **IccMessage** object that contains information on any message associated with this exception.

methodName

```
const char* methodName() const
```

Returns the name of the method responsible for throwing this exception.

number

```
unsigned short number() const
```

Returns the unique exception number.

This is a useful diagnostic for IBM service. The number uniquely identifies from where in the source code the exception was thrown.

summary

```
const char* summary()
```

Returns a string containing a summary of the exception. This combines the **className**, **methodName**, **number**, **Type**, and **IccMessage::text** methods into the following form:

type

Type type() const

Returns an enumeration, defined in this class, that indicates the type of exception.

typeText

const char* typeText() const

Returns a string representation of the exception type, for example, "objectCreationError", "invalidArgument".

Inherited public methods

These are the public methods inherited by this class.

Method	Class
className	IccBase
classType	IccBase
customClassNum	IccBase
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Enumerations

Type

objectCreationError

An attempt to create an object was invalid. This happens, for example, if an attempt is made to create a second instance of a singleton class, such as **IccTask**.

invalidArgument

A method was called with an invalid argument. This happens, for example, if an **IccBuf** object with too much data is passed to the **writelnItem** method of the **IccTempStore** class by the application program. An attempt to create an **IccFileId** object with a 9-character filename also generates an exception of this type.

invalidMethodCall

A method call cannot proceed. A typical reason is that the object cannot honor the call in its current state. For example, a **readRecord** call on an **IccFile** object is only honored if an **IccRecordIndex** object, to specify *which* record is to be read, has already been associated with the file.

CICSCondition

A CICS condition, listed in the **IccCondition** structure, has occurred in the object and the object was configured to throw an exception.

platformError

An operation is invalid because of limitations of this particular platform. For example, an attempt to create an **IccJournal** object would fail under CICS for OS/2 because there are no CICS journal services on this server.

A platformError exception can occur at 3 levels:

1. An object is not supported on this platform.
2. An object is supported on this platform, but a particular method is not.
3. A method is supported on this platform, but a particular positional parameter is not.

See "Platform differences" on page 54 for more details.

familyConformanceError

Family subset enforcement is on for this program and an operation that is not valid on all supported platforms has been attempted.

internalError

The CICS Foundation Classes have detected an internal error. Please call your support organization.

Chapter 29. IccFile class

IccFile class enables the application program to access CICS files.

IccBase
IccResource
IccFile

Header file: ICCFILEH

Sample: ICC\$FIL

IccFile constructors

Constructor (1)

IccFile (const IccFileId& *id*,
IccRecordIndex* *index* = 0)

id A reference to the **IccFileId** object that identifies which file is being operated on

index

An optional pointer to the **IccRecordIndex** object that identifies which record in the file is being operated on.

Constructor (2)

To access files using an **IccFile** object, it must have an **IccRecordIndex** object associated with it. If this association is not made when the object is created, use the **registerRecordIndex** method.

IccFile (const char* *fileName*,
IccRecordIndex* *index* = 0)

fileName

The 8-character name of the file

index

An optional pointer to the **IccRecordIndex** object that identifies which record in the file is being operated on.

Public methods

These are the public methods in this class.

The opt parameter

Many methods have the same parameter, *opt*, which is described under the **abendCode** method in "abendCode" on page 75.

access

Returns a composite number indicating the access properties of the file. See also `isReadable`, `isBrowsable`, `isAddable`, `isDeletable`, and `isUpdatable` methods.

`unsigned long access(Icc::GetOpt opt = Icc::object)`

opt

An enumeration, defined in `Icc` structure, that indicates whether you can use a value previously retrieved from CICS (object), or whether the object should retrieve a fresh value from CICS.

accessMethod

Returns an enumeration, defined in `IccValue`, that represents the access method for this file.

Possible values are:

- VSAM
- BDAM
- SFS

`IccValue::CVDA accessMethod(Icc::GetOpt opt = Icc::object)`

opt

See `access` method.

Conditions

END, FILENOTFOUND, ILLOGIC, NOTAUTH

beginInsert(VSAM only)

Signals the start of a mass insertion of data into the file.

`void beginInsert()`

deleteLockedRecord

Deletes a record that has been previously locked by `readRecord` method in update mode. (See also `readRecord` method.)

`void deleteLockedRecord(unsigned long updateToken = 0)`

updateToken

A token that indicates which previously read record is to be deleted. This is the token that is returned from `readRecord` method when in update mode.

Conditions

DISABLED, DUPKEY, FILENOTFOUND, ILLOGIC, INVREQ, IOERR, ISCINVREQ, NOTAUTH, NOTFIND, NOTOPEN, SYSIDERR, LOADING

deleteRecord

Deletes one or more records, as specified by the associated **IccRecordIndex** object, and returns the number of deleted records.

`unsigned short deleteRecord()`

Conditions

DISABLED, DUPKEY, FILENOTFOUND, ILLOGIC, INVREQ, IOERR, ISCINVREQ, NOTAUTH, NOTFIND, NOTOPEN, SYSIDERR, LOADING

enableStatus

Returns an enumeration, defined in **IccValue**, that indicates whether the file is enabled to be used by programs.

Possible values are:

- DISABLED
- DISABLING
- ENABLED
- UNENABLED

`IccValue::CVDA enableStatus(Icc::GetOpt opt = Icc::object)`

opt
See **access** method.

Conditions

END, FILENOTFOUND, ILLOGIC, NOTAUTH

endInsert(VSAM only)

Marks the end of a mass insertion operation. See **beginInsert**.

`void endInsert()`

isAddable

Indicates whether more records can be added to the file.

`Icc::Bool isAddable(Icc::GetOpt opt = Icc::object)`

opt
See **access** method.

Conditions

END, FILENOTFOUND, ILLOGIC, NOTAUTH

isBrowsable

Indicates whether the file can be browsed.

Icc::Bool isBrowsable(Icc::GetOpt *opt* = Icc::object)

opt
See **access** method.

Conditions

END, FILENOTFOUND, ILLOGIC, NOTAUTH

isDeletable

Indicates whether the records in the file can be deleted.

Icc::Bool isDeletable(Icc::GetOpt *opt* = Icc::object)

opt
See **access** method.

Conditions

END, FILENOTFOUND, ILLOGIC, NOTAUTH

isEmptyOnOpen

Returns a Boolean that indicates whether the EMPTYREQ option is specified. EMPTYREQ causes the object associated with this file to be set to empty when opened, if it is a VSAM data set defined as reusable.

Icc::Bool isEmptyOnOpen(Icc::GetOpt *opt* = Icc::object)

opt
See **access** method.

Conditions

END, FILENOTFOUND, ILLOGIC, NOTAUTH

isReadable

Indicates whether the file records can be read.

Icc::Bool isReadable(Icc::GetOpt *opt* = Icc::object)

opt
See **access** method.

Conditions

END, FILENOTFOUND, ILLOGIC, NOTAUTH

isRecoverable

Icc::Bool isRecoverable(Icc::GetOpt *opt* = Icc::object)

opt
See **access** method.

Conditions: END, FILENOTFOUND, ILLOGIC, NOTAUTH

isUpdatable

Indicates whether the file can be updated.

Icc::Bool isUpdatable(Icc::GetOpt *opt* = Icc::object)

opt
See **access** method.

Conditions

END, FILENOTFOUND, ILLOGIC, NOTAUTH

keyLength

Returns the length of the search key.

unsigned long keyLength(Icc::GetOpt *opt* = Icc::object)

opt
See **access** method.

Conditions

END, FILENOTFOUND, ILLOGIC, NOTAUTH

keyPosition

Returns the position of the key field in each record relative to the beginning of the record. If there is no key, zero is returned.

long keyPosition(Icc::GetOpt *opt* = Icc::object)

opt
See **access** method.

Conditions

END, FILENOTFOUND, ILLOGIC, NOTAUTH

openStatus

Returns a CVDA that indicates the open status of the file. Possible values are:

IccValue::CVDA openStatus(Icc::GetOpt *opt* = Icc::object)

opt

See **access** method.

CLOSED

The file is closed.

CLOSING

The file is in the process of being closed. Closing a file may require dynamic deallocation of data sets and deletion of shared resources, so the process may last a significant length of time.

CLOSEREQUEST

The file is open and one or more application tasks are using it. A request has been received to close it.

OPEN

The file is open.

OPENING

The file is in the process of being opened.

Conditions: END, FILENOTFOUND, ILLOGIC, NOTAUTH

readRecord

Reads a record and returns a reference to an **IccBuf** object that contains the data from the record.

const IccBuf& readRecord (**ReadMode** *mode* = normal,
 unsigned long* *updateToken* = 0)

mode

An enumeration, defined in this class, that indicates in which mode the record is to be read.

updateToken

A pointer to an **unsigned long** token that will be updated by the method when *mode* is update and you want to make multiple read updates. The token uniquely identifies the update request and is passed to the **deleteLockedRecord**, **rewriteRecord**, or **unlockRecord** methods

Conditions

DISABLED, DUPKEY, FILENOTFOUND, ILLOGIC, INVREQ, IOERR, ISCINVREQ, LENGERR, NOTAUTH, NOTFND, NOTOPEN, SYSIDERR, LOADING

recordFormat

Returns a CVDA that indicates the format of the data. Possible values are:

IccValue::CVDA recordFormat(Icc::GetOpt *opt* = Icc::object)

opt
See **access** method.

FIXED

The records are of fixed length.

UNDEFINED (BDAM data sets only)

The format of records on the file is undefined.

VARIABLE

The records are of variable length. If the file is associated with a data table, the record format is always variable length, even if the source data set contains fixed-length records.

Conditions: END, FILENOTFOUND, ILLOGIC, NOTAUTH

recordIndex

Returns a pointer to an **IccRecordIndex** object that indicates which records are to be accessed when using methods such as **readRecord**, **writeRecord**, and **deleteRecord**.

IccRecordIndex* recordIndex() const

recordLength

Returns the length of the current record.

unsigned long recordLength(Icc::GetOpt *opt* = Icc::object)

opt
See **access** method.

Conditions

END, FILENOTFOUND, ILLOGIC, NOTAUTH

registerRecordIndex

void registerRecordIndex(IccRecordIndex* *index*)

index
A pointer to an **IccKey**, **IccRBA**, or **IccRRN** object that will be used by methods such as **readRecord**, **writeRecord**, etc..

rewriteRecord

Updates a record with the contents of *buffer*.

void rewriteRecord (const **IccBuf&** *buffer*,
unsigned long *updateToken* = 0)

buffer
A reference to the **IccBuf** object that holds the new record data to be written to the file.

updateToken

The token that identifies which previously read record is to be rewritten. See **readRecord**.

Conditions

DISABLED, FILENOTFOUND, ILLOGIC, INVREQ, IOERR, ISCINVREQ, NOTAUTH, NOTFND, NOTOPEN, SYSIDERR, LOADING

setAccess

Sets the permitted access to the file.

For example:

```
file.setAccess(IccFile::readable + IccFile::notUpdatable);
```

```
void setAccess(unsigned long access)
```

access

A positive integer value created by ORing (or adding) one or more of the values of the Access enumeration, defined in this class.

Conditions

FILENOTFOUND, INVREQ, IOERR, NOTAUTH

setEmptyOnOpen

```
void setEmptyOnOpen(Icc::Bool trueFalse)
```

Specifies whether or not to make the file empty when it is next opened.

Conditions

FILENOTFOUND, INVREQ, IOERR, NOTAUTH

setStatus

Sets the status of the file.

```
void setStatus(Status status)
```

status

An enumeration, defined in this class, that indicates the required status of the file after this method is called.

Conditions

FILENOTFOUND, INVREQ, IOERR, NOTAUTH

type

Returns a CVDA that identifies the type of data set that corresponds to this file. Possible values are:

IccValue::CVDA type(Icc::GetOpt *opt* = Icc::object)

opt

See **access** method.

ESDS

The data set is an entry-sequenced data set.

KEYED

The data set is addressed by physical keys.

KSDS

The data set is a key-sequenced data-set.

NOTKEYED

The data set is not addressed by physical keys.

RRDS

The data set is a relative record data set.

VRRDS

The data set is a variable relative record data set.

Conditions: END, FILENOTFOUND, ILLOGIC, NOTAUTH

unlockRecord

Unlock a record, previously locked by reading it in update mode. See **readRecord**.

void unlockRecord(unsigned long *updateToken* = 0)

updateToken

A token that indicates which previous **readRecord** update request is to be unlocked.

Conditions

DISABLED, FILENOTFOUND, ILLOGIC, IOERR, ISCINVREQ, NOTAUTH, NOTOPEN, SYSIDERR, INVREQ

writeRecord

Write either a single record or a sequence of records, if used with the **beginInsert** and **endInsert** methods.

void writeRecord(const IccBuf& *buffer*)

buffer

A reference to the **IccBuf** object that holds the data that is to be written into the record.

Conditions

DISABLED, DUPREC, FILENOTFOUND, ILLOGIC, INVREQ, IOERR, ISCINVREQ, LENGERR, NOSPACE, NOTAUTH, NOTOPEN, SYSIDERR, LOADING, SUPPRESSED

Inherited public methods

These are the public methods inherited by this class.

Method	Class
actionOnCondition	IccResource
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource
className	IccBase
classType	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
id	IccResource
isEDFOn	IccResource
isRouteOptionOn	IccResource
name	IccResource
operator delete	IccBase
operator new	IccBase
routeOption	IccResource
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource
setRouteOption	IccResource

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Enumerations

Access

readable

File records can be read by CICS tasks.

notReadable

File records cannot be read by CICS tasks.

browsable

File records can be browsed by CICS tasks.

notBrowsable

File records cannot be browsed by CICS tasks.

addable

Records can be added to the file by CICS tasks.

notAddable

Records cannot be added to the file by CICS tasks.

updatable

Records in the file can be updated by CICS tasks.

notUpdatable

Records in the file cannot be updated by CICS tasks.

deletable

Records in the file can be deleted by CICS tasks.

notDeletable

Records in the file cannot be deleted by CICS tasks.

fullAccess

Equivalent to readable AND browsable AND addable AND updatable AND deletable.

noAccess

Equivalent to notReadable AND notBrowsable AND notAddable AND notUpdatable AND notDeletable.

ReadMode

ReadMode is the mode in which a file is read.

normal

No update is to be performed (that is, read-only mode)

update

The record is to be updated. The record is locked by CICS until:

- it is rewritten using the **rewriteRecord** method *or*
- it is deleted using the **deleteLockedRecord** method *or*
- it is unlocked using the **unlockRecord** method *or*
- the task commits or rolls back its resource updates *or*
- the task is abended.

SearchCriterion

equalToKey

The search only finds an exact match.

gteqToKey

The search finds either an exact match or the next record in search order.

Status

open File is open, ready for read/write requests by CICS tasks.

closed

File is closed, and is therefore not currently being used by CICS tasks.

enabled

File is enabled for access by CICS tasks.

disabled

File is disabled from access by CICS tasks.

Chapter 30. IccFileId class

IccFileId is used to identify a file name in the CICS system.

IccBase
IccResourceId
IccFileId

On MVS/ESA this is an entry in the FCT (file control table).

Header file: ICCRIDEH

IccFileId constructors

Constructor (1)

IccFileId(const char* *fileName*)

fileName
The name of the file.

Constructor (2)

IccFileId(const **IccFileId**& *id*)

id A reference to an **IccFileId** object.

Public methods

These are the public methods in this class.

operator= (1)

IccFileId& operator=(const char* *fileName*)

fileName
The 8-byte name of the file.

operator= (2)

Assigns new value.

IccFileId& operator=(const **IccFileId**& *id*)

id A reference to an **IccFileId** object.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
classType	IccBase
className	IccBase
customClassNum	IccBase
name	IccResourceId
nameLength	IccResourceId
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
operator=	IccResourceId
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 31. IccFileIterator class

This class is used to create **IccFileIterator** objects that can be used to browse through the records of a CICS file, represented by an **IccFile** object.

IccBase
IccResource
IccFileIterator

Header file: ICCFLIEH

Sample: ICC\$FIL

IccFileIterator constructor

Constructor

The **IccFile** and **IccRecordIndex** object must exist before the **IccFileIterator** is created.

```
IccFileIterator (IccFile* file,  
                IccRecordIndex* index,  
                IccFile::SearchCriterion search = IccFile::gteqToKey)
```

file

A pointer to the **IccFile** object that is to be browsed

index

A pointer to the **IccRecordIndex** object that is being used to select a record in the file

search

An enumeration, defined in **IccFile**, that indicates the criterion being used to find a search match. The default is **gteqToKey**.

Conditions

DISABLED, FILENOTFOUND, ILLOGIC, INVREQ, IOERR, ISCINVREQ,
NOTAUTH, NOTFND, NOTOPEN, SYSIDERR, LOADING

Public methods

These are the public methods in this class.

readNextRecord

Read the record that follows the current record.

```
const IccBuf& readNextRecord (IccFile::ReadMode mode = IccFile::normal,  
                             unsigned long* updateToken = 0)
```

mode

An enumeration, defined in **IccFile** class, that indicates the type of read request

updateToken

A returned token that is used to identify this unique update request on a subsequent **rewriteRecord**, **deleteLockedRecord**, or **unlockRecord** method on the file object.

Conditions

DUPKEY, ENDFILE, FILENOTFOUND, ILLOGIC, INVREQ, IOERR, ISCINVREQ, LENGERR, NOTAUTH, NOTFIND, SYSIDERR

readPreviousRecord

Read the record that precedes the current record.

```
const IccBuf& readPreviousRecord (IccFile::ReadMode mode = IccFile::normal,  
                                unsigned long* updateToken = 0)
```

mode

An enumeration, defined in **IccFile** class, that indicates the type of read request.

updateToken

See **readNextRecord**.

Conditions

DUPKEY, ENDFILE, FILENOTFOUND, ILLOGIC, INVREQ, IOERR, ISCINVREQ, LENGERR, NOTAUTH, NOTFIND, SYSIDERR

reset

Resets the **IccFileIterator** object to point to the record identified by the **IccRecordIndex** object and the specified search criterion.

```
void reset (IccRecordIndex* index,  
           IccFile::SearchCriterion search = IccFile::gteqToKey)
```

index

A pointer to the **IccRecordIndex** object that is being used to select a record in the file.

search

An enumeration, defined in **IccFile**, that indicates the criterion being used to find a search match. The default is **gteqToKey**.

Conditions

FILENOTFOUND, ILLOGIC, INVREQ, IOERR, ISCINVREQ, NOTAUTH, NOTFND, SYSIDERR

Inherited public methods

These are the public methods inherited by this class.

Method

actionOnCondition

Class

IccResource

Method	Class
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource
className	IccBase
classType	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
id	IccResource
isEDFOn	IccResource
isRouteOptionOn	IccResource
name	IccResource
operator delete	IccBase
operator new	IccBase
routeOption	IccResource
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource
setRouteOption	IccResource

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 32. IccGroupId class

IccGroupId class is used to identify a CICS group.

IccBase
IccResourceId
IccGroupId

IccGroupId class is used to identify a CICS group.

Header file: ICCRIDEH

IccGroupId constructors

Constructor (1)

IccGroupId(const char* *groupName*)

groupName
The 8-character name of the group.

Constructor (2)

The copy constructor.

IccGroupId(const **IccGroupId**& *id*)

id A reference to an **IccGroupId** object.

Public methods

These are the public methods in this class.

operator= (1)

IccGroupId& operator=(const char* *groupName*)

groupName
The 8-character name of the group.

operator= (2)

Assigns new value.

IccGroupId& operator=(const **IccGroupId**& *id*)

id A reference to an **IccGroupId** object.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
classType	IccBase
className	IccBase
customClassNum	IccBase
name	IccResourceId
nameLength	IccResourceId
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
operator=	IccResourceId
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 33. IccJournal class

IccJournal class represents a user or system CICS journal.

IccBase
IccResource
IccJournal

Header file: ICCJRNEH

Sample: ICC\$JRN

IccJournal constructors

Constructor (1)

IccJournal (**const IccJournalId&** *id*,
unsigned long *options* = 0)

id A reference to an **IccJournalId** object that identifies which journal is being used.

options

An integer, constructed from the **Options** enumeration defined in this class, that affects the behavior of **writeRecord** calls on the **IccJournal** object. The values may be combined by addition or bitwise ORing, for example:

`IccJournal::startIO | IccJournal::synchronous`

The default is to use the system default.

Constructor (2)

IccJournal (**unsigned short** *journalNum*,
unsigned long *options* = 0)

journalNum

The journal number (in the range 1-99)

options

See above.

Public methods

These are the public methods in this class.

clearPrefix

Clears the current prefix as set by **registerPrefix** or **setPrefix**. If the current prefix was set using **registerPrefix**, then the **IccJournal** class only removes its own reference to the prefix. The buffer itself is left unchanged. If the current prefix was set by **setPrefix**, then the **IccJournal**'s copy of the buffer is deleted.

`void clearPrefix()`

journalTypeId

Returns a reference to an **IccJournalTypeId** object that contains a 2-byte field used to identify the origin of journal records.

`const IccJournalTypeId& journalTypeId() const`

put

A synonym for **writeRecord**—puts data into the journal. See Chapter 10, “Polymorphic Behavior,” on page 57 for information on polymorphism.

`virtual void put(const IccBuf& buffer)`

buffer

A reference to an **IccBuf** object that holds data to be put into the journal.

registerPrefix

`void registerPrefix(const IccBuf* prefix)`

Stores pointer to prefix object for use when the **writeRecord** method is called on this **IccJournal** object.

setJournalTypeId (1)

`void setJournalTypeId(const IccJournalTypeId& id)`

setJournalTypeId (2)

Sets the journal type—a 2 byte identifier—included in the journal record created when using the **writeRecord** method.

`void setJournalTypeId(const char* jtypeid)`

setPrefix (1)

`void setPrefix(const IccBuf& prefix)`

setPrefix (2)

`void setPrefix(const char* prefix)`

Stores the *current* contents of *prefix* for inclusion in the journal record created when the **writeRecord** method is called.

wait

Waits until a previous journal write has completed.

```
void wait (unsigned long requestNum=0,  
          unsigned long option = 0)
```

requestNum

The write request. Zero indicates the last write on this journal.

option

An integer that affects the behavior of **writeRecord** calls on the **IccJournal** object. Values other than 0 should be made from the **Options** enumeration, defined in this class. The values may be combined by addition or bitwise ORing, for example `IccJournal::startIO + IccJournal::synchronous`. The default is to use the system default.

writeRecord (1)

```
unsigned long writeRecord (const IccBuf& record,  
                          unsigned long option = 0)
```

record

A reference to an **IccBuf** object that holds the record

option

See above.

writeRecord (2)

Writes the data in the record to the journal. The returned number represents the particular write request and can be passed to the **wait** method in this class.

```
unsigned long writeRecord (const char* record,  
                          unsigned long option = 0)
```

record

The name of the record

option

See above.

Conditions

IOERR, JIDERR, LENGERR, NOJBUFSP, NOTAUTH, NOTOPEN

Inherited public methods

These are the public methods inherited by this class.

Method	Class
<code>actionOnCondition</code>	<code>IccResource</code>
<code>actionOnConditionAsChar</code>	<code>IccResource</code>
<code>actionsOnConditionsText</code>	<code>IccResource</code>
<code>classType</code>	<code>IccBase</code>
<code>className</code>	<code>IccBase</code>

Method	Class
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
id	IccResource
isEDFOn	IccResource
name	IccResource
operator delete	IccBase
operator new	IccBase
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Enumerations

Options

The behavior of **writeRecord** calls on the **IccJournal** object.

The values can be combined in an integer by addition or bitwise ORing.

startIO

Specifies that the output of the journal record is to be initiated immediately. If 'synchronous' is specified for a journal that is not frequently used, you should also specify 'startIO' to prevent the requesting task waiting for the journal buffer to be filled. If the journal is used frequently, startIO is unnecessary.

noSuspend

Specifies that the NOJBUFSP condition does not suspend an application program.

synchronous

Specifies that synchronous journal output is required. The requesting task waits until the record has been written.

Chapter 34. IccJournalId class

IccJournalId is used to identify a journal number in the CICS system.

IccBase
IccResourceId
IccJournalId

Header file: ICCRIDEH

IccJournalId constructors

Constructor (1)

IccJournalId(unsigned short *journalNum*)

journalNum
The number of the journal, in the range 1 to 99

Constructor (2)

The copy constructor.

IccJournalId(const **IccJournalId**& *id*)

id A reference to an **IccJournalId** object.

Public methods

These are the public methods in this class.

number

Returns the journal number, in the range 1 to 99.

unsigned short **number**() const

operator= (1)

IccJournalId& **operator=**(unsigned short *journalNum*)

journalNum
The number of the journal, in the range 1 to 99

operator= (2)

Assigns new value.

`IccJournalId& operator=(const IccJournalId& id)`

id A reference to an **IccJournalId** object.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
classType	IccBase
className	IccBase
customClassNum	IccBase
name	IccResourceId
nameLength	IccResourceId
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
operator=	IccResourceId
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 35. IccJournalTypeId class

An **IccJournalTypeId** class object is used to help identify the origin of a journal record—it contains a 2-byte field that is included in the journal record.

IccBase
IccResourceId
IccJournalTypeId

An **IccJournalTypeId** class object is used to help identify the origin of a journal record—it contains a 2-byte field that is included in the journal record.

Header file: ICCRIDEH

IccJournalTypeId constructors

Constructor (1)

IccJournalTypeId(const char* *journalTypeName*)

journalTypeName
A 2-byte identifier used in journal records.

Constructor (2)

IccJournalTypeId(const **IccJournalId**& *id*)

id A reference to an **IccJournalTypeId** object.

Public methods

These are the public methods in this class.

operator= (1)

void operator=(const **IccJournalTypeId**& *id*)

id A reference to an **IccJournalTypeId** object.

operator= (2)

Sets the 2-byte field that is included in the journal record.

void operator=(const char* *journalTypeName*)

journalTypeName
A 2-byte identifier used in journal records.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
classType	IccBase
className	IccBase
customClassNum	IccBase
name	IccResourceId
nameLength	IccResourceId
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
operator=	IccResourceId
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 36. IccKey class

IccKey class is used to hold a search key for an indexed (KSDS) file.

IccBase
IccRecordIndex
IccKey

Header file: ICCRECEH

Sample: ICC\$FIL

IccKey constructors

Constructor (1)

IccKey (const char* *initValue*,
Kind *kind* = complete)

Constructor (2)

IccKey (unsigned short *completeLength*,
Kind *kind*= complete)

Constructor (3)

IccKey(const IccKey& *key*)

Public methods

These are the public methods in this class.

assign

Copies the search key into the IccKey object.

void assign (unsigned short *length*,
const void* *dataArea*)

length

The length of the data area

dataArea

A pointer to the start of the data area that holds the search key.

completeLength

Returns the length of the key when it is complete.

`unsigned short completeLength() const`

kind

`Kind kind() const`

Returns an enumeration, defined in this class, that indicates whether the key is generic or complete.

operator= (1)

`IccKey& operator=(const IccKey& key)`

operator= (2)

`IccKey& operator=(const IccBuf& buffer)`

operator= (3)

Assigns new value to key.

`IccKey& operator=(const char* value)`

operator== (1)

`Icc::Bool operator==(const IccKey& key) const`

operator== (2)

`Icc::Bool operator==(const IccBuf& text) const`

operator== (3)

Tests equality.

`Icc::Bool operator==(const char* text) const`

operator!= (1)

`Icc::Bool operator !=(const IccKey& key) const`

operator!= (2)

```
Icc::Bool operator!=(const IccBuf& text) const
```

operator!= (3)

Tests inequality.

```
Icc::Bool operator!=(const char* text) const
```

setKind

Changes the type of key from generic to complete or vice versa.

```
void setKind(Kind kind)
```

kind

An enumeration, defined in this class, that indicates whether the key is generic or complete.

value

```
const char* value()
```

Returns the start of the data area containing the search key.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
className	IccBase
classType	IccBase
customClassNum	IccBase
length	IccRecordIndex
operator delete	IccBase
operator new	IccBase
type	IccRecordIndex
value	IccRecordIndex

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Enumerations

Kind

complete

Specifies that the supplied key is not generic.

generic

Specifies that the search key is generic. A search is satisfied when a record is found with a key whose prefix matches the supplied key.

Chapter 37. IccLockId class

IccLockId class is used to identify a lock request.

```
IccBase
  IccResourceId
    IccLockId
```

IccLockId class is used to identify a lock request.

Header file: ICCRIDEH

IccLockId constructors

Constructor (1)

IccLockId(const char* *name*)

name

The 8-character name of the lock request.

Constructor (2)

The copy constructor.

IccLockId(const IccLockId& *id*)

id A reference to an IccLockId object.

Public methods

These are the public methods in this class.

operator= (1)

IccLockId& operator=(const char* *name*)

name

The 8-character name of the lock request.

operator= (2)

Assigns new value.

IccLockId& operator=(const IccLockId& *id*)

id A reference to an IccLockId object.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
classType	IccBase
className	IccBase
customClassNum	IccBase
name	IccResourceId
nameLength	IccResourceId
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
operator=	IccResourceId
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 38. IccMessage class

IccMessage can be used to hold a message description.

IccBase
IccMessage

It is used primarily by the **IccException** class to describe why the **IccException** object was created.

Header file: ICCMSGEH

IccMessage constructor

Constructor

```
IccMessage (unsigned short number,  
            const char* text,  
            const char* className = 0,  
            const char* methodName = 0)
```

number

The number associated with the message

text

The text associated with the message

className

The optional name of the class associated with the message

methodName

The optional name of the method associated with the message.

Public methods

These are the public methods in this class.

className

Returns the name of the class with which the message is associated, if any. If there is no name to return, a null pointer is returned.

```
const char* className() const
```

methodName

```
const char* methodName() const
```

Returns the name of the method with which the message is associated, if any. If there is no name to return, a null pointer is returned.

number

`unsigned short number() const`

Returns the number of the message.

summary

`const char* summary()`

Returns the text of the message.

text

`const char* text() const`

Returns the text of the message in the same way as summary.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
className	IccBase
classType	IccBase
customClassNum	IccBase
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 39. IccPartnerId class

IccPartnerId class represents CICS remote (APPC) partner transaction definitions.

IccBase
IccResourceId
IccPartnerId

IccPartnerId class represents CICS remote (APPC) partner transaction definitions.

Header file: ICCRIDEH

IccPartnerId constructors

Constructor (1)

IccPartnerId(const char* *partnerName*)

partnerName
The 8-character name of an APPC partner.

Constructor (2)

The copy constructor.

IccPartnerId(const **IccPartnerId**& *id*)

id A reference to an **IccPartnerId** object.

Public methods

operator= (1)

IccPartnerId& operator=(const char* *partnerName*)

partnerName
The 8-character name of an APPC partner.

operator= (2)

Assigns new value.

IccPartnerId& operator=(const **IccPartnerId**& *id*)

id A reference to an **IccPartnerId** object.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
classType	IccBase
className	IccBase
customClassNum	IccBase
name	IccResourceId
nameLength	IccResourceId
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
operator=	IccResourceId
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 40. IccProgram class

The **IccProgram** class represents any CICS program outside of your currently executing one, which the **IccControl** object represents.

IccBase
IccResource
IccProgram

Header file: ICCPRGEH

Sample: ICC\$PRG1, ICC\$PRG2, ICC\$PRG3

IccProgram constructors

Constructor (1)

IccProgram(const **IccProgramId**& *id*)

id A reference to an **IccProgramId** object.

Constructor (2)

IccProgram(const char* *progName*)

progName
The 8-character name of the program.

Public methods

The opt parameter

Many methods have the same parameter, *opt*, which is described under the **abendCode** method in "abendCode" on page 75.

address

Returns the address of a program module in memory. This is only valid after a successful **load** call.

const void* address() const

clearInputMessage

Clears the current input message which was set by **setInputMessage** or **registerInputMessage**. If the current input message was set using **registerInputMessage** then only the pointer is deleted: the buffer is left unchanged. If the current input message was set using **setInputMessage** then **clearInputMessage** releases the memory used by that buffer.

`void clearInputMessage()`

entryPoint

`const void* entryPoint() const`

Returns a pointer to the entry point of a loaded program module. This is only valid after a successful **load** call.

length

`unsigned long length() const`

Returns the length of a program module. This is only valid after a successful **load** call.

link

`void link (const IccBuf* commArea = 0,
const IccTransId* transId = 0,
CommitOpt opt = noCommitOnReturn)`

commArea

An optional pointer to the **IccBuf** object that contains the COMMAREA—the buffer used to pass information between the calling program and the program that is being called

transId

An optional pointer to the **IccTransId** object that indicates the name of the mirror transaction under which the program is to run if it is a remote (DPL) program link

opt

An enumeration, defined in this class, that affects the behavior of the link when the program is remote (DPL). The default (`noCommitOnReturn`) is not to commit resource changes on the remote CICS region until the current task commits its resources. The alternative (`commitOnReturn`) means that the resources of the remote program are committed whether or not this task subsequently abends or encounters a problem.

Conditions: INVREQ, NOTAUTH, PGMIDERR, SYSIDERR, LENGERR, ROLLEDBACK, TERMERR

Restrictions

Links may be nested, that is, a linked program may **link** to another program. However, due to implementation restrictions, you may only nest such programs 15 times. If this is exceeded, an exception is thrown.

load

`void load(LoadOpt opt = releaseAtTaskEnd)`

opt

An enumeration, defined in this class, that indicates whether CICS should automatically allow the program to be unloaded at task termination (releaseAtTaskEnd), or not (hold).

Conditions: NOTAUTH, PGMIDERR, INVREQ, LENGERR

registerInputMessage

Store pointer to InputMessage for when the **link** method is called.

`void registerInputMessage(const IccBuf& msg)`

setInputMessage

Specifies data to be made available, by the **IccSession::receive()** method, to the called program, when using the **link** method in this class.

`void setInputMessage(const IccBuf& msg)`

unload

Allow a program to be unloaded. It can be reloaded by a call to **load**.

`void unload()`

Conditions

NOTAUTH, PGMIDERR, INVREQ

Inherited public methods

These are the public methods inherited by this class.

Method	Class
actionOnCondition	IccResource
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource
className	IccBase
classType	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
id	IccResource
isEDFOn	IccResource
isRouteOptionOn	IccResource
name	IccResource
operator delete	IccBase
operator new	IccBase

Method	Class
routeOption	IccResource
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource
setRouteOption	IccResource

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Enumerations

CommitOpt

noCommitOnReturn

Changes to resources on the remote CICS region are not committed until the current task commits its resources. This is the default setting.

commitOnReturn

Changes to resources on the remote CICS region are committed whether or not the current task subsequently abends or encounters a problem.

LoadOpt

releaseAtTaskEnd

Indicates that CICS should automatically allow the program to be unloaded at task termination.

hold Indicates that CICS should not automatically allow the program to be unloaded at task termination. (In this case, this or another task must explicitly use the **unload** method).

Chapter 41. IccProgramId class

IccProgramId objects represent program names in the CICS system.

IccBase
IccResourceId
IccProgramId

On MVS/ESA this is an entry in the PPT (program processing table).

Header file: ICCRIDEH

IccProgramId constructors

Constructor (1)

IccProgramId(const char* progName)

progName
The 8-character name of the program.

Constructor (2)

The copy constructor.

IccProgramId(const IccProgramId& id)

id A reference to an IccProgramId object.

Public methods

operator= (1)

IccProgramId& operator=(const char* progName)

progName
The 8-character name of the program.

operator= (2)

Assigns new value.

IccProgramId& operator=(const IccProgramId& id)

id A reference to an IccProgramId object.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
classType	IccBase
className	IccBase
customClassNum	IccBase
name	IccResourceId
nameLength	IccResourceId
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
operator=	IccResourceId
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 42. IccRBA class

An **IccRBA** object holds a relative byte address which is used for accessing VSAM ESDS files.

IccBase
IccRecordIndex
IccRBA

An **IccRBA** object holds a relative byte address which is used for accessing VSAM ESDS files.

Header file: ICCRECEH

IccRBA constructor

Constructor

IccRBA(unsigned long *initRBA* = 0)

initRBA

An initial value for the relative byte address.

Public methods

operator= (1)

IccRBA& operator=(const **IccRBA&** *rba*)

operator= (2)

Assigns a new value for the relative byte address.

IccRBA& operator=(unsigned long *num*)

num

A valid relative byte address.

operator== (1)

Icc::Bool operator== (const **IccRBA&** *rba*) const

operator== (2)

Tests equality

`Icc::Bool operator== (unsigned long num) const`

operator!= (1)

`Icc!::Bool operator== (const IccRBA& rba) const`

operator!= (2)

Tests inequality

`Icc::Bool operator!=(unsigned long num) const`

number

`unsigned long number() const`

Returns the relative byte address.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
className	IccBase
classType	IccBase
customClassNum	IccBase
length	IccRecordIndex
operator delete	IccBase
operator new	IccBase
type	IccRecordIndex
value	IccRecordIndex

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 43. IccRecordIndex class

CICS File Control Record Identifier.

IccBase
IccRecordIndex
IccKey
IccRBA
IccRRN

CICS File Control Record Identifier. Used to tell CICS which particular record the program wants to retrieve, delete, or update. **IccRecordIndex** is a base class from which **IccKey**, **IccRBA**, and **IccRRN** are derived.

Header file: ICCRECEH

IccRecordIndex constructor (protected)

Constructor

IccRecordIndex(Type *type*)

type

An enumeration, defined in this class, that indicates whether the index type is key, RBA, or RRN.

Note: This is protected because you should not create **IccRecordIndex** objects; see subclasses **IccKey**, **IccRBA**, and **IccRRN**.

Public methods

length

Returns the length of the record identifier.

unsigned short length() const

type

Type type() const

Returns an enumeration, defined in this class, that indicates whether the index type is key, RBA, or RRN.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
className	IccBase
classType	IccBase
customClassNum	IccBase
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Enumerations

Type

Type indicates the access method.

Possible values are:

- key
- RBA
- RRN

Chapter 44. IccRequestId class

An **IccRequestId** is used to hold the name of a request.

```
IccBase
  IccResourceId
    IccRequestId
```

An **IccRequestId** is used to hold the name of a request. This request identifier can subsequently be used to cancel a request—see, for example, **start** and **cancel** methods in **IccStartRequestQ** class.

Header file: ICCRIDEH

IccRequestId constructors

Constructor (1)

An empty **IccRequestId** object.

```
IccRequestId()
```

Constructor (2)

```
IccRequestId(const char* requestName)
```

requestName
The 8-character name of the request.

Constructor (3)

The copy constructor.

```
IccRequestId(const IccRequestId& id)
```

id A reference to an **IccRequestId**.

Public methods

operator= (1)

```
IccRequestId& operator=(const IccRequestId& id)
```

id A reference to an **IccRequestId** object whose properties are copied into this object.

operator= (2)

Assigns new value.

`IccRequestId& operator=(const char* requestName)`

requestName

An 8-character string which is copied into this object.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
classType	IccBase
className	IccBase
customClassNum	IccBase
name	IccResourceId
nameLength	IccResourceId
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
operator=	IccResourceId
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 45. IccResource class

IccResource class is a base class that is used to derive other classes.

IccBase
IccResource

The methods associated with **IccResource** are described here although, in practise, they are only called on objects of derived classes.

IccResource is the parent class for all CICS resources—tasks, files, programs, etc. Every class inherits from **IccBase**, but only those that use CICS services inherit from **IccResource**.

Header file: ICCRESEH

Sample: ICC\$RES1, ICC\$RES2

IccResource constructor (protected)

Constructor

IccResource(**IccBase**::**ClassType** *classType*)

classType

An enumeration that indicates what the subclass type is. For example, for an **IccTempStore** object, the class type is **cTempStore**. The possible values are listed under **ClassType** in the description of the **IccBase** class.

Public methods

actionOnCondition

Returns an enumeration that indicates what action the class will take in response to the specified condition being raised by CICS. The possible values are described in this class.

ActionOnCondition **actionOnCondition**(**IccCondition**::**Codes** *condition*)

condition

The name of the condition as an enumeration. See **IccCondition** structure for a list of the possible values.

actionOnConditionAsChar

char **actionOnConditionAsChar**(**IccCondition**::**Codes** *condition*)

This method is the same as **actionOnCondition** but returns a character, rather than an enumeration, as follows:

- 0 (zero)** No action is taken for this CICS condition.
- H** The virtual method **handleEvent** is called for this CICS condition.
- X** An exception is generated for this CICS condition.
- A** This program is abended for this CICS condition.

actionsOnConditionsText

Returns a string of characters, one character for each possible condition. Each character indicates the actions to be performed for that corresponding condition. .

The characters used in the string are described in “actionOnConditionAsChar” on page 185. For example, the string: 0X00H0A ... shows the actions for the first seven conditions are as follows:

- condition 0 (NORMAL)**
action=0 (noAction)
- condition 1 (ERROR)**
action=X (throwException)
- condition 2 (RDATT)**
action=0 (noAction)
- condition 3 (WRBRK)**
action=0 (noAction)
- condition 4 (ICCEOF)**
action=H (callHandleEvent)
- condition 5 (EODS)**
action=0 (noAction)
- condition 6 (EOC)**
action=A (abendTask)

```
const char* actionsOnConditionsText()
```

clear

Clears the contents of the object. This method is virtual and is implemented, wherever appropriate, in the derived classes. See Chapter 10, “Polymorphic Behavior,” on page 57 for a description of polymorphism. The default implementation in this class throws an exception to indicate that it has not been overridden in a subclass.

```
virtual void clear()
```

condition

Returns a number that indicates the condition code for the most recent CICS call made by this object.

```
unsigned long condition(ConditionType type = majorCode) const
```

type

An enumeration, defined in this class, that indicates the type of condition requested. Possible values are `majorCode` (the default) and `minorCode`.

conditionText

`const char* conditionText() const`

Returns the symbolic name of the last CICS condition for this object.

get

`virtual const IccBuf& get()`

Gets data from the **IccResource** object and returns it as an **IccBuf** reference. This method is virtual and is implemented, wherever appropriate, in the derived classes. See Chapter 10, “Polymorphic Behavior,” on page 57 for a description of polymorphism. The default implementation in this class throws an exception to indicate that it has not been overridden in a subclass.

handleEvent

This virtual function may be re-implemented in a subclass (by the application programmer) to handle CICS events (see **IccEvent** class on page Chapter 27, “IccEvent class,” on page 129).

`virtual HandleEventReturnOpt handleEvent(IccEvent& event)`

event

A reference to an **IccEvent** object that describes the reason why this method is being called.

id

`const IccResourceId* id() const`

Returns a pointer to the **IccResourceId** object associated with this **IccResource** object.

isEDFOn

`Icc::Bool isEDFOn() const`

Returns a boolean value that indicates whether EDF trace is active. Possible values are yes or no.

isRouteOptionOn

`Icc::Bool isRouteOptionOn() const`

Returns a boolean value that indicates whether the route option is active. Possible values are yes or no.

name

`const char* name() const`

Returns a character string that gives the name of the resource that is being used. For an **IccTempStore** object, the 8-character name of the temporary storage queue is returned. For an **IccTerminal** object, the 4-character terminal name is returned. This is equivalent to calling `id()→name`.

put

Puts information from the buffer into the **IccResource** object. This method is virtual and is implemented, wherever appropriate, in the derived classes. See Chapter 10, “Polymorphic Behavior,” on page 57 for more information on polymorphism. The default implementation in this class throws an exception to indicate that it has not been overridden in a subclass.

`virtual void put(const IccBuf& buffer)`

buffer

A reference to an **IccBuf** object that contains data that is to be put into the object.

routeOption

`const IccSysId& routeOption() const`

Returns a reference to an **IccSysId** object that represents the system to which all CICS requests are routed—explicit function shipping.

setActionOnAnyCondition

Specifies the default action to be taken by the CICS foundation classes when a CICS condition occurs.

`void setActionOnAnyCondition(ActionOnCondition action)`

action

The name of the action as an enumeration. The possible values are listed under the description of this class.

setActionOnCondition

Specifies what action is automatically taken by the CICS foundation classes when a given CICS condition occurs.

`void setActionOnCondition (ActionOnCondition action,
IccCondition::Codes condition)`

action

The name of the action as an enumeration. The possible values are listed under the description of this class.

condition

See **IccCondition** structure.

setActionsOnConditions

```
void setActionsOnConditions(const char* actions = 0)
```

actions

A string that indicates what action is to be taken for each condition. The default is not to indicate any actions, in which case each condition is given a default **ActionOnCondition** of **noAction**. The string should have the same format as the one returned by the **actionsOnConditionsText** method.

setEDF

Switches EDF on or off for this resource object. See “Execution Diagnostic Facility” on page 48. These methods force the object to route CICS requests to the named remote system. This is called explicit function shipping.

```
void setEDF(Icc::Bool onOff)
```

onOff

A boolean value that selects whether EDF trace is switched on or off.

setRouteOption (1)

The parameters are:

```
void setRouteOption(const IccSysId& sysId)
```

sysId

The **IccSysId** object that represents the remote system to which commands are routed.

setRouteOption (2)

This option is only valid for certain classes: Attempting to use this method on other subclasses of **IccResource** causes an exception to be thrown.

Valid classes are:

- **IccDataQueue**
- **IccFile**
- **IccFileIterator**
- **IccProgram**
- **IccStartRequestQ**
- **IccTempStore**

To turn off the route option specify no parameter, for example:
`obj.setRouteOption()`

`void setRouteOption(const char* sysName = 0)`

sysName

The 4-character name of the system to which commands are routed.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
className	IccBase
classType	IccBase
customClassNum	IccBase
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Enumerations

ActionOnCondition

Possible values are:

noAction

Carry on as normal; it is the application program's responsibility to test CICS conditions using the **condition** method, after executing a method that calls CICS services.

callHandleEvent

Call the virtual **handleEvent** method.

throwException

An **IccException** object is created and thrown. This is typically used for more serious conditions or errors.

abendTask

Abend the CICS task.

HandleEventReturnOpt

Possible values are:

rContinue

The CICS event proceeded satisfactorily and normal processing is to resume.

rThrowException

The application program could not handle the CICS event and an exception is to be thrown.

rAbendTask

The application program could not handle the CICS event and the CICS task is to be abended.

ConditionType

Possible values are:

majorCode

The returned value is the CICS RESP value. This is one of the values in IccCondition::codes.

minorCode

The returned value is the CICS RESP2 value.

Chapter 46. IccResourceId class

This is a base class from which **IccTransId** and other classes, whose names all end in "Id", are derived.

IccBase
IccResourceId

Many of these derived classes represent CICS resource names, such as a file control table (FCT) entry.

Header file: ICCRIDEH

IccResourceId constructors (protected)

Constructor (1)

IccResourceId (**IccBase::ClassType** *typ*,
const **IccResourceId**& *id*)

type

An enumeration, defined in **IccBase** class, that indicates the type of class.

id A reference to an **IccResourceId** object that is used to create this object.

Constructor (2)

IccResourceId (**IccBase::ClassType** *type*,
const char* *resName*)

type

An enumeration, defined in **IccBase** class, that indicates the type of class.

resName

The name of a resource that is used to create this object.

Public methods

These are the public methods in this class.

name

Returns the name of the resource identifier as a string. Most ...Id objects have 4- or 8-character names.

const char* name() const

nameLength

unsigned short nameLength() const

Returns the length of the name returned by the **name** method.

Protected methods

operator=

Set an **IccResourceId** object to be identical to *id*.

IccResourceId& operator=(const **IccResourceId&** *id*)

id A reference to an **IccResourceId** object.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
className	IccBase
classType	IccBase
customClassNum	IccBase
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 47. IccRRN class

An **IccRRN** object holds a relative record number and is used to identify records in VSAM RRDS files.

IccBase
IccRecordIndex
IccRRN

An **IccRRN** object holds a relative record number and is used to identify records in VSAM RRDS files.

Header file: ICCRECEH

IccRRN constructors

Constructor

IccRRN(unsigned long *initRRN* = 1)

initRRN

The initial relative record number—an integer greater than 0. The default is 1.

Public methods

These are the public methods in this class.

operator= (1)

IccRRN& operator=(const **IccRRN&** *rrn*)

operator= (2)

Assigns a new value for the relative record number.

IccRRN& operator=(unsigned long *num*)

num

A relative record number—an integer greater than 0.

operator== (1)

Icc::Bool operator== (const **IccRRN&** *rrn*) const

operator== (2)

Tests equality

Icc::Bool operator== (unsigned long num) const

operator!= (1)

Icc::Bool operator!= (const IccRRN& *rrn*) const

operator!= (2)

Tests inequality

Icc::Bool operator!=(unsigned long num) const

number

unsigned long number() const

Returns the relative record number.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
className	IccBase
classType	IccBase
customClassNum	IccBase
length	IccRecordIndex
operator delete	IccBase
operator new	IccBase
type	IccRecordIndex
value	IccRecordIndex

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 48. IccSemaphore class

This class enables synchronization of resource updates.

```
IccBase
  IccResource
    IccSemaphore
```

Header file: ICCSEMEH

Sample: ICC\$SEM

IccSemaphore constructor

Constructor (1)

```
IccSemaphore (const char* resource,
              LockType type = byValue,
              LifeTime life = UOW)
```

resource

A text string, if *type* is byValue, otherwise an address in storage.

type

An enumeration, defined in this class, that indicates whether locking is by value or by address. The default is by value.

life

An enumeration, defined in this class, that indicates how long the semaphore lasts. The default is to last for the length of the UOW.

Constructor (2)

```
IccSemaphore (const IccLockId& id,
              LifeTime life = UOW)
```

id A reference to an **IccLockId** object

life

An enumeration, defined in this class, that indicates how long the semaphore lasts. The default is to last for the length of the UOW.

Public methods

These are the public methods in this class.

lifeTime

Returns an enumeration, defined in this class, that indicates whether the lock lasts for the length of the current unit-of-work ('UOW') or until the task terminates('task').

LifeTime lifeTime() const

lock

void lock()

Attempts to get a lock. This method blocks if another task already owns the lock.

Conditions

ENQBUSY, LENGERR, INVREQ

tryLock

Attempts to get a lock. This method does not block if another task already owns the lock. It returns a boolean that indicates whether it succeeded.

Icc::Bool tryLock()

Conditions

ENQBUSY, LENGERR, INVREQ

type

Returns an enumeration, defined in this class, that indicates what type of semaphore this is.

LockType type() const

unlock

void unlock()

Release a lock.

Conditions

LENGERR, INVREQ

Inherited public methods

These are the public methods inherited by this class.

Method	Class
actionOnCondition	IccResource
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource
classType	IccBase
className	IccBase
condition	IccResource
conditionText	IccResource

Method	Class
customClassNum	IccBase
handleEvent	IccResource
id	IccResource
isEDFOn	IccResource
name	IccResource
operator delete	IccBase
operator new	IccBase
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Enumerations

LockType

byValue

The lock is on the contents (for example, name).

byAddress

The lock is on the memory address.

LifeTime

UOW The semaphore lasts for the length of the current unit of work.

task The semaphore lasts for the length of the task.

Chapter 49. IccSession class

This class enables APPC and DTP programming.

IccBase
IccResource
IccSession

Header file: ICCSESEH

Sample: ICC\$SES1, ICC\$SES2

IccSession constructors (public)

Constructor (1)

IccSession(const **IccPartnerId**& *id*)

id A reference to an **IccPartnerId** object

Constructor (2)

IccSession (const **IccSysId**& *sysId*,
const char* *profile* = 0)

sysId

A reference to an **IccSysId** object that represents a remote CICS system

profile

The 8-character name of the profile.

Constructor (3)

IccSession (const char* *sysName*,
const char* *profile* = 0)

sysName

The 4-character name of the remote CICS system with which this session is associated

profile

The 8-character name of the profile.

IccSession constructor (protected)

Constructor

This constructor is for back end DTP CICS tasks that have a session as their principal facility. In this case the application program uses the **session** method on the **IccControl** object to gain access to their **IccSession** object.

Public methods

These are the public methods in this class.

allocate

Establishes a session (communication channel) to the remote system.

```
void allocate(AllocateOpt option = queue)
```

option

An enumeration, defined in this class, that indicates what action CICS is to take if a communication channel is unavailable when this method is called.

Conditions

INVREQ, SYSIDERR, CBIDERR, NETNAMEIDERR, PARTNERIDERR, SYSBUSY

connectProcess (1)

This method can only be used if an **IccPartnerId** object was used to construct this session object.

```
void connectProcess (SyncLevel level,  
const IccBuf* PIP = 0)
```

level

An enumeration, defined in this class, that indicates what sync level is to be used for this conversation

PIP

An optional pointer to an **IccBuf** object that contains the PIP data to be sent to the remote system

connectProcess (2)

```
void connectProcess (SyncLevel level,  
const IccTransId& transId,  
const IccBuf* PIP = 0)
```

level

An enumeration, defined in this class, that indicates what sync level is to be used for this conversation

transId

A reference to an **IccTransId** object that holds the name of the transaction to be started on the remote system

PIP

An optional pointer to an **IccBuf** object that contains the PIP data to be sent to the remote system

connectProcess (3)

Starts a partner process on the remote system in preparation for sending and receiving information.

```
void connectProcess (SyncLevel level,  
                    const IccTPNameId& TPName,  
                    const IccBuf* PIP = 0)
```

level

An enumeration, defined in this class, that indicates what sync level is to be used for this conversation

TPName

A reference to an **IccTPNameId** object that contains the 1–64 character TP name.

PIP

An optional pointer to an **IccBuf** object that contains the PIP data to be sent to the remote system

Conditions

INVREQ, LENGERR, NOTALLOC, PARTNERIDERR, NOTAUTH, TERMERR, SYSBUSY

converse

converse sends the contents of *send* and returns a reference to an **IccBuf** object that holds the reply from the remote APPC partner.

```
const IccBuf& converse(const IccBuf& send)
```

send

A reference to an **IccBuf** object that contains the data that is to be sent.

Conditions

EOC, INVREQ, LENGERR, NOTALLOC, SIGNAL, TERMERR

convId

Returns a reference to an **IccConvId** object that contains the 4-byte conversation identifier.

```
const IccConvId& convId()
```

errorCode

```
const char* errorCode() const
```

Returns the 4-byte error code received when **isErrorSet** returns true. See the relevant DTP Guide for more information.

extractProcess

void extractProcess()

Retrieves information from an APPC conversation attach header and holds it inside the object. See **PIPList**, **process**, and **syncLevel** methods to retrieve the information from the object. This method should be used by the back end task if it wants access to the PIP data, the process name, or the synclevel under which it is running.

Conditions

INVREQ, NOTALLOC, LENGERR

flush

Ensure that accumulated data and control information are transmitted on an APPC mapped conversation.

void flush()

Conditions

INVREQ, NOTALLOC

free

Return the APPC session to CICS so that it may be used by other tasks.

void free()

Conditions

INVREQ, NOTALLOC

get

A synonym for **receive**. See Chapter 10, "Polymorphic Behavior," on page 57 for information on polymorphism.

virtual const IccBuf& get()

isErrorSet

Icc::Bool isErrorSet() const

Returns a boolean variable, defined in **Icc** structure, that indicates whether an error has been set.

isNoDataSet

`Icc::Bool isNoDataSet() const`

Returns a boolean variable, defined in **Icc** structure, that indicates if no data was returned on a **send**—just control information.

isSignalSet

`Icc::Bool isSignalSet() const`

Returns a boolean variable, defined in **Icc** structure, that indicates whether a signal has been received from the remote process.

issueAbend

`void issueAbend()`

Abnormally ends the conversation. The partner transaction sees the TERMERR condition.

Conditions

INVREQ, NOTALLOC, TERMERR

issueConfirmation

Sends positive response to a partner's **send** request that specified the confirmation option.

`void issueConfirmation()`

Conditions

INVREQ, NOTALLOC, TERMERR, SIGNAL

issueError

Signals an error to the partner process.

`void issueError()`

Conditions

INVREQ, NOTALLOC, TERMERR, SIGNAL

issuePrepare

This only applies to DTP over APPC links. It enables a syncpoint initiator to prepare a syncpoint slave for syncpointing by sending only the first flow ('prepare to commit') of the syncpoint exchange.

`void issuePrepare()`

Conditions

INVREQ, NOTALLOC, TERMERR

issueSignal

Signals that a mode change is needed.

`void issueSignal()`

Conditions

INVREQ, NOTALLOC, TERMERR

PIPList

Returns a reference to an **IccBuf** object that contains the PIP data sent from the front end process. A call to this method should be preceded by a call to **extractProcess** on back end DTP processes.

`IccBuf& PIPList()`

process

`const IccBuf& process() const`

Returns a reference to an **IccBuf** object that contains the process data sent from the front end process. A call to this method should be preceded by a call to **extractProcess** on back end DTP processes.

put

A synonym for **send**. See Chapter 10, "Polymorphic Behavior," on page 57 for information on polymorphism.

`virtual void put(const IccBuf& data)`

data

A reference to an **IccBuf** object that holds the data to be sent to the remote process.

receive

`const IccBuf& receive()`

Returns a reference to an **IccBuf** object that contains the data received from the remote system.

Conditions

EOC, INVREQ, LENGERR, NOTALLOC, SIGNAL, TERMERR

send (1)

```
void send (const IccBuf& send,  
          SendOpt option = normal)
```

send

A reference to an **IccBuf** object that contains the data that is to be sent.

option

An enumeration, defined in this class, that affects the behavior of the **send** method. The default is normal.

send (2)

Sends data to the remote partner.

```
void send(SendOpt option = normal)
```

option

An enumeration, defined in this class, that affects the behavior of the **send** method. The default is normal.

Conditions

INVREQ, LENGERR, NOTALLOC, SIGNAL, TERMERR

sendInvite (1)

```
void sendInvite (const IccBuf& send,  
                SendOpt option = normal)
```

send

A reference to an **IccBuf** object that contains the data that is to be sent.

option

An enumeration, defined in this class, that affects the behavior of the **sendInvite** method. The default is normal.

sendInvite (2)

Sends data to the remote partner and indicates a change of direction, that is, the next method on this object will be **receive**.

```
void sendInvite(SendOpt option = normal)
```

option

An enumeration, defined in this class, that affects the behavior of the **sendInvite** method. The default is normal.

Conditions

INVREQ, LENGERR, NOTALLOC, SIGNAL, TERMERR

sendLast (1)

```
void sendLast (const IccBuf& send,  
              SendOpt option = normal)
```

send

A reference to an **IccBuf** object that contains the data that is to be sent.

option

An enumeration, defined in this class, that affects the behavior of the **sendLast** method. The default is normal.

sendLast (2)

Sends data to the remote partner and indicates that this is the final transmission. The **free** method must be invoked next, unless the sync level is 2, when you must commit resource updates before the **free**. (See **commitUOW** on page “commitUOW” on page 226 in **IccTaskClass**).

```
void sendLast(SendOpt option = normal)
```

option

An enumeration, defined in this class, that affects the behavior of the **sendLast** method. The default is normal.

Conditions

INVREQ, LENGERR, NOTALLOC, SIGNAL, TERMERR

state

Returns a CVDA, defined in **IccValue** structure, that indicates the current state of the APPC conversation.

Possible values are:

- ALLOCATED
- CONFFREE
- CONFSEND
- FREE
- PENDFREE
- PENDRECEIVE
- RECEIVE
- ROLLBACK
- SEND
- SYNCFREE
- SYNCRECEIVE
- SYNCSEND
- NOTAPPLIC

IccValue::NOTAPPLIC is returned if there is no APPC conversation state.

IccValue::CVDA state(StateOpt option = lastCommand)

option

An enumeration, defined in this class, that indicates how to report the state of the conversation

Conditions

INVREQ, NOTALLOC

stateText

Returns the symbolic name of the state that **state** method would return. For example, if **state** returns IccValue::ALLOCATED, **stateText** would return "ALLOCATED".

const char* stateText(StateOpt option = lastCommand)

option

An enumeration, defined in this class, that indicates how to report the state of the conversation

syncLevel

SyncLevel syncLevel() const

Returns an enumeration, defined in this class, that indicates the synchronization level that is being used in this session. A call to this method should be preceded by a call to **extractProcess** on back end DTP processes.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
actionOnCondition	IccResource
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource
classType	IccBase
className	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
id	IccResource
isEDFOn	IccResource
name	IccResource
operator delete	IccBase
operator new	IccBase
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Enumerations

AllocateOpt

queue

If all available sessions are in use, CICS is to queue this request (and block the method) until it can allocate a session.

noQueue

Control is returned to the application if it cannot allocate a session. CICS raises the SYSBUSY condition.

Indicates whether queuing is required on an **allocate** method.

SendOpt

normal

The default.

confirmation

Indicates that a program using SyncLevel level1 or level2 requires a response from the remote partner program. The remote partner can respond positively, using the **issueConfirmation** method, or negatively, using the **issueError** method. The sending program does not receive control back from CICS until the response is received.

wait

Requests that the data is sent and not buffered internally. CICS is free to buffer requests to improve performance if this option is not specified.

StateOpt

Use StateOpt to indicate how the state of a conversation is to be reported.

lastCommand

Return the state at the time of the completion of the last operation on the session.

extractState

Return the explicitly extracted current state.

SyncLevel

level0

Sync level 0

level1

Sync level 1

level2

Sync level 2

Chapter 50. IccStartRequestQ class

This is a singleton class that enables the application programmer to request an asynchronous start of another CICS transaction.

IccBase
IccResource
IccStartRequestQ

(see the **start** method on page “start” on page 215).

An asynchronously started transaction uses the **IccStartRequestQ** class method **retrieveData** to gain the information passed to it by the transaction that issued the **start** request.

An unexpired start request can be cancelled by using the **cancel** method.

Header file: ICCSRQEH

Sample: ICC\$SRQ1, ICC\$SRQ2

IccStartRequestQ constructor (protected)

Constructor

IccStartRequestQ()

Public methods

These are the public methods in this class.

cancel

Cancels a previously issued **start** request that has not yet expired.

```
void cancel (const IccRequestId& reqId,  
            const IccTransId* transId = 0)
```

reqId

A reference to an **IccRequestId** object that represents the request to be cancelled

transId

An optional pointer to an **IccTransId** object that represents the transaction that is to be cancelled.

Conditions

ISCVREQ, NOTAUTH, NOTFND, SYSIDERR

clearData

clearData clears the current data that is to be passed to the started transaction.

```
void clearData()
```

The data was set using **setData** or **registerData**.

If the data was set using **registerData**, only the pointer to the data is removed, the data in the buffer is left unchanged.

If the data was set using **setData**, then **clearData** releases the memory used by the buffer.

data

Returns a reference to an **IccBuf** object that contains data passed on a start request. A call to this method should be preceded by a call to **retrieveData** method.

```
const IccBuf& data() const
```

instance

```
static IccStartRequestQ* instance()
```

Returns a pointer to the single **IccStartRequestQ** object. If the object does not exist it is created. See also **startRequestQ** method on page “startRequestQ” on page 118 of **IccControl**.

queueName

```
const char* queueName() const
```

Returns the name of the queue that was passed by the start requester. A call to this method should be preceded by a call to **retrieveData** method.

registerData

Registers an **IccBuf** object to be interrogated for start data on each subsequent **start** method invocation. This just stores the address of the **IccBuf** object within the **IccStartRequestQ** so that the **IccBuf** object can be found when using the **start** method. This differs from the **setData** method, which takes a copy of the data held in the **IccBuf** object during the time that it is invoked.

```
void registerData(const IccBuf* buffer)
```

buffer

A pointer to the **IccBuf** object that holds data to be passed on a **start** request.

reset

`void reset()`

Clears any associations previously made by `set...` methods in this class.

retrieveData

Used by a task that was started, via an async start request, to gain access to the information passed by the start requester. The information is returned by the `data`, `queueName`, `returnTermId`, and `returnTransId` methods.

`void retrieveData(RetrieveOpt option = noWait)`

option

An enumeration, defined in this class, that indicates what happens if there is no start data available.

Conditions

ENDDATA, ENVDEFERR, IOERR, LENGERR, NOTFND, INVREQ

Note: The ENVDEFERR condition will be raised if all the possible options (`setData`, `setQueueName`, `setReturnTermId`, and `setReturnTransId`) are not used before issuing the `start` method. This condition is therefore not necessarily an error condition and your program should handle it accordingly.

returnTermId

Returns a reference to an `IccTermId` object that identifies which terminal is involved in the session. A call to this method should be preceded by a call to `retrieveData` method.

`const IccTermId& returnTermId() const`

returnTransId

`const IccTransId& returnTransId() const`

Returns a reference to an `IccTransId` object passed on a start request. A call to this method should be preceded by a call to `retrieveData` method.

setData

`void setData(const IccBuf& buf)`

Copies the data in *buf* into the `IccStartRequestQ`, which passes it to the started transaction when the `start` method is called. See also `registerData` on page “registerData” on page 212 for an alternative way to pass data to started transactions.

setQueueName

Requests that this queue name be passed to the started transaction when the `start` method is called.

void setQueueName(const char* queueName)

queueName

An 8-character queue name.

setReturnTermId (1)

void setReturnTermId(const IccTermId& termId)

termId

A reference to an **IccTermId** object that identifies which terminal is involved in the session.

setReturnTermId (2)

Requests that this return terminal ID be passed to the started transaction when the **start** method is called.

void setReturnTermId(const char* termName)

termName

The 4-character name of the terminal that is involved in the session.

setReturnTransId (1)

void setReturnTransId(const IccTransId& transId)

transId

A reference to an **IccTransId** object.

setReturnTransId (2)

Requests that this return transaction ID be passed to the started transaction when the **start** method is called.

void setReturnTransId(const char* transName)

transName

The 4-character name of the return transaction.

setStartOpts

Sets whether the started transaction is to have protection and whether it is to be checked.

**void setStartOpts (ProtectOpt popt = none,
CheckOpt copt = check)**

popt

An enumeration, defined in this class, that indicates whether start requests are to be protected

copt

An enumeration, defined in this class, that indicates whether start requests are to be checked.

start

Asynchronously starts the named CICS transaction. The returned reference to an **IccRequestId** object identifies the **start** request and can be used subsequently to **cancel** the **start** request.

```
const IccRequestId& start (const IccTransId& transId,  
                          const IccTermId* termId,  
                          const IccTime* time = 0,  
                          const IccRequestId* reqId = 0)
```

or

```
const IccRequestId& start (const IccTransId& transId,  
                          const IccUserId* userId,  
                          const IccTime* time = 0,  
                          const IccRequestId* reqId = 0)
```

or

```
const IccRequestId& start (const IccTransId& transId,  
                          const IccTime* time = 0,  
                          const IccRequestId* reqId = 0)
```

transId

A reference to an **IccTransId** object that represents the transaction to be started

termId

A reference to an **IccTermId** object that identifies which terminal is involved in the session.

userId

A reference to an **IccUserId** object that represents the user ID.

time

An (optional) pointer to an **IccTime** object that specifies when the task is to be started. The default is for the task to be started immediately.

reqId

An (optional) pointer to an **IccRequestId** object that is used to identify this start request so that the **cancel** can cancel the request.

Conditions

INVREQ, IOERR, ISCINVREQ, LENGERR, NOTAUTH, SYSIDERR, TERMIDERR, TRANSIDERR, USERIDERR

Inherited public methods

These are the public methods inherited by this class.

Method	Class
actionOnCondition	IccResource
actionOnConditionAsChar	IccResource

Method	Class
actionsOnConditionsText	IccResource
className	IccBase
classType	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
id	IccResource
isEDFOn	IccResource
isRouteOptionOn	IccResource
name	IccResource
operator delete	IccBase
operator new	IccBase
routeOption	IccResource
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource
setRouteOption	IccResource

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Enumerations

RetrieveOpt

- noWait
- wait

ProtectOpt

- none
- protect

CheckOpt

- check
- noCheck

Chapter 51. IccSysId class

IccSysId class is used to identify a remote CICS system.

```
IccBase
  IccResourceId
  IccSysId
```

IccSysId class is used to identify a remote CICS system.

Header file: ICCRIDEH

IccSysId constructors

Constructor (1)

```
IccSysId(const char* name)
```

name
The 4-character name of the CICS system.

Constructor (2)

The copy constructor.

```
IccSysId(const IccSysId& id)
```

id A reference to an **IccSysId** object.

Public methods

These are the public methods in this class.

operator= (1)

```
IccSysId& operator=(const IccSysId& id)
```

id A reference to an existing **IccSysId** object.

operator= (2)

Sets the name of the CICS system held in the object.

```
IccSysId& operator=(const char* name)
```

name
The 4-character name of the CICS system.

Inherited public methods

Method	Class
classType	IccBase
className	IccBase
customClassNum	IccBase
name	IccResourceId
nameLength	IccResourceId
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
operator=	IccResourceId
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 52. IccSystem class

This is a singleton class that represents the CICS system. It is used by an application program to discover information about the CICS system on which it is running.

IccBase
 IccResource
 IccSystem

Header file: ICCSYSEH

Sample: ICC\$SYS

IccSystem constructor (protected)

Constructor

IccSystem()

Public methods

These are the public methods in this class.

applName

Returns the 8-character name of the CICS region.

const char* applName()

Conditions

INVREQ

beginBrowse (1)

void beginBrowse (ResourceType *resource*,
 const IccResourceId* *resId* = 0)

resource

An enumeration, defined in this class, that indicates the type of resource to be browsed within the CICS system.

resId

An optional pointer to an **IccResourceId** object that indicates the starting point for browsing through the resources.

beginBrowse (2)

Signals the start of a browse through a set of CICS resources.

```
void beginBrowse (ResourceType resource,  
                 const char* resName)
```

resource

An enumeration, defined in this class, that indicates the type of resource to be browsed within the CICS system.

resName

The name of the resource that is to be the starting point for browsing the resources.

Conditions

END, FILENOTFOUND, ILLOGIC, NOTAUTH

dateFormat

Returns the default dateFormat for the CICS region.

```
const char* dateFormat()
```

Conditions

INVREQ

endBrowse

Signals the end of a browse through a set of CICS resources.

```
void endBrowse(ResourceType resource)
```

Conditions

END, FILENOTFOUND, ILLOGIC, NOTAUTH

freeStorage

Releases the storage obtained by the **IccSystem** **getStorage** method.

```
void freeStorage(void* pStorage)
```

Conditions

INVREQ

getFile (1)

```
IccFile* getFile(const IccFileId& id)
```

id A reference to an **IccFileId** object that identifies a CICS file.

getFile (2)

Returns a pointer to the **IccFile** object identified by the argument.

```
IccFile* getFile(const char* fileName)
```

fileName

The name of a CICS file.

Conditions

END, FILENOTFOUND, ILLOGIC, NOTAUTH

getNextFile

This method is only valid after a successful **beginBrowse(IccSystem::file)** call. It returns the next file object in the browse sequence in the CICS system.

```
IccFile* getNextFile()
```

Conditions

END, FILENOTFOUND, ILLOGIC, NOTAUTH

getStorage

Obtains a block of storage of the requested size and returns a pointer to it. The storage is not released automatically at the end of task; it is only released when a **freeStorage** operation is performed.

```
void* getStorage (unsigned long size,  
                 char initByte = -1,  
                 unsigned long storageOpts = 0)
```

size

The amount of storage being requested, in bytes

initByte

The initial setting of all bytes in the allocated storage

storageOpts

An enumeration, defined in **IccTask** class, that affects the way that CICS allocates storage.

Conditions

LENGERR, NOSTG

instance

Returns a pointer to the singleton **IccSystem** object. The object is created if it does not already exist.

```
static IccSystem* instance()
```

operatingSystem

`char operatingSystem()`

Returns a 1-character value that identifies the operating system under which CICS is running:

A	AIX
N	Windows NT [®]
P	OS/2
X	MVS/ESA

Conditions

NOTAUTH

operatingSystemLevel

Returns a halfword binary field giving the release number of the operating system under which CICS is running. The value returned is ten times the formal release number (the version number is not represented). For example, MVS/ESA Version 3 Release 2.1 would produce a value of 21.

`unsigned short operatingSystemLevel()`

Conditions

NOTAUTH

release

Returns the level of the CICS system as an integer set to 100 multiplied by the version number plus 10 multiplied by the release level. For example, CICS Transaction Server for z/OS [Version 1] Release 3 would return 130.

`unsigned long release()`

Conditions

NOTAUTH

releaseText

Returns the same as **release**, except as a 4-character string. For example, CICS Transaction Server for z/OS [Version 1] Release 3 would return "0130".

`const char* releaseText()`

Conditions

NOTAUTH

sysId

Returns a reference to the **IccSysId** object that identifies this CICS system.

`IccSysId& sysId()`

Conditions

INVREQ

workArea

Returns a reference to the **IccBuf** object that holds the work area for the CICS system.

`const IccBuf& workArea()`

Conditions

INVREQ

Inherited public methods

These are the public methods inherited by this class.

Method	Class
actionOnCondition	IccResource
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource
classType	IccBase
className	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
id	IccResource
isEDFOn	IccResource
name	IccResource
operator delete	IccBase
operator new	IccBase
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Enumerations

ResourceType

- autoInstallModel
- connection
- dataQueue
- exitProgram
- externalDataSet
- file
- journal
- modename
- partner
- profile
- program
- requestId
- systemDumpCode
- tempStore
- terminal
- transactionDumpCode
- transaction
- transactionClass

Chapter 53. IccTask class

IccTask is a singleton class used to invoke task related CICS services.

```
IccBase
  IccResource
    IccTask
```

Header file: ICCTSKEH

Sample: ICC\$TSK

IccTask Constructor (protected)

Constructor

IccTask()

Public methods

These are the public methods in this class.

The *opt* parameter

Many methods have the same parameter, *opt*, which is described under the **abendCode** method in "abendCode" on page 75.

abend

Requests CICS to abend this task.

```
void abend (const char* abendCode = 0,
            AbendHandlerOpt opt1 = respectAbendHandler,
            AbendDumpOpt opt2 = createDump)
```

abendCode

The 4-character abend code

opt1

An enumeration, defined in this class, that indicates whether to respect or ignore any abend handling program specified by **setAbendHandler** method in **IccControl** class

opt2

An enumeration, defined in this class, that indicates whether a dump is to be created.

abendData

```
IccAbendData* abendData()
```

Returns a pointer to an **IccAbendData** object that contains information about the program abends, if any, that relate to this task.

commitUOW

void commitUOW()

Commit the resource updates within the current UOW for this task. This also causes a new UOW to start for subsequent resource update activity.

Conditions

INVREQ, ROLLEDBACK

delay

Requests that this task be delayed for an interval of time, or until a specific time.

void delay (**const IccTime&** *time*,
const IccRequestId* *reqId* = 0)

time

A reference to an object that contains information about the delay time. The object can be one of these types:

IccAbsTime

Expresses time as the number of milliseconds since the beginning of the year 1900.

IccTimeInterval

Expresses an interval of time, such as 3 hours, 2 minutes, and 1 second.

IccTimeOfDay

Expresses a time of day, such as 13 hours, 30 minutes (1-30 pm).

reqId

An optional pointer to an **IccRequestId** object that can be used to cancel an unexpired delay request.

Conditions

EXPIRED, INVREQ

dump

Requests CICS to take a dump for this task. (See also **setDumpOpts**.) Returns the character identifier of the dump.

const char* **dump** (**const char*** *dumpCode*,
const IccBuf* *buf* = 0)

dumpCode

A 4-character label that identifies this dump

buf

A pointer to the **IccBuf** object that contains additional data to be included in the dump.

Conditions

INVREQ, IOERR, NOSPACE, NOSTG, NOTOPEN, OPENERR, SUPPRESSED

enterTrace

Writes a user trace entry in the CICS trace table.

```
void enterTrace (unsigned short traceNum,  
                const char* resource = 0,  
                IccBuf* data = 0,  
                TraceOpt opt = normal)
```

traceNum

The trace identifier for a user trace table entry; a value in the range 0 through 199.

resource

An 8-character name to be entered in the resource field of the trace table entry.

data

A pointer to the **IccBuf** object containing data to be included in the trace record.

opt

An enumeration, defined in this class, that indicates whether tracing should be normal or whether only exceptions should be traced.

Conditions

INVREQ, LENGERR

facilityType

Returns an enumeration, defined in this class, that indicates what type of principal facility this task has. This is usually a terminal, such as when the task was started by someone keying a transaction name on a CICS terminal. It is a session if the task is the back end of a mapped APPC conversation.

```
FacilityType facilityType()
```

Conditions

INVREQ

freeStorage

Releases the storage obtained by the **IccTask** **getStorage** method.

```
void freeStorage(void* pStorage)
```

Conditions

INVREQ

getStorage

Obtains a block of storage of the requested size. The storage is released automatically at the end of task, or when the **freeStorage** operation is performed. See also **getStorage** on page “getStorage” on page 221 in **IccSystem**class.

```
void* getStorage (unsigned long size,  
                char initByte = -1,  
                unsigned short storageOpts = 0)
```

size

The amount of storage being requested, in bytes

initByte

The initial setting of all bytes in the allocated storage

storageOpts

An enumeration, defined in this class, that affects the way that CICS allocates storage.

Conditions

LENGERR, NOSTG

instance

Returns a pointer to the singleton **IccTask** object. The object is created if it does not already exist.

```
static IccTask* instance();
```

isCommandSecurityOn

```
Icc::Bool isCommandSecurityOn()
```

Returns a boolean, defined in **Icc** structure, that indicates whether this task is subject to command security checking.

Conditions

INVREQ

isCommitSupported

Returns a boolean, defined in **Icc** structure that indicates whether this task can support the **commit** method. This method returns true in most environments; the exception to this is in a DPL environment (see **link** on page “link” on page 174 in **IccProgram**).

```
Icc::Bool isCommitSupported()
```

Conditions

INVREQ

isResourceSecurityOn

Returns a boolean, defined in **Icc** structure, that indicates whether this task is subject to resource security checking.

Icc::Bool isResourceSecurityOn()

Conditions

INVREQ

isRestarted

Returns a boolean, defined in **Icc** structure, that indicates whether this task has been automatically restarted by CICS.

Icc::Bool isRestarted()

Conditions

INVREQ

isStartDataAvailable

Returns a boolean, defined in **Icc** structure, that indicates whether start data is available for this task. See the **retrieveData** method in **IccStartRequestQ** class if start data is available.

Icc::Bool isStartDataAvailable()

Conditions

INVREQ

number

Returns the number of this task, unique within the CICS system.

unsigned long number() const

principalSysId

IccSysId& principalSysId(**Icc::GetOpt** opt = **Icc::object**)

Returns a reference to an **IccSysId** object that identifies the principal system identifier for this task.

Conditions

INVREQ

priority

Returns the priority for this task.

```
unsigned short priority(Icc::GetOpt opt = Icc::object)
```

Conditions

INVREQ

rollBackUOW

Roll back (backout) the resource updates associated with the current UOW within this task.

```
void rollBackUOW()
```

Conditions

INVREQ, ROLLEDBACK

setDumpOpts

Set the dump options for this task. This method affects the behavior of the **dump** method defined in this class.

```
void setDumpOpts(unsigned long opts = dDefault)
```

opts

An integer, made by adding or logically ORing values from the **DumpOpts** enumeration, defined in this class.

setPriority

Changes the dispatch priority of this task.

```
void setPriority(unsigned short pri)
```

pri

The new priority.

Conditions

INVREQ

setWaitText

Sets the text that will appear when someone inquires on this task while it is suspended as a result of a **waitExternal** or **waitOnAlarm** method call.

```
void setWaitText(const char* name)
```

name

The 8-character string label that indicates why this task is waiting.

startType

StartType startType()

Returns an enumeration, defined in this class, that indicates how this task was started.

Conditions

INVREQ

suspend

Suspend this task, allowing other tasks to be dispatched.

void suspend()

transId

const IccTransId& transId()

Returns the **IccTransId** object representing the transaction name of this CICS task.

triggerDataQueueId

const IccDataQueueId& triggerDataQueueId()

Returns a reference to the **IccDataQueueId** representing the trigger queue, if this task was started as a result of data arriving on an **IccDataQueue**. See **startType** method.

Conditions

INVREQ

userId

Returns the ID of the user associated with this task.

const IccUserId& userId(Icc::GetOpt *opt* = Icc::object)

opt

An enumeration, defined in **Icc** structure, that indicates whether the information already existing in the object is to be used or whether it is to be refreshed from CICS.

Conditions

INVREQ

waitExternal

Waits for events that post ECBs - Event Control Blocks. The call causes the issuing task to be suspended until one of the ECBs has been posted—that is, one of the events has occurred. The task can wait on more than one ECB and can be dispatched as soon as any of them are posted. See **waitExternal** in the *CICS Application Programming Reference* for more information about ECBs.

```
void waitExternal (long** ECBList,  
                 unsigned long numEvents,  
                 WaitPurgeability opt = purgeable,  
                 WaitPostType type = MVSPost)
```

ECBList

A pointer to a list of ECBs that represent events.

numEvents

The number of events in *ECBList*.

opt

An enumeration, defined in this class, that indicates whether the wait is purgeable.

type

An enumeration, defined in this class, that indicates whether the post type is a standard MVS POST.

Conditions

INVREQ

waitOnAlarm

Suspends the task until the alarm goes off (expires).

See also “setAlarm” on page 105 in **IccClock**.

```
void waitOnAlarm(const IccAlarmRequestId& id)
```

id A reference to the **IccAlarmRequestId** object that identifies a particular alarm request.

Conditions

INVREQ

workArea

Returns a reference to the **IccBuf** object that holds the work area for this task.

```
IccBuf& workArea()
```

Conditions

INVREQ

Inherited public methods

These are the public methods inherited by this class.

Method	Class
actionOnCondition	IccResource
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource
classType	IccBase
className	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
id	IccResource
isEDFOn	IccResource
name	IccResource
operator delete	IccBase
operator new	IccBase
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Enumerations

AbendHandlerOpt

respectAbendHandler

Allows control to be passed to an abend handling program if one is in effect.

ignoreAbendHandler

Does not allow control to be passed to any abend handling program that may be in effect.

AbendDumpOpt

createDump

Take a transaction dump when servicing an abend request.

suppressDump

Do not take a transaction dump when servicing an abend request.

DumpOpts

The values may be added, or bitwise ORed, together to get the desired combination.

The values may be added, or bitwise ORed, together to get the desired combination. For example `IccTask::dProgram + IccTask::dDCT + IccTask::dSIT`.

dDefault

dComplete

dTask

dStorage

dProgram

dTerminal

dTables

dDCT

dFCT

dPCT

dPPT

dSIT

dTCT

dTRT

FacilityType

none The task has no principal facility, that is, it is a background task.

terminal
This task has a terminal as its principal facility.

session
This task has a session as its principal facility, that is, it was probably started as a backend DTP program.

dataqueue
This task has a transient data queue as its principal facility.

StartType

DPL Distributed program link request

dataQueueTrigger
Trigger by data arriving on a data queue

startRequest
Started as a result of an asynchronous start request. See `IccStartRequestQ` class.

FEPIRequest
Front end programming interface. See *CICS Front End Programming Interface User's Guide*.

terminalInput
Started via a terminal input

CICSInternalTask
Started by CICS.

StorageOpts

ifSOSReturnCondition

If insufficient space is available, return NOSTG condition instead of blocking the task.

below

Allocate storage below the 16Mb line.

userDataKey

Allocate storage in the USER data key.

CICSDataKey

Allocate storage in the CICS data key.

TraceOpt

normal

The trace entry is a standard entry.

exception

The trace entry is an exception entry.

WaitPostType

MVSPost

ECB is posted using the MVS POST service.

handPost

ECB is hand posted (that is, using some method other than the MVS POST service).

WaitPurgeability

purgeable

Task can be purged via a system call.

notPurgeable

Task cannot be purged via a system call.

Chapter 54. IccTempStore class

IccTempStore objects are used to manage the temporary storage of data.

IccBase
IccResource
IccTempStore

(IccTempStore data can exist between transaction calls.)

Header file: ICCTMPEH

Sample: ICC\$TMP

IccTempStore constructors

Constructor (1)

IccTempStore (const IccTempStoreId& *id*,
Location *loc* = auxStorage)

id Reference to an IccTempStoreId object

loc

An enumeration, defined in this class, that indicates where the storage is to be located when it is first created. The default is to use auxiliary storage (disk).

Constructor (2)

IccTempStore (const char* *storeName*,
Location *loc* = auxStorage)

storeName

Specifies the 8-character name of the queue to be used. The name must be unique within the CICS system.

loc

An enumeration, defined in this class, that indicates where the storage is to be located when it is first created. The default is to use auxiliary storage (disk).

Public methods

These are the public methods in this class.

The opt parameter

Many methods have the same parameter, *opt*, which is described under the **abendCode** method in "abendCode" on page 75.

clear

A synonym for **empty**. See Chapter 10, “Polymorphic Behavior,” on page 57 for information on polymorphism.

virtual void clear()

empty

void empty()

Deletes all the temporary data associated with the **IccTempStore** object and deletes the associated TD queue.

Conditions

INVREQ, ISCINVREQ, NOTAUTH, QIDERR, SYSIDERR

get

A synonym for **readNextItem**. See Chapter 10, “Polymorphic Behavior,” on page 57 for information on polymorphism.

virtual const IccBuf& get()

numberOfItems

unsigned short numberOfItems() const

Returns the number of items in temporary storage. This is only valid after a successful **writeItem** call.

put

A synonym for **writeItem**. See Chapter 10, “Polymorphic Behavior,” on page 57 for information on polymorphism.

virtual void put(const IccBuf& *buffer*)

buffer

A reference to an **IccBuf** object that contains the data that is to be added to the end of the temporary storage queue.

readItem

Reads the specified item from the temporary storage queue and returns a reference to the **IccBuf** object that contains the information.

const IccBuf& readItem(unsigned short *itemNum*)

itemNum

Specifies the item number of the logical record to be retrieved from the queue.

Conditions

INVREQ, IOERR, ISCINVREQ, ITEMERR, LENGERR, NOTAUTH, QIDERR, SYSIDERR

readNextItem

Reads the next item from a temporary storage queue and returns a reference to the **IccBuf** object that contains the information.

```
const IccBuf& readNextItem()
```

Conditions

INVREQ, IOERR, ISCINVREQ, ITEMERR, LENGERR, NOTAUTH, QIDERR, SYSIDERR

rewriteItem

The parameters are: This method updates the specified item in the temporary storage queue.

```
void rewriteItem (unsigned short itemNum,  
                 const IccBuf& item,  
                 NoSpaceOpt opt = suspend)
```

itemNum

Specifies the item number of the logical record that is to be modified

item

The name of the **IccBuf** object that contains the update data.

opt

An enumeration, defined in this class, that indicates whether the application program is to be suspended if a shortage of space in the queue prevents the record being added. `suspend` is the default.

Conditions

INVREQ, IOERR, ISCINVREQ, ITEMERR, LENGERR, NOSPACE, NOTAUTH, QIDERR, SYSIDERR

writeItem (1)

```
unsigned short writeItem (const IccBuf& item,  
                          NoSpaceOpt opt = suspend)
```

item

The name of the **IccBuf** object that contains the data that is to be added to the end of the temporary storage queue.

opt

An enumeration, defined in this class, that indicates whether the application program is to be suspended if a shortage of space in the queue prevents the record being added. `suspend` is the default.

writeltem (2)

This method adds a new record at the end of the temporary storage queue. The returned value is the item number that was created (if this was done successfully).

unsigned short writeltem (**const char*** *text*,
NoSpaceOpt *opt* = suspend)

text

The text string that is to added to the end of the temporary storage queue.

opt

An enumeration, defined in this class, that indicates whether the application program is to be suspended if a shortage of space in the queue prevents the record being added. suspend is the default.

Conditions

INVREQ, IOERR, ISCINVREQ, ITEMERR, LENGERR, NOSPACE, NOTAUTH, QIDERR, SYSIDERR

Inherited public methods

These are the public methods inherited by this class.

Method	Class
actionOnCondition	IccResource
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource
className	IccBase
classType	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
id	IccResource
isEDFOn	IccResource
isRouteOptionOn	IccResource
name	IccResource
operator delete	IccBase
operator new	IccBase
routeOption	IccResource
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource
setRouteOption	IccResource

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Enumerations

Location

auxStorage

Temporary store data is to reside in auxiliary storage (disk).

memory

Temporary store data is to reside in memory.

NoSpaceOpt

Take this action if a shortage of space in the queue prevents the record being added immediately.

suspend

Suspend the application program.

returnCondition

Do not suspend the application program, but raise the NOSPACE condition instead.

Chapter 55. IccTempStoreId class

IccTempStoreId class is used to identify a temporary storage name in the CICS system.

IccBase
IccResourceId
IccTempStoreId

This is an entry in the TST (temporary storage table).

Header file: ICCRIDEH

IccTempStoreId constructors

Constructor (1)

IccTempStoreId(const char* *name*)

name
The 8-character name of the temporary storage entry.

Constructor (2)

The copy constructor.

IccTempStoreId(const **IccTempStoreId**& *id*)

id A reference to an **IccTempStoreId** object.

Public methods

These are the public methods in this class.

operator= (1)

IccTempStoreId& operator=(const char* *name*)

name
The 8-character name of the temporary storage entry.

operator= (2)

Assigns a new value.

IccTempStoreId& operator=(const **IccTempStoreId**& *id*)

id A reference to an **IccTempStoreId** object.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
classType	IccBase
className	IccBase
customClassNum	IccBase
name	IccResourceId
nameLength	IccResourceId
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
operator=	IccResourceId
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 56. IccTermId class

IccTermId class is used to identify a terminal name in the CICS system.

IccBase
IccResourceId
IccTermId

This is an entry in the TCT (terminal control table).

Header file: ICCRIDEH

IccTermId constructors

Constructor (1)

IccTermId(const char* *name*)

name
The 4-character name of the terminal

Constructor (2)

The copy constructor.

IccTermId(const **IccTermId**& *id*)

id A reference to an **IccTermId** object.

Public methods

These are the public methods in this class.

operator= (1)

IccTermId& operator=(const char* *name*)

name
The 4-character name of the terminal

operator= (2)

Assigns a new value.

IccTermId& operator=(const **IccTermId**& *id*)

id A reference to an **IccTermId** object.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
classType	IccBase
className	IccBase
customClassNum	IccBase
name	IccResourceId
nameLength	IccResourceId
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
operator=	IccResourceId
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 57. IccTerminal class

This is a singleton class that represents the terminal that belongs to the CICS task. It can only be created if the transaction has a 3270 terminal as its principal facility, otherwise an exception is thrown.

IccBase
IccResource
IccTerminal

Header file: ICCTRMEH

Sample: ICC\$TRM

IccTerminal constructor (protected)

Constructor

IccTerminal()

Public methods

These are the public methods in this class.

The *opt* parameter

Many methods have the same parameter, *opt*, which is described under the **abendCode** method in “abendCode” on page 75.

AID

Returns an enumeration, defined in this class, that indicates which AID (action identifier) key was last pressed at this terminal.

AIDVal AID()

clear

virtual void clear()

A synonym for **erase**. See Chapter 10, “Polymorphic Behavior,” on page 57 for information on polymorphism.

cursor

unsigned short cursor()

Returns the current cursor position as an offset from the top left corner of the screen.

data

`IccTerminalData* data()`

Returns a pointer to an **IccTerminalData** object that contains information about the characteristics of the terminal. The object is created if it does not already exist.

erase

`void erase()`

Erase all the data displayed at the terminal.

Conditions

INVREQ, INVPARTN

freeKeyboard

Frees the keyboard so that the terminal can accept input.

`void freeKeyboard()`

Conditions

INVREQ, INVPARTN

get

A synonym for **receive**. See Chapter 10, "Polymorphic Behavior," on page 57 for information on polymorphism.

`virtual const IccBuf& get()`

height

`unsigned short height(Icc::getopt opt = Icc::object)`

Returns how many lines the screen holds.

Conditions

INVREQ

inputCursor

Returns the position of the cursor on the screen.

unsigned short inputCursor()

instance

static IccTerminal* instance()

Returns a pointer to the single **IccTerminal** object. The object is created if it does not already exist.

line

unsigned short line()

Returns the current line number of the cursor from the top of the screen.

netName

const char* netName()

Returns the 8-byte string representing the network logical unit name of the principal facility.

operator« (1)

Sets the foreground color for data subsequently sent to the terminal.

IccTerminal& operator « (Color *color*)

operator« (2)

Sets the highlighting used for data subsequently sent to the terminal.

IccTerminal& operator « (Highlight *highlight*)

operator« (3)

Writes another buffer.

IccTerminal& operator « (const IccBuf& *buffer*)

operator« (4)

Writes a character.

IccTerminal& operator « (char *ch*)

operator« (5)

Writes a character.

IccTerminal& operator « (signed char *ch*)

operator« (6)

Writes a character.

IccTerminal& operator « (unsigned char *ch*)

operator« (7)

Writes a string.

IccTerminal& operator « (const char* *text*)

operator« (8)

Writes a string.

IccTerminal& operator « (const signed char* *text*)

operator« (9)

Writes a string.

IccTerminal& operator « (const unsigned char* *text*)

operator« (10)

Writes a short.

IccTerminal& operator « (short *num*)

operator« (11)

Writes an unsigned short.

IccTerminal& operator « (unsigned short *num*)

operator« (12)

Writes a long.

IccTerminal& operator « (long *num*)

operator« (13)

Writes an unsigned long.

`IccTerminal& operator « (unsigned long num)`

operator« (14)

Writes an integer.

`IccTerminal& operator « (int num)`

operator« (15)

Writes a float.

`IccTerminal& operator « (float num)`

operator« (16)

Writes a double.

`IccTerminal& operator « (double num)`

operator« (17)

Writes a long double.

`IccTerminal& operator « (long double num)`

operator« (18)

`IccTerminal& operator « (IccTerminal& (*f)(IccTerminal&))`

Enables the following syntax:

```
Term « "Hello World" « endl;  
Term « "Hello again" « flush;
```

put

`virtual void put(const IccBuf& buf)`

A synonym for **sendLine**. See Chapter 10, "Polymorphic Behavior," on page 57 for information on polymorphism.

receive

Receives data from the terminal

`const IccBuf& receive(Case caseOpt = upper)`

caseOpt

An enumeration, defined in this class, that indicates whether text is to be converted to upper case or left as it is.

Conditions

EOC, INVREQ, LENGERR, NOTALLOC, SIGNAL, TERMERR

receive3270Data

Receives the 3270 data buffer from the terminal

```
const IccBuf& receive3270Data(Case caseOpt = upper)
```

caseOpt

An enumeration, defined in this class, that indicates whether text is to be converted to upper case or left as it is.

Conditions

INVREQ, LENGERR, TERMERR

send (1)

```
void send(const IccBuf& buffer)
```

buffer

A reference to an **IccBuf** object that holds the data that is to be sent.

send (2)

```
void send (const char* format,  
...)
```

format

A format string, as in the **printf** standard library function.

... The optional arguments that accompany *format*.

send (3)

```
void send (unsigned short row,  
          unsigned short col,  
          const IccBuf& buffer)
```

row

The row where the writing of the data is started.

col

The column where the writing of the data is started.

buffer

A reference to an **IccBuf** object that holds the data that is to be sent.

send (4)

Writes the specified data to either the current cursor position or to the cursor position specified by the arguments.

```
void send (unsigned short row,  
          unsigned short col,  
          const char* format,  
          ...)
```

row

The row where the writing of the data is started.

col

The column where the writing of the data is started.

format

A format string, as in the **printf** standard library function.

... The optional arguments that accompany *format*.

Conditions

INVREQ, LENGERR, TERMERR

send3270Data (1)

```
void send3270Data(const IccBuf& buffer)
```

buffer

A reference to an **IccBuf** object that holds the data that is to be sent.

send3270Data (2)

```
void send3270 Data(const char* format,  
                  ...)
```

format

A format string, as in the **printf** standard library function

... The optional arguments that accompany *format*.

send3270Data (3)

```
void send3270Data (unsigned short col,  
                  const IccBuf& buf)
```

col

The column where the writing of the data is started

buffer

A reference to an **IccBuf** object that holds the data that is to be sent.

send3270Data (4)

Writes the specified data to either the next line of the terminal or to the specified column of the current line.

```
void send3270Data (unsigned short col,  
                  const char* format,  
                  ...)
```

col

The column where the writing of the data is started

format

A format string, as in the **printf** standard library function

... The optional arguments that accompany *format*.

Conditions

INVREQ, LENGERR, TERMERR

sendLine (1)

```
void sendLine(const IccBuf& buffer)
```

buffer

A reference to an **IccBuf** object that holds the data that is to be sent.

sendLine (2)

```
void sendLine (const char* format,  
               ...)
```

format

A format string, as in the **printf** standard library function

... The optional arguments that accompany *format*.

sendLine (3)

```
void sendLine (unsigned short col,  
               const IccBuf& buf)
```

col

The column where the writing of the data is started

buffer

A reference to an **IccBuf** object that holds the data that is to be sent.

sendLine (4)

Writes the specified data to either the next line of the terminal or to the specified column of the current line.


```
void sendLine (unsigned short col,  
              const char* format,  
              ...)
```

col

The column where the writing of the data is started

format

A format string, as in the **printf** standard library function

... The optional arguments that accompany *format*.

Conditions

INVREQ, LENGERR, TERMERR

setColor

Changes the color of the text subsequently sent to the terminal.

```
void setColor(Color color=defaultColor)
```

color

An enumeration, defined in this class, that indicates the color of the text that is written to the screen.

setCursor (1)

```
void setCursor(unsigned short offset)
```

offset

The position of the cursor where the top left corner is 0.

setCursor (2)

Two different ways of setting the position of the cursor on the screen.

```
void setCursor (unsigned short row,  
               unsigned short col)
```

row

The row number of the cursor where the top row is 1

col

The column number of the cursor where the left column is 1

Conditions

INVREQ, INVPARTN

setHighlight

Changes the highlighting of the data subsequently sent to the terminal.

void setHighlight(Highlight *highlight* = normal)

highlight

An enumeration, defined in this class, that indicates the highlighting of the text that is written to the screen.

setLine

Moves the cursor to the start of line *lineNum*, where 1 is the top line of the terminal. The default is to move the cursor to the start of line 1.

void setLine(unsigned short *lineNum* = 1)

lineNum

The line number, counting from the top.

Conditions

INVREQ, INVPARTN

setNewLine

Requests that *numLines* blank lines be sent to the terminal.

void setNewLine(unsigned short *numLines* = 1)

numLines

The number of blank lines.

Conditions

INVREQ, INVPARTN

setNextCommArea

Specifies the COMMAREA that is to be passed to the next transaction started on this terminal.

void setNextCommArea(const IccBuf& *commArea*)

commArea

A reference to the buffer that is to be used as a COMMAREA.

setNextInputMessage

Specifies data that is to be made available, by the **receive** method, to the next transaction started at this terminal.

void setNextInputMessage(const IccBuf& *message*)

message

A reference to the buffer that holds the input message.

setNextTransId

Specifies the next transaction that is to be started on this terminal.

```
void setNextTransId (const IccTransId& transid,  
                    NextTransIdOpt opt = queue)
```

transid

A reference to the **IccTransId** object that holds the name of a transaction

opt

An enumeration, defined in this class, that indicates whether *transId* should be queued or started immediately (that is, it should be the very next transaction) at this terminal.

signoff

```
void signoff()
```

Signs off the user who is currently signed on. Authority reverts to the default user.

Conditions

INVREQ

signon (1)

```
void signon (const IccUserId& id,  
            const char* password = 0,  
            const char* newPassword = 0)
```

id A reference to an **IccUserId** object

password

The 8-character existing password.

newPassword

An optional 8-character new password.

signon (2)

Signs the user on to the terminal.

```
void signon (IccUser& user,  
            const char* password = 0,  
            const char* newPassword = 0)
```

user

A reference to an **IccUser** object

password

The 8-character existing password.

newPassword

An optional 8-character new password. This method differs from the first **signon** method in that the **IccUser** object is interrogated to discover **IccGroupId** and language information. The object is also updated with language and ESM return and response codes.

Conditions

INVREQ, NOTAUTH, USERIDERR

waitForAID (1)

Waits for any input and returns an enumeration, defined in this class, that indicates which AID key is expected.

AIDVal waitForAID()

waitForAID (2)

Waits for the specified AID key to be pressed, before returning control. This method loops, receiving input from the terminal, until the correct AID key is pressed by the operator.

void waitForAID(AIDVal *aid*)

aid

An enumeration, defined in this class, that indicates which AID key was last pressed.

Conditions

EOC, INVREQ, LENGERR, NOTALLOC, SIGNAL, TERMERR

width

Returns the width of the screen in characters.

unsigned short width(Icc::getopt *opt* = Icc::object)

Conditions

INVREQ

workArea

Returns a reference to the **IccBuf** object that holds the terminal work area.

IccBuf& workArea()

Inherited public methods

These are the public methods inherited by this class.

Method
actionOnCondition

Class
IccResource

Method	Class
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource
classType	IccBase
className	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
id	IccResource
isEDFOn	IccResource
name	IccResource
operator delete	IccBase
operator new	IccBase
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Enumerations

AIDVal

ENTER
CLEAR
PA1 to PA3
PF1 to PF24

Case

upper
mixed

Color

defaultColor
blue
red
pink
green
cyan

yellow

neutral

Highlight

defaultHighlight

blink

reverse

underscore

NextTransIdOpt

queue

Queue the transaction with any other outstanding starts queued on the terminal.

immediate

Start the transaction immediately, that is, before any other outstanding starts queued on the terminal.

Chapter 58. IccTerminalData class

IccBase
IccResource
IccTerminalData

IccTerminalData is a singleton class owned by **IccTerminal** (see **data** on page “data” on page 248 in **IccTerminal** class). **IccTerminalData** contains information about the terminal characteristics.

Header file: ICCTMDEH

Sample: ICC\$TRM

IccTerminalData constructor (protected)

Constructor

IccTerminalData()

Public methods

These are the public methods in this class.

The *opt* parameter

Many methods have the same parameter, *opt*, which is described under the **abendCode** method in “abendCode” on page 75.

alternateHeight

Returns the alternate height of the screen, in lines.

unsigned short alternateHeight(Icc::GetOpt *opt* = Icc::object)

opt

An enumeration that indicates whether the information in the object should be refreshed from CICS before being extracted. The default is not to refresh.

Conditions

INVREQ

alternateWidth

Returns the alternate width of the screen, in characters.

unsigned short alternateWidth(Icc::GetOpt *opt* = Icc::object)

Conditions

INVREQ

defaultHeight

Returns the default height of the screen, in lines.

`unsigned short defaultHeight(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

defaultWidth

Returns the default width of the screen, in characters.

`unsigned short defaultWidth(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

graphicCharCodeSet

Returns the binary code page global identifier as a value in the range 1 to 65534, or 0 for a non-graphics terminal.

`unsigned short graphicCharCodeSet(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

graphicCharSetId

Returns the graphic character set global identifier as a number in the range 1 to 65534, or 0 for a non-graphics terminal.

`unsigned short graphicCharSetId(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

isAPLKeyboard

Returns a boolean that indicates whether the terminal has the APL keyboard feature.

`Icc::Bool isAPLKeyboard(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

isAPLText

Returns a boolean that indicates whether the terminal has the APL text feature.

`Icc::Bool isAPLText(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

isBTrans

Returns a boolean that indicates whether the terminal has the background transparency capability.

`Icc::Bool isBTrans(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

isColor

Returns a boolean that indicates whether the terminal has the extended color capability.

`Icc::Bool isColor(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

isEWA

Returns a Boolean that indicates whether the terminal supports Erase Write Alternative.

`Icc::Bool isEWA(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

isExtended3270

Returns a Boolean that indicates whether the terminal supports the 3270 extended data stream.

`Icc::Bool isExtended3270(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

isFieldOutline

Returns a boolean that indicates whether the terminal supports field outlining.

`Icc::Bool isFieldOutline(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

isGoodMorning

Returns a boolean that indicates whether the terminal has a 'good morning' message.

`Icc::Bool isGoodMorning(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

isHighlight

Returns a boolean that indicates whether the terminal has extended highlight capability.

`Icc::Bool isHighlight(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

isKatakana

Returns a boolean that indicates whether the terminal supports Katakana.

`Icc::Bool isKatakana(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

isMSRControl

Returns a boolean that indicates whether the terminal supports magnetic slot reader control.

`Icc::Bool isMSRControl(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

isPS

Returns a boolean that indicates whether the terminal supports programmed symbols.

`Icc::Bool isPS(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

isSOSI

Returns a boolean that indicates whether the terminal supports mixed EBCDIC/DBCS fields.

`Icc::Bool isSOSI(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

isTextKeyboard

Returns a boolean that indicates whether the terminal supports TEXTKYBD.

`Icc::Bool isTextKeyboard(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

isTextPrint

Returns a boolean that indicates whether the terminal supports TEXTPRINT.

`Icc::Bool isTextPrint(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

isValidation

Returns a boolean that indicates whether the terminal supports validation.

`Icc::Bool isValidation(Icc::GetOpt opt = Icc::object)`

Conditions

INVREQ

Inherited public methods

These are the public methods inherited by this class.

Method	Class
actionOnCondition	IccResource
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource
classType	IccBase
className	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
id	IccResource
isEDFOn	IccResource
name	IccResource
operator delete	IccBase
operator new	IccBase
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 59. IccTime class

IccTime is used to contain time information and is the base class from which **IccAbsTime**, **IccTimeInterval**, and **IccTimeOfDay** classes are derived.

```
IccBase
  IccResource
    IccTime
```

Header file: ICCTIMEH

IccTime constructor (protected)

Constructor

```
IccTime (unsigned long hours = 0,
         unsigned long minutes = 0,
         unsigned long seconds = 0)
```

```
hours
    The number of hours

minutes
    The number of minutes

seconds
    The number of seconds
```

Public methods

These are the public methods in this class.

hours

Returns the hours component of time—the value specified in the constructor.

```
virtual unsigned long hours() const
```

minutes

```
virtual unsigned long minutes() const
```

Returns the minutes component of time—the value specified in the constructor.

seconds

```
virtual unsigned long seconds() const
```

Returns the seconds component of time—the value specified in the constructor.

timeInHours

virtual unsigned long timeInHours()

Returns the time in hours.

timeInMinutes

virtual unsigned long timeInMinutes()

Returns the time in minutes.

timeInSeconds

virtual unsigned long timeInSeconds()

Returns the time in seconds.

type

Type type() const

Returns an enumeration, defined in this class, that indicates what type of subclass of **IccTime** this is.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
actionOnCondition	IccResource
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource
className	IccBase
classType	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
isEDFOn	IccResource
operator delete	IccBase
operator new	IccBase
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Enumerations

Type

absTime

The object is of **IccAbsTime** class. It is used to represent a current date and time as the number of milliseconds that have elapsed since the beginning of the year 1900.

timeInterval

The object is of **IccTimeInterval** class. It is used to represent a length of time, such as 5 minutes.

timeOfDay

The object is of **IccTimeOfDay** class. It is used to represent a particular time of day, such as midnight.

Chapter 60. IccTimeInterval class

This class holds information about a time interval.

```
IccBase
  IccResource
    IccTime
      IccTimeInterval
```

Header file: ICCTIMEH

IccTimeInterval constructors

Constructor (1)

```
IccTimeInterval (unsigned long hours = 0,
                unsigned long minutes = 0,
                unsigned long seconds = 0)
```

hours

The initial hours setting. The default is 0.

minutes

The initial minutes setting. The default is 0.

seconds

The initial seconds setting. The default is 0.

Constructor (2)

The copy constructor.

```
IccTimeInterval(const IccTimeInterval& time)
```

Public methods

These are the public methods in this class.

operator=

Assigns one **IccTimeInterval** object to another.

```
IccTimeInterval& operator=(const IccTimeInterval& timeInterval)
```

set

Changes the time held in the **IccTimeInterval** object.

```
void set (unsigned long hours,  
         unsigned long minutes,  
         unsigned long seconds)
```

hours
The new hours setting

minutes
The new minutes setting

seconds
The new seconds setting

Inherited public methods

These are the public methods inherited by this class.

Method	Class
actionOnCondition	IccResource
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource
classType	IccBase
className	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
hours	IccTime
isEDFOn	IccResource
minutes	IccTime
operator delete	IccBase
operator new	IccBase
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource
timeInHours	IccTime
timeInMinutes	IccTime
timeInSeconds	IccTime
type	IccTime

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 61. IccTimeOfDay class

This class holds information about the time of day.

```
IccBase
  IccResource
    IccTime
      IccTimeOfDay
```

Header file: ICCTIMEH

IccTimeOfDay constructors

Constructor (1)

```
IccTimeOfDay (unsigned long hours = 0,
              unsigned long minutes = 0,
              unsigned long seconds = 0)
```

hours

The initial hours setting. The default is 0.

minutes

The initial minutes setting. The default is 0.

seconds

The initial seconds setting. The default is 0.

Constructor (2)

The copy constructor

```
IccTimeOfDay(const IccTimeOfDay& time)
```

Public methods

These are the public methods in this class.

operator=

Assigns one **IccTimeOfDay** object to another.

```
IccTimeOfDay& operator=(const IccTimeOfDay& timeOfDay)
```

set

Changes the time held in the **IccTimeOfDay** object.

```
void set (unsigned long hours,  
         unsigned long minutes,  
         unsigned long seconds)
```

hours
The new hours setting

minutes
The new minutes setting

seconds
The new seconds setting

Inherited public methods

These are the public methods inherited by this class.

Method	Class
actionOnCondition	IccResource
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource
classType	IccBase
className	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
hours	IccTime
isEDFOn	IccResource
minutes	IccTime
operator delete	IccBase
operator new	IccBase
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource
timeInHours	IccTime
timeInMinutes	IccTime
timeInSeconds	IccTime
type	IccTime

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 62. IccTPNameId class

IccTPNameId class holds a 1-64 byte TP partner name.

```
IccBase
  IccResourceId
    IccTPNameId
```

IccTPNameId class holds a 1-64 byte TP partner name.

Header file: ICCRIDEH

IccTPNameId constructors

Constructor (1)

IccTPNameId(const char* *name*)

name
The 1- to 64-character TP name.

Constructor (2)

The copy constructor.

IccTPNameId(const IccTPNameId& *id*)

id A reference to an IccTPNameId object.

Public methods

These are the public methods in this class.

operator= (1)

IccTPNameId& operator=(const char* *name*)

name
The 1- to 64-character TP name.

operator= (2)

Assigns a new value.

IccTPNameId& operator=(const IccTPNameId& *id*)

id A reference to an IccTPNameId object.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
classType	IccBase
className	IccBase
customClassNum	IccBase
name	IccResourceId
nameLength	IccResourceId
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
operator=	IccResourceId
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 63. IccTransId class

IccTransId class identifies a transaction name in the CICS system.

IccBase
IccResourceId
IccTransId

This is an entry in the PCT (Program Control Table).

Header file: ICCRIDEH

IccTransId constructors

Constructor (1)

IccTransId(const char* *name*)

name
The 4-character transaction name.

Constructor (2)

The copy constructor.

IccTransId(const **IccTransId**& *id*)

id A reference to an **IccTransId** object.

Public methods

These are the public methods in this class.

operator= (1)

IccTransId& operator=(const char* *name*)

name
The 4-character transaction name.

operator= (2)

Assigns a new value.

IccTransId& operator=(const **IccTransId**& *id*)

id A reference to an **IccTransId** object.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
classType	IccBase
className	IccBase
customClassNum	IccBase
name	IccResourceId
nameLength	IccResourceId
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
operator=	IccResourceId
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 64. IccUser class

This class represents a CICS user.

```
IccBase
  IccResource
    IccUser
```

Header file: ICCUSREH

Sample: ICC\$USR

IccUser constructors

Constructor (1)

```
IccUser (const IccUserId& id,
         const IccGroupId* gid = 0)
```

id A reference to an **IccUserId** object that contains the user ID name

gid

An optional pointer to an **IccGroupId** object that contains information about the user's group ID.

Constructor (2)

```
IccUser (const char* userName,
         const char* groupName = 0)
```

userName

The 8-character user ID

gid

The optional 8-character group ID.

Public methods

These are the public methods in this class.

changePassword

Attempts to change the user's password.

```
void changePassword (const char* password,
                    const char* newPassword)
```

password

The user's existing password—a string of up to 8 characters

newPassword

The user's new password—a string of up to 8 characters.

Conditions

INVREQ, NOTAUTH, USERIDERR

daysUntilPasswordExpires

Returns the number of days before the password expires. This method is valid after a successful **verifyPassword** method call in this class.

unsigned short daysUntilPasswordExpires() const

ESMReason

unsigned long ESMReason() const

Returns the external security reason code of interest if a **changePassword** or **verifyPassword** method call is unsuccessful.

ESMResponse

unsigned long ESMResponse() const

Returns the external security response code of interest if a **changePassword** or **verifyPassword** method call is unsuccessful.

groupId

const IccGroupId& groupId() const

Returns a reference to the **IccGroupId** object that holds information on the user's group ID.

invalidPasswordAttempts

unsigned long invalidPasswordAttempts() const

Returns the number of times the wrong password has been entered for this user since the last successful signon. This method should only be used after a successful **verifyPassword** method.

language

const char* language() const

Returns the user's language after a successful call to **signon** in **IccTerminal**.

lastPasswordChange

```
const IccAbsTime& lastPasswordChange() const
```

Returns a reference to an **IccAbsTime** object that holds the time when the password was last changed. This method should only be used after a successful **verifyPassword** method.

lastUseTime

```
const IccAbsTime& lastUseTime() const
```

Returns a reference to an **IccAbsTime** object that holds the time when the user ID was last used. This method should only be used after a successful **verifyPassword** method.

passwordExpiration

```
const IccAbsTime& passwordExpiration() const
```

Returns a reference to an **IccAbsTime** object that holds the time when the password will expire. This method should only be used after a successful **verifyPassword** method.

setLanguage

```
void setLanguage(const char* language)
```

Sets the IBM-defined national language code that is to be associated with this user. This should be a three character value.

verifyPassword

```
void verifyPassword(const char* password)
```

Checks that the supplied password matches the password recorded by the external security manager for this **IccUser**.

Conditions

INVREQ, NOTAUTH, USERIDERR

Inherited public methods

These are the public methods inherited by this class.

Method	Class
actionOnCondition	IccResource
actionOnConditionAsChar	IccResource
actionsOnConditionsText	IccResource

Method	Class
classType	IccBase
className	IccBase
condition	IccResource
conditionText	IccResource
customClassNum	IccBase
handleEvent	IccResource
id	IccResource
isEDFOn	IccResource
name	IccResource
operator delete	IccBase
operator new	IccBase
setActionOnAnyCondition	IccResource
setActionOnCondition	IccResource
setActionsOnConditions	IccResource
setEDF	IccResource

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 65. IccUserId class

IccUserId class represents an 8-character user name.

```
IccBase
  IccResourceId
    IccUserId
```

IccUserId class represents an 8-character user name.

Header file: ICCRIDEH

IccUserId constructors

Constructor (1)

IccUserId(const char* *name*)

name
The 8-character name of the user ID.

Constructor (2)

The copy constructor.

IccUserId(const **IccUserId**& *id*)

id A reference to an **IccUserId** object.

Public methods

These are the public methods in this class.

operator= (1)

IccUserId& operator=(const char* *name*)

name
The 8-character name of the user ID.

operator= (2)

Assigns a new value.

IccUserId& operator=(const **IccUserId**& *id*)

id A reference to an **IccUserId** object.

Inherited public methods

These are the public methods inherited by this class.

Method	Class
classType	IccBase
className	IccBase
customClassNum	IccBase
name	IccResourceId
nameLength	IccResourceId
operator delete	IccBase
operator new	IccBase

Inherited protected methods

These are the protected methods inherited by this class.

Method	Class
operator=	IccResourceId
setClassName	IccBase
setCustomClassNum	IccBase

Chapter 66. IccValue structure

This structure contains CICS-value data areas (CVDAs) as an enumeration.

Header file: ICCVALEH

Enumeration

Listing of valid CVDAs

Valid CVDAs are listed in the CVDAs and numeric values topics in the System Programming reference information.

Chapter 67. main function

You are recommended to include this code in your application.

It initializes the CICS Foundation Classes correctly, provides default exception handling, and releases allocated memory after it is finished. You may substitute your own variation of this **main** function, provided you know what you are doing, but this should rarely be necessary.

Source file: ICCMAIN

The stub has three functions:

1. It initializes the Foundation Classes environment. You can customize the way it does this by using `#defines` that control:
 - memory management (see page Chapter 11, “Storage management,” on page 61)
 - Family Subset enforcement (see page “FamilySubset” on page 72)
 - EDF enablement (see page “Execution Diagnostic Facility” on page 48)
2. It provides a default definition of a class **IccUserControl**, derived from **IccControl**, that includes a default constructor and **run** method.
3. It invokes the **run** method of the user's control object using a try-catch construct.

The functional part of the **main** code is shown below.

```
int main() 1
{
    Icc::initializeEnvironment(ICC_CLASS_MEMORY_MGMT, 2
                               ICC_FAMILY_SUBSET,
                               ICC_EDF_BOOL);
    try 3
    {
        IccUserControl control; 4
        control.run(); 5
    }
    catch(IccException& exc) 6
    {
        Icc::catchException(exc); 7
    }
    catch(...) 8
    {
        Icc::unknownException(); 9
    }
    Icc::returnToCICS(); 10
}
```

- 1** This is the main C++ entry point.
- 2** This call initializes the environment and is essential. The three parameters have previously been defined to the defaults for the platform.
- 3** Run the user's application code, using **try** and **catch**, in case the application code does not catch exceptions.
- 4** Create control object.
- 5** Invoke **run** method of control object (defined as pure virtual in **IccControl**).
- 6** Catch any **IccException** objects not caught by the application.
- 7** Call this function to abend task.
- 8** Catch any other exceptions not caught by application.
- 9** Call this function to abend task.
- 10** Return control to CICS.

Part 4. Appendixes

Appendix A. Mapping EXEC CICS calls to Foundation Class methods

The following table shows the correspondence between CICS calls made using the EXEC CICS API and the equivalent calls from the Foundation Classes.

EXEC CICS	Class	Method
ABEND	IccTask	abend
ADDRESS COMMAREA	IccControl	commArea
ADDRESS CWA	IccSystem	workArea
ADDRESS EIB	No direct access to EIB: please use appropriate method on appropriate class.	
ADDRESS TCTUA	IccTerminal	workArea
ADDRESS TWA	IccTask	workArea
ALLOCATE	IccSession	allocate
ASKTIME	IccClock	update
ASSIGN ABCODE	IccAbendData	abendCode
ASSIGN ABDUMP	IccAbendData	isDumpAvaliable
ASSIGN ABPROGRAM	IccAbendData	programName
ASSIGN ALTSCRNHT	IccTerminalData	alternateHeight
ASSIGN ALTSCRNWD	IccTerminalData	alternateWidth
ASSIGN APLKYBD	IccTerminalData	isAPLKeyboard
ASSIGN APLTEXT	IccTerminalData	isAPLText
ASSIGN ASRAINTRPT	IccAbendData	ASRAInterrupt
ASSIGN ASRAKEY	IccAbendData	ASRAKeyType
ASSIGN ASRAPSW	IccAbendData	ASRAPSW
ASSIGN ASRAREGS	IccAbendData	ASRARegisters
ASSIGN ASRASPC	IccAbendData	ASRASpaceType
ASSIGN ASRASTG	IccAbendData	ASRAStorageType
ASSIGN APPLID	IccSystem	applName
ASSIGN BTRANS	IccTerminalData	isBTrans
ASSIGN CMDSEC	IccTask	isCommandSecurityOn
ASSIGN COLOR	IccTerminalData	isColor
ASSIGN CWALENG	IccSystem	workArea
ASSIGN DEFSCRNHT	IccTerminalData	defaultHeight
ASSIGN DEFSCRNWD	IccTerminalData	defaultWidth
ASSIGN EWASUPP	IccTerminalData	isEWA
ASSIGN EXTDS	IccTerminalData	isExtended3270
ASSIGN FACILITY	IccTerminal	name
ASSIGN FCI	IccTask	facilityType
ASSIGN GCHARS	IccTerminalData	graphicCharSetId

EXEC CICS	Class	Method
ASSIGN GCODES	IccTerminalData	graphicCharCodeSet
ASSIGN GMMI	IccTerminalData	isGoodMorning
ASSIGN HIGHLIGHT	IccTerminalData	isHighlight
ASSIGN INITPARM	IccControl	initData
ASSIGN INITPARMLEN	IccControl	initData
ASSIGN INVOKINGPROG	IccControl	callingProgramId
ASSIGN KATAKANA	IccTerminalData	isKatakana
ASSIGN NETNAME	IccTerminal	netName
ASSIGN OUTLINE	IccTerminalData	isFieldOutline
ASSIGN ORGABCODE	IccAbendData	originalAbendCode
ASSIGN PRINSYSID	IccTask	principalSysId
ASSIGN PROGRAM	IccControl	programId
ASSIGN PS	IccTerminalData	isPS
ASSIGN QNAME	IccTask	triggerDataQueueId
ASSIGN RESSEC	IccTask	isResourceSecurityOn
ASSIGN RESTART	IccTask	isRestarted
ASSIGN SCRNHHT	IccTerminal	height
ASSIGN SCRNWD	IccTerminal	width
ASSIGN SOSI	IccTerminalData	isSOSI
ASSIGN STARTCODE	IccTask	startType, isCommitSupported, isStartDataAvailable
ASSIGN SYSID	IccSystem	sysId
ASSIGN TASKPRIORITY	IccTask	priority
ASSIGN TCTUALENG	IccTerminal	workArea
ASSIGN TEXTKYBD	IccTerminalData	isTextKeyboard
ASSIGN TEXTPRINT	IccTerminalData	isTextPrint
ASSIGN TWALENG	IccTask	workArea
ASSIGN USERID	IccTask	userId
ASSIGN VALIDATION	IccTerminalData	isValidation
CANCEL	IccClock	cancelAlarm
CANCEL	IccStartRequestQ	cancel
CHANGE PASSWORD	IccUser	changePassword
CHANGE TASK	IccTask	setPriority
CONNECT PROCESS	IccSession	connectProcess
CONVERSE	IccSession	converse
DELAY	IccTask	delay
DELETE	IccFile	deleteRecord
DELETE	IccFile	deleteLockedRecord
DELETEQ TD	IccDataQueue	empty
DELETEQ TS	IccTempStore	empty

EXEC CICS	Class	Method
DEQ	IccSemaphore	unlock
DUMP TRANSACTION	IccTask	dump
DUMP TRANSACTION	IccTask	setDumpOpts
ENDBR	IccFileIterator	IccFileIterator (destructor)
ENQ	IccSemaphore	lock
ENQ	IccSemaphore	tryLock
ENTER TRACENUM	IccTask	enterTrace
EXTRACT ATTRIBUTES	IccSession	state, stateText
EXTRACT PROCESS	IccSession	extractProcess
FORMATTIME YYDDD, YYMMDD, etc	IccClock	date
FORMATTIME DATE	IccClock	date
FORMATTIME DATEFORM	IccSystem	dateFormat
FORMATTIME DAYCOUNT	IccClock	daysSince1900
FORMATTIME DAYOFWEEK	IccClock	dayOfWeek
FORMATTIME DAYOFMONTH	IccClock	dayOfMonth
FORMATTIME MONTHOFYEAR	IccClock	monthOfYear
FORMATTIME TIME	IccClock	time
FORMATTIME YEAR	IccClock	year
FREE	IccSession	free
FREEMAIN	IccTask	freeStorage
GETMAIN	IccTask	getStorage
HANDLE ABEND	IccControl	setAbendHandler, cancelAbendHandler, resetAbendHandler
INQUIRE FILE ACCESSMETHOD	IccFile	accessMethod
INQUIRE FILE ADD	IccFile	isAddable
INQUIRE FILE BROWSE	IccFile	isBrowsable
INQUIRE FILE DELETE	IccFileControl	isDeletable
INQUIRE FILE EMPTYSTATUS	IccFile	isEmptyOn
INQUIRE FILE ENABLESTATUS	IccFile	enableStatus
INQUIRE FILE KEYPOSITION	IccFile	keyPosition
INQUIRE FILE OPENSTATUS	IccFile	openStatus
INQUIRE FILE READ	IccFile	isReadable
INQUIRE FILE RECORDFORMAT	IccFile	recordFormat
INQUIRE FILE RECORDSIZE	IccFile	recordLength

EXEC CICS	Class	Method
INQUIRE FILE RECOVSTATUS	IccFile	isRecoverable
INQUIRE FILE TYPE	IccFile	type
INQUIRE FILE UPDATE	IccFile	isUpdatable
ISSUE ABEND	IccSession	issueAbend
ISSUE CONFIRMATION	IccSession	issueConfirmation
ISSUE ERROR	IccSession	issueError
ISSUE PREPARE	IccSession	issuePrepare
ISSUE SIGNAL	IccSession	issueSignal
LINK	IccProgram	link
LINK INPUTMSG INPUTMSGLEN	IccProgram	setInputMessage
LOAD	IccProgram	load
POST	IccClock	setAlarm
READ	IccFile	readRecord
READNEXT	IccFileIterator	readNextRecord
READPREV	IccFileIterator	readPreviousRecord
READQ TD	IccDataQueue	readItem
READQ TS	IccTempStore	readItem
RECEIVE (APPC)	IccSession	receive
RECEIVE (3270)	IccTerminal	receive, receive3270Data
RELEASE	IccProgram	unload
RESETBR	IccFileIterator	reset
RETRIEVE	IccStartRequestQ	retrieveData ¹
<p>Note: The retrieveData method gets the start information from CICS and stores it in the IccStartRequestQ object: the information can then be accessed using data, queueName, returnTermId and returnTransId methods.</p>		
RETRIEVE INTO, LENGTH	IccStartRequestQ	data
RETRIEVE QUEUE	IccStartRequestQ	queueName
RETRIEVE RTRANSID	IccStartRequestQ	returnTransId
RETRIEVE RTERMID	IccStartRequestQ	returnTermId
RETURN	IccControl	main ²
<p>Note: Returning (using C++ reserved word return) from method run in class IccControl results in an EXEC CICS RETURN.</p>		
RETURN TRANSID	IccTerminal	setNextTransId ³
RETURN IMMEDIATE	IccTerminal	setNextTransId ³
RETURN COMMAREA LENGTH	IccTerminal	setNextCommArea ³
RETURN INPUTMSG, INPUTMSGLEN	IccTerminal	setNextInputMessage ³
<p>Note: Issue this call before returning from IccControl::run.</p>		
REWRITE	IccFile	rewriteRecord
SEND (APPC)	IccSession	send, sendInvite, sendLast

EXEC CICS	Class	Method
SEND (3270)	IccTerminal	send, sendLine
SEND CONTROL CURSOR	IccTerminal	setCursor setLine, setNewLine
SEND CONTROL ERASE	IccTerminal	erase
SEND CONTROL FREEKB	IccTerminal	freeKeyboard
SET FILE ADD BROWSE DELETE ...	IccFile	setAccess
SET FILE EMPTYSTATUS	IccFile	setEmptyOnOpen
SET FILE OPEN STATUS ENABLESTATUS	IccFile	setStatus
SIGNOFF	IccTerminal	signoff
SIGNON	IccTerminal	signon
START TRANSID AT / AFTER	IccStartRequestQ	start ⁴
START TRANSID FROM LENGTH	IccStartRequestQ	setData, registerDataBuffer ⁴
START TRANSID NOCHECK	IccStartRequestQ	setStartOpts ⁴
START TRANSID PROTECT	IccStartRequestQ	setStartOpts ⁴
START TRANSID QUEUE	IccStartRequestQ	setQueueName ⁴
START TRANSID REQID	IccStartRequestQ	start ⁴
START TRANSID TERMID	IccStartRequestQ	start ⁴
START TRANSID USERID	IccStartRequestQ	start ⁴
START TRANSID RTERMID	IccStartRequestQ	setReturnTermId ⁴
START TRANSID RTRANSID	IccStartRequestQ	setReturnTransId ⁴
Note: Use methods setData , setQueueName , setReturnTermId , setReturnTransId , setStartOpts to set the state of the IccStartRequestQ object before issuing start requests with the start method.		
STARTBTR	IccFileIterator	IccFileIterator (constructor)
SUSPEND	IccTask	suspend
SYNCPOINT	IccTask	commitUOW
SYNCPOINT ROLLBACK	IccTask	rollBackUOW
UNLOCK	IccFile	unlockRecord
VERIFY PASSWORD	IccUser	verifyPassword
WAIT CONVID	IccSession	flush
WAIT EVENT	IccTask	waitOnAlarm
WAIT EXTERNAL	IccTask	waitExternal
WAIT JOURNALNUM	IccJournal	wait
WRITE	IccFile	writeRecord
WRITE OPERATOR	IccConsole	write, writeAndGetReply
WRITEQ TD	IccDataQueue	writelnItem
WRITEQ TS	IccTempStore	writelnItem, rewriteItem

Appendix B. Mapping Foundation Class methods to EXEC CICS calls

The following table shows the correspondence between CICS calls made using the Foundation Classes and the equivalent EXEC CICS API calls.

IccAbendData Class	
Method	EXEC CICS
abendCode	ASSIGN ABCODE
ASRAInterrupt	ASSIGN ASRAINTRPT
ASRAKeyType	ASSIGN ASRAKEY
ASRAPSW	ASSIGN ASRAPSW
ASRARegisters	ASSIGN ASRAREGS
ASRASpaceType	ASSIGN ASRASPC
ASRAStorageType	ASSIGN ASRASTG
isDumpAvailable	ASSIGN ABDUMP
originalAbendCode	ASSIGN ORGABCODE
programName	ASSIGN ABPROGRAM
IccAbsTime Class	
Method	EXEC CICS
date	FORMATTIME YYDDD/YYMMDD/etc.
dayOfMonth	FORMATTIME DAYOFMONTH
dayOfWeek	FORMATTIME DAYOFWEEK
daysSince1900	FORMATTIME DAYCOUNT
monthOfYear	FORMATTIME MONTHOFYEAR
time	FORMATTIME TIME
year	FORMATTIME YEAR
IccClock Class	
Method	EXEC CICS
cancelAlarm	CANCEL
date	FORMATTIME YYDDD/YYMMDD/etc.
dayOfMonth	FORMATTIME DAYOFMONTH
dayOfWeek	FORMATTIME DAYOFWEEK
daysSince1900	FORMATTIME DAYCOUNT
monthOfYear	FORMATTIME MONTHOFYEAR
setAlarm	POST
time	FORMATTIME TIME
update	ASKTIME
year	FORMATTIME YEAR
IccConsole Class	
Method	EXEC CICS

write	WRITE OPERATOR
writeAndGetReply	WRITE OPERATOR
IccControl Class	
Method	EXEC CICS
callingProgramId	ASSIGN INVOKINGPROG
cancelAbendHandler	HANDLE ABEND CANCEL
commArea	ADDRESS COMMAREA
initData	ASSIGN INITPARM & INITPARMLLEN
programId	ASSIGN PROGRAM
resetAbendHandler	HANDLE ABEND RESET
setAbendHandler	HANDLE ABEND PROGRAM
IccDataQueue Class	
Method	EXEC CICS
empty	DELETEQ TD
readItem	READQ TD
writeItem	WRITEQ TD
IccFile Class	
Method	EXEC CICS
access	INQUIRE FILE ADD BROWSE DELETE READ UPDATE
accessMethod	INQUIRE FILE ACCESSMETHOD
deleteRecord	DELETE FILE RIDFLD
deleteLockedRecord	DELETE FILE
enableStatus	INQUIRE FILE ENABLESTATUS
isAddable	INQUIRE FILE ADD
isBrowsable	INQUIRE FILE BROWSE
isDeletable	INQUIRE FILE DELETE
isEmptyOnOpen	INQUIRE FILE EMPTYSTATUS
isReadable	INQUIRE FILE READ
isRecoverable	INQUIRE FILE RECOVSTATUS
isUpdatable	INQUIRE FILE UPDATE
keyPosition	INQUIRE FILE KEYPOSITION
openStatus	INQUIRE FILE OPENSTATUS
readRecord	READ FILE
recordFormat	INQUIRE FILE RECORDFORMAT
recordLength	INQUIRE FILE RECORDSIZE
rewriteRecord	REWRITE FILE
setAccess	SET FILE ADD BROWSE DELETE etc.
setEmptyOnOpen	SET FILE EMPTYSTATUS
setStatus	SET FILE OPENSTATUS ENABLESTATUS
type	INQUIRE FILE TYPE
unlockRecord	UNLOCK FILE

writeRecord	WRITE FILE
IccFileIterator Class	
Method	EXEC CICS
IccFileIterator (constructor)	STARTBR FILE
~IccFileIterator (destructor)	ENDBR FILE
readNextRecord	READNEXT FILE
readPreviousRecord	READPREV FILE
reset	RESETBR FILE
IccJournal Class	
Method	EXEC CICS
wait	WAIT JOURNALNUM
writeRecord	WRITE JOURNALNUM
IccProgram Class	
Method	EXEC CICS
link	LINK PROGRAM
load	LOAD PROGRAM
unload	RELEASE PROGRAM
IccResource Class	
Method	EXEC CICS
condition	(RESP & RESP2)
setRouteOption	(SYSID)
IccSemaphore Class	
Method	EXEC CICS
lock	ENQ RESOURCE
tryLock	ENQ RESOURCE NOSUSPEND
unlock	DEQ RESOURCE
IccSession Class	
Method	EXEC CICS
allocate	ALLOCATE
connectProcess	CONNECT PROCESS CONVID
converse	CONVERSE CONVID
extractProcess	EXTRACT PROCESS CONVID
flush	WAIT CONVID
free	FREE CONVID
issueAbend	ISSUE ABEND CONVID
issueConfirmation	ISSUE CONFIRMATION CONVID
issueError	ISSUE ERROR CONVID
issuePrepare	ISSUE PREPARE CONVID
issueSignal	ISSUE SIGNAL CONVID
receive	RECEIVE CONVID
send	SEND CONVID
sendInvite	SEND CONVID INVITE

sendLast	SEND CONVID LAST
state	EXTRACT ATTRIBUTES
IccStartRequestQ Class	
Method	EXEC CICS
cancel	CANCEL
retrieveData	RETRIEVE
start	START TRANSID
IccSystem Class	
Method	EXEC CICS
applName	ASSIGN APPLID
beginBrowse	INQUIRE (FILE, TDQUEUE, etc) START
dateFormat	FORMATTIME DATEFORM
endBrowse	INQUIRE (FILE, TDQUEUE, etc) END
freeStorage	FREEMAIN
getFile	INQUIRE FILE
getNextFile	INQUIRE FILE NEXT
getStorage	GETMAIN SHARED
operatingSystem	INQUIRE SYSTEM OPSYS
operatingSystemLevel	INQUIRE SYSTEM OPREL
release	INQUIRE SYSTEM RELEASE
releaseText	INQUIRE SYSTEM RELEASE
sysId	ASSIGN SYSID
workArea	ADDRESS CWA
IccTask Class	
Method	EXEC CICS
abend	ABEND
commitUOW	SYNCPOINT
delay	DELAY
dump	DUMP TRANSACTION
enterTrace	ENTER TRACENUM
facilityType	ASSIGN STARTCODE, TERMCODE, PRINSYSID, FCI
freeStorage	FREEMAIN
isCommandSecurityOn	ASSIGN CMDSEC
isCommitSupported	ASSIGN STARTCODE
isResourceSecurityOn	ASSIGN RESSEC
isRestarted	ASSIGN RESTART
isStartDataAvailable	ASSIGN STARTCODE
principalSysId	ASSIGN PRINSYSID
priority	ASSIGN TASKPRIORITY
rollBackUOW	SYNCPOINT ROLLBACK
setPrioity	CHANGE TASK PRIORITY
startType	ASSIGN STARTCODE

suspend	SUSPEND
triggerDataQueueId	ASSIGN QNAME
userId	ASSIGN USERID
waitExternal	WAIT EXTERNAL / WAITCICS
waitOnAlarm	WAIT EVENT
workArea	ADDRESS TWA
IccTempStore Class	
Method	EXEC CICS
empty	DELETEQ TS
readItem	READQ TS ITEM
readNextItem	READQ TS NEXT
rewriteItem	WRITEQ TS ITEM REWRITE
writeItem	WRITEQ TS ITEM
IccTerminal Class	
Method	EXEC CICS
erase	SEND CONTROL ERASE
freeKeyboard	SEND CONTROL FREEKB
height	ASSIGN SCRNHT
netName	ASSIGN NETNAME
receive	RECEIVE
receive3270Data	RECEIVE BUFFER
send	SEND
sendLine	SEND
setCursor	SEND CONTROL CURSOR
setLine	SEND CONTROL CURSOR
setNewLine	SEND CONTROL CURSOR
signoff	SIGNOFF
signon	SIGNON
waitForAID	RECEIVE
width	ASSIGN SCRNWD
workArea	ADDRESS TCTUA
IccTerminalData Class	
Method	EXEC CICS
alternateHeight	ASSIGN ALTSCRNHT
alternateWidth	ASSIGN ALTSCRNWD
defaultHeight	ASSIGN DEFSCRNHT
defaultWidth	ASSIGN DEFSCRNWD
graphicCharSetId	ASSIGN GCHARS
graphicCharCodeSet	ASSIGN GCODES
isAPLKeyboard	ASSIGN APLKYBD
isAPLText	ASSIGN APLTEXT
isBTrans	ASSIGN BTRANS

isColor	ASSIGN COLOR
isEWA	ASSIGN ESASUPP
isExtended3270	ASSIGN EXTDS
isGoodMorning	ASSIGN GMMI
isHighlight	ASSIGN HIGHLIGHT
isKatakana	ASSIGN KATAKANA
isMSRControl	ASSIGN MSRCONTROL
isFieldOutline	ASSIGN OUTLINE
isPS	ASSIGN PS
isSOSI	ASSIGN SOSI
isTextKeyboard	ASSIGN TEXTKYBD
isTextPrint	ASSIGN TEXTPRINT
isValidation	ASSIGN VALIDATION
IccUser Class	
Method	EXEC CICS
changePassword	CHANGE PASSWORD
verifyPassword	VERIFY PASSWORD

Appendix C. Output from sample programs

This section shows the typical screen output from the supplied sample programs.

See "Sample source code" on page 6.

ICC\$BUF (IBUF)

```
This is program 'icc$buf'...
IccBuf buf1                      dal= 0 dl= 0 E+I []
IccBuf buf2(50)                   dal=50 dl= 0 E+I []
IccBuf buf3(30,fixed)             dal=30 dl= 0 F+I []
IccBuf buf4(sizeof(AStruct),&aStruc) dal=24 dl=24 F+E [!Some text for aStruc]
IccBuf buf5("A String Literal")  dal=19 dl=19 E+I [Some data somewhere]
IccBuf buf6(buf5)                 dal=19 dl=19 E+I [Some data somewhere]
buf1 = "Some XXX data for buf1"   dal=22 dl=22 E+I [Some XXX data for buf1]
buf2.assign(strlen(data),data)    dal=50 dl=19 E+I [Some data somewhere]
buf1.cut(4,5)                     dal=22 dl=18 E+I [Some data for buf1]
buf5.insert(5,more,5)             dal=24 dl=24 E+I [Some more data somewhere]
buf5.replace(4,xtra,5)            dal=24 dl=24 E+I [Some xtra data somewhere]
buf2 << ".ext"                    dal=50 dl=23 E+I [Some data somewhere.ext]
buf3 = buf4                       dal=30 dl=24 F+I [!Some text for aStruc]
(buf3 == buf4) returns true (OK).
buf3 = "garbage"                  dal=30 dl= 7 F+I [garbage]
(buf3 != buf4) returns true (OK).
Program 'icc$buf' complete: Hit PF12 to End
```

ICC\$CLK (ICLK)

```
This is program 'icc$clk' ...
date() = [220296 ]
date(DDMMYY) = [220296 ]
date(DDMMYY,':') = [22:02:96]
date(MMDDYY) = [022296 ]
date(YYDDD) = [96053 ]
daysSince1900() = 35116
dayOfWeek() = 4                      Today is NOT Friday
dayOfMonth() = 22
monthOfYear() = 2
time() = [143832 ]
time('-') = [14-38-32]
year() = [1996]
Program 'icc$clk' complete: Hit PF12 to End
```

ICC\$DAT (IDAT)

```
This is program 'icc$dat'...
Writing records to 'ICCQ'...
- writing record #1: 'Hello World - item 1' <NORMAL>
- writing record #2: 'Hello World - item 2' <NORMAL>
- writing record #3: 'Hello World - item 3' <NORMAL>
Reading records back in...
- reading record #1: 'Hello World - item 1' <NORMAL>
- reading record #2: 'Hello World - item 2' <NORMAL>
- reading record #3: 'Hello World - item 3' <NORMAL>
Program 'icc$dat' complete: Hit PF12 to End
```

ICC\$EXC1 (IEX1)

```
This is program 'icc$exc1' ...
Number passed = 1
Number passed = 7
Number passed = 11
>>Out of Range - throwing exception
Exception caught: !!Number is out of range!!
Program 'icc$exc1' complete: Hit PF12 to End
```

ICC\$EXC2 (IEX2)

```
This is program 'icc$exc2'...
Creating IccTermId id1...
Creating IccTermId id2...
IccException: 112 IccTermId::IccTermId type=invalidArgument (IccMessage: 030 IccTermId::IccTermId <Invalid string length passed to 'IccTermId' constructor. Specified: 5, Maximum allowed: 4>)
Program 'icc$exc2' complete: Hit PF12 to End
```

ICC\$EXC3 (IEX3)

```
This is program 'icc$exc3'...
About to read Temporary Storage 'UNKNOWN!'...
IccException: 094 IccTempStore::readNextItem type=CICSCCondition (IccMessage: 008 IccTempStore::readNextItem <CICS returned the 'QIDERR' condition.>)
Program 'icc$exc3' complete: Hit PF12 to End
```

ICC\$FIL (IFIL)

```
This is program 'icc$fil'...
Deleting records in file 'ICCKFILE...
5 records were deleted.
Writing records to file 'ICCKFILE'...
- writing record number 1. <NORMAL>
- writing record number 2. <NORMAL>
- writing record number 3. <NORMAL>
- writing record number 4. <NORMAL>
- writing record number 5. <NORMAL>
Browsing records...
- record read: [BACH, J S      003 00-1234  BACH    ]
- record read: [CHOPIN, F     004 00-3355  CHOPIN   ]
- record read: [HANDEL, G F    005 00-4466  HANDEL   ]
- record read: [BEETHOVEN, L  007 00-2244  BEET     ]
- record read: [MOZART, W A    008 00-5577  WOLFGANG ]
- record read: [MOZART, W A    008 00-5577  WOLFGANG ]
- record read: [BEETHOVEN, L  007 00-2244  BEET     ]
- record read: [HANDEL, G F    005 00-4466  HANDEL   ]
- record read: [CHOPIN, F     004 00-3355  CHOPIN   ]
- record read: [BACH, J S      003 00-1234  BACH     ]
Updating record 1...
readRecord(update)<NORMAL>  rewriteRecord()<NORMAL>
- record read: [MOZART, W A    008 00-5678  WOLFGANG ]
Program 'icc$fil' complete: Hit PF12 to End
```

ICC\$HEL (IHEL)

```
Hello World
```

ICC\$JRN (IJRN)

```
This is program 'icc$jrn'...
Writing 3 records to journal number 77...
- writing record 1: [Hello World - item 1] <NORMAL>
- writing record 2: [Hello World - item 2] <NORMAL>
- writing record 3: [Hello World - item 3] <NORMAL>
Program 'icc$jrn' complete: Hit PF12 to End
```

ICC\$PRG1 (IPR1)

First Screen

```
This is program 'icc$prg1'...
Loaded program: ICC$PRG2 <NORMAL> Length=0 Address=ff000000
Unloading program: ICC$PRG2 <NORMAL>
- Hit ENTER to continue...
```

Second Screen

```
About to link to program 'ICC$PRG2 '
- commArea before link is [DATA SET BY ICC$PRG1]
- Hit ENTER to continue...
This is program 'icc$prg2'...
commArea received from caller =[DATA SET BY ICC$PRG1]
Changed commArea to [DATA RETURNED BY ICC$PRG2]
- Hit ENTER to return to caller...
- link call returned <NORMAL>
- commArea after link is [DATA RETURNED BY ICC$PRG2]
About to link to program 'ICC$PRG3 ' on system 'ICC2'
- commArea before link is [DATA SET BY ICC$PRG1]
- Hit ENTER to continue...
- link call returned <NORMAL>
- commArea after link is [DATA RETURNED BY ICC$PRG3]
Program 'icc$prg1' complete: Hit PF12 to End
```

ICC\$RES1 (IRS1)

```
This is program 'icc$res1'...
Writing items to CustomDataQueue 'ICCQ' ...
- writing item #1: 'Hello World - item 1' <NORMAL>
- writing item #2: 'Hello World - item 2' <NORMAL>
- writing item #3: 'Hello World - item 3' <NORMAL>
Reading items from CustomDataQueue 'ICCQ' ...
- item = 'Hello World - item 1'
- item = 'Hello World - item 2'
- item = 'Hello World - item 3'
Reading loop complete.
> In handleEvent().
Summary=IccEvent: CustomDataQueue::readItem condition=23 (QZ ERO) minor=0
Program 'icc$res1' complete: Hit PF12 to End
```

ICC\$RES2 (IRS2)

```
This is program 'icc$res2'...
invoking clear() method for IccDataQueue object
invoking clear() method for IccTempStore object
put() item #1 in IccDataQueue object
put() item #2 in IccDataQueue object
put() item #3 in IccDataQueue object
put() item #1 in IccTempStore object
put() item #2 in IccTempStore object
put() item #3 in IccTempStore object
Now get items from IccDataQueue object
get() from IccDataQueue object returned 'Hello World - item 1'
get() from IccDataQueue object returned 'Hello World - item 2'
get() from IccDataQueue object returned 'Hello World - item 3'
Now get items from IccTempStore object
get() from IccTempStore object returned 'Hello World - item 1'
get() from IccTempStore object returned 'Hello World - item 2'
get() from IccTempStore object returned 'Hello World - item 3'
Program 'icc$res2' complete: Hit PF12 to End
```

ICC\$SEM (ISEM)

```
This is program 'icc$sem'...
Constructing IccSemaphore object (lock by value)...
Issuing lock request... <NORMAL>
Issuing unlock request... <NORMAL>
Constructing Semaphore object (lock by address)...
Issuing tryLock request... <NORMAL>
Issuing unlock request... <NORMAL>
```

```
Program 'icc$sem' complete: Hit PF12 to End
```

ICC\$SES1 (ISE1)

```
This is program 'icc$ses1'...
allocate session... <NORMAL>
STATE=81 ALLOCATED ERR=0 connectProcess...<NORMAL>
STATE=90 SEND ERR=0 sendInvite ... <NORMAL>
STATE=87 PENDRECEIVE ERR=0 receive ... <NORMAL>
STATE=85 FREE ERR=0 - data from back end=[Hi there this is from backEnd
TIME=14:49:18 on 22/02/96]
free... <NORMAL>
STATE=1 NOTAPPLIC ERR=0
```

```
Program 'icc$ses1' complete: Hit PF12 to End
```

ICC\$SES2 (ISE2)

This panel is typical output after running "CEBR DTPBKEND" on the back-end CICS system.

```
CEBR TSQ DTPBKEND      SYSID ABCD REC   1 OF   11   COL   1 OF   78
ENTER COMMAND ==>
***** TOP OF QUEUE *****
00001 Transaction 'ISE2' starting.
00002 extractProcess...
00003 <NORMAL> STATE=88 RECEIVE ERR=0
00004 process=[ISE2] syncLevel=1 PIP=[Hello World]
00005 receive...
00006 <NORMAL> STATE=90 SEND ERR=0 NoData=0
00007 data from front end=[Hi there this is from frontEnd TIME=16:03:18 on 04/0
00008 sendLast ...
00009 <NORMAL> STATE=86 PENDFREE ERR=0
00010 free...
00011 <NORMAL> STATE=1 NOTAPPLIC ERR=0
***** BOTTOM OF QUEUE *****
PF1 : HELP          PF2 : SWITCH HEX/CHAR    PF3 : TERMINATE BROWSE
PF4 : VIEW TOP      PF5 : VIEW BOTTOM          PF6 : REPEAT LAST FIND
PF7 : SCROLL BACK HALF PF8 : SCROLL FORWARD HALF PF9 : VIEW RIGHT
PF10: SCROLL BACK FULL PF11: SCROLL FORWARD FULL PF12: UNDEFINED
```

ICC\$SRQ1 (ISR1)

```
This is program 'icc$srq1'...
Starting Tran 'ISR2' on terminal 'PE12' after 5 seconds... - <NORMAL>
request='DF!U0000'
Issuing cancel for start request='DF!U0000'... - <NORMAL>
request='DF!U0000'
Starting Tran 'ISR2' on terminal 'PE12' after 5 seconds... - <NORMAL>
request='REQUEST1'
Program 'icc$srq1' complete.
```

ICC\$SRQ2 (ISR2)

```
This is program 'icc$srq2'...
retrieveData()... <NORMAL>
Start buffer contents = [This is a greeting from program 'icc$srq1'!!]
Start queue= [startqnm]
Start rtrn = [ITMP]
Start rtrm = [PE11]
Sleeping for 5 seconds...
Starting tran 'ITMP' on terminal 'PE11' on system ICC1...<NORMAL>
Program 'icc$srq2' complete: Hit PF12 to end
```

ICC\$SYS (ISYS)

```
This is program 'icc$sys'...
applName=ICC$REG01 operatingSystem=A operatingSystemLevel=41
releaseText=[0210] sysidnt=ICC1
getStorage( 5678, 'Y')... <NORMAL>
freeStorage( p )... <NORMAL>
Checking attributes of a named file (ICCKFILE)...
>ICCKFILE< Add=true Brw=true Del=true Read=true Upd=true op=18 en=23
accessMethod=3 isRecoverable=true keyLength=3 keyPosition=16
setStatus( closed ) ... <NORMAL>
setStatus( disabled ) ... <NORMAL>
setAccess( notUpdatable ) ... <NORMAL>
>ICCKFILE< Add=true Brw=true Del=true Read=true Upd=false op=19 en=24
setAccess( updateable ) & setStatus( enabled, open ) ...
>ICCKFILE< Add=true Brw=true Del=true Read=true Upd=true op=18 en=23
Beginning browse of all file objects in CICS system... <NORMAL>
- >ICCEFILE< type=1 <NORMAL>
- >ICCKFILE< type=6 <NORMAL>
- >ICCRFILE< type=1 <NORMAL>
Program 'icc$sys' complete: Hit PF12 to End
```

ICC\$TMP (ITMP)

```
This is program 'icc$tmp'...
Writing 3 records to IccTempStore object 'ICCSTORE'...
- writing record #1: 'Hello World - item 1' <NORMAL>
- writing record #2: 'Hello World - item 2' <NORMAL>
- writing record #3: 'Hello World - item 3' <NORMAL>
Reading records back in & rewriting new buffer contents...
- record #1 = [Hello World - item 1] - rewriteItem #1 <NORMAL>
- record #2 = [Hello World - item 2] - rewriteItem #2 <NORMAL>
- record #3 = [Hello World - item 3] - rewriteItem #3 <NORMAL>
Reading records back in one last time...
- record #1 = [Modified Hello World - item 1]
- record #1 = [Modified Hello World - item 2]
- record #1 = [Modified Hello World - item 3]
Program 'icc$tmp' complete: Hit PF12 to end
```

ICC\$TRM (ITRM)

```
This is program 'icc$trm'...
First part of the line..... a continuation of the line.
Start this on the next line          Send this to col 40 of current line

          Send this to row 5, column 10
                                Send this to row 6, column 40

A Red line!
A Blue, reverse video line!

A cout style interface...
you can chain input together; use different types, eg numbers: 123 4567890 12345
6.789123
... and everything is buffered till you issue a flush.

Program 'icc$trm' complete: Hit PF12 to End
```

ICC\$TSK (ITSK)

```
This is program 'icc$tsk'...
startType() = terminalInput
number() = 0598
isStartDataSupplied() = true
isCommitSupported() = true
userId() = [rabcics ]
enterTrace( 77, "ICCENTRY", buffer )      <NORMAL>
suspend()...                               <NORMAL>
delay( ti ) (for 2 seconds)...             <NORMAL>
getStorage( 1234, 'X')...                 <NORMAL>
freeStorage( p )...                       <NORMAL>
commitUOW()...                            <NORMAL>
rollbackUOW()...                          <NORMAL>
```

```
Program 'icc$tsk' complete: Hit PF12 to End OR PF24 to ABEND
```

Notices

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Access to CICS

CICS Internet Guide, SC34-7021
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Administration

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CICS Application Programming Guide, SC34-7022
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CICS Distributed Transaction Programming Guide, SC34-7028
CICS Business Transaction Services, SC34-7029
Java Applications in CICS, SC34-7025

Diagnosis

CICS Problem Determination Guide, GC34-7034
CICS Performance Guide, SC34-7033
CICS Messages and Codes, SC34-7035
CICS Diagnosis Reference, GC34-7038
CICS Recovery and Restart Guide, SC34-7012
CICS Data Areas, GC34-7014
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CICS Supplementary Data Areas, GC34-7015
CICS Debugging Tools Interfaces Reference, GC34-7039

Communication

CICS Intercommunication Guide, SC34-7018
CICS External Interfaces Guide, SC34-7019

Databases

CICS DB2 Guide, SC34-7011
CICS IMS Database Control Guide, SC34-7016

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CICSplex SM Concepts and Planning, SC34-7044
CICSplex SM Web User Interface Guide, SC34-7045

Administration and Management

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CICSplex SM Managing Workloads, SC34-7008
CICSplex SM Managing Resource Usage, SC34-7009
CICSplex SM Managing Business Applications, SC34-7010

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CICSplex SM Application Programming Guide, SC34-7030
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Diagnosis

CICSplex SM Resource Tables Reference, SC34-7032
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Other CICS publications

The following publications contain further information about CICS, but are not provided as part of CICS Transaction Server for z/OS, Version 4 Release 1.

Designing and Programming CICS Applications, SR23-9692
CICS Application Migration Aid Guide, SC33-0768
CICS Family: API Structure, SC33-1007
CICS Family: Client/Server Programming, SC33-1435
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CICS Family: Communicating from CICS on System/390, SC34-6854
CICS Transaction Gateway for z/OS Administration, SC34-5528
CICS Family: General Information, GC33-0155
CICS 4.1 Sample Applications Guide, SC33-1173
CICS/ESA 3.3 XRF Guide, SC33-0661

Other IBM publications

The following publications contain information about related IBM products.

CICS Client manuals

CICS Clients: Administration, SC33-1792
CICS Clients: Messages, SC33-1793
CICS Clients: Gateways, SC33-1821
CICS Family: OO Programming in C++ for CICS Clients, SC33-1923
CICS Family: OO Programming in BASIC for CICS Clients, SC33-1924

Accessibility

Accessibility features help a user who has a physical disability, such as restricted mobility or limited vision, to use software products successfully.

You can perform most tasks required to set up, run, and maintain your CICS system in one of these ways:

- using a 3270 emulator logged on to CICS
- using a 3270 emulator logged on to TSO
- using a 3270 emulator as an MVS system console

IBM Personal Communications provides 3270 emulation with accessibility features for people with disabilities. You can use this product to provide the accessibility features you need in your CICS system.

Index

Special characters

... (parameter)
in sendLine 255

Numerics

0 (zero)
in actionOnConditionAsChar 186

A

A
in actionOnConditionAsChar 186
in operatingSystem 222
abend
in IccTask class 225
in Parameter level 55
abend codes 49
abendCode
in IccAbendData class 75
abendCode (parameter)
in abend 225
abendData
in IccTask class 225
AbendDumpOpt
in Enumerations 233
in IccTask class 233
AbendHandlerOpt
in Enumerations 233
in IccTask class 233
abendTask
in ActionOnCondition 190
in CICS conditions 52
absTime
in IccClock class 103
in Type 269
absTime (parameter)
in Constructor 81
in operator= 83
access
in IccFile class 136
Access
in Enumerations 144
in IccFile class 144
access (parameter)
in setAccess 142
Accessing start data
in Starting transactions
asynchronously 36
in Using CICS Services 36
accessMethod
in IccFile class 136
action (parameter)
in setActionOnAnyCondition 188
in setActionOnCondition 189
actionOnCondition
in IccResource class 185
ActionOnCondition
in Enumerations 190
in IccResource class 190

actionOnConditionAsChar
in IccResource class 185
actions (parameter)
in setActionsOnConditions 189
actionsOnConditionsText
in IccResource class 186
Activating the trace output
in Debugging Programs 48
in Tracing a Foundation Class
Program 48
addable
in Access 144
address
in IccProgram class 173
AID
in IccTerminal class 247
aid (parameter)
in waitForAID 258
AIDVal
in Enumerations 259
in IccTerminal class 259
AIX, CICS for
in Platform differences 54
allocate
in IccSession class 202
AllocateOpt
in Enumerations 210
in IccSession class 210
alternateHeight
in IccTerminalData class 261
in Public methods 261
alternateWidth
in IccTerminalData class 261
in Public methods 261
append
in IccBuf class 94
applName
in IccSystem class 219
ASRAInterrupt
in IccAbendData class 76
in Public methods 76
ASRAKeyType
in IccAbendData class 76
in Public methods 76
ASRAPSW
in IccAbendData class 76
ASRARegisters
in IccAbendData class 77
in Public methods 77
ASRASpaceType
in IccAbendData class 77
in Public methods 77
ASRAStorageType
in IccAbendData class 78
in Public methods 78
assign
in Example of file control 33
in IccBuf class 95
in IccKey class 163
automatic
in UpdateMode 108

Automatic condition handling
(callHandleEvent)
in CICS conditions 52
in Conditions, errors, and
exceptions 52
automatic creation 15
automatic deletion 15
auxStorage
in Location 241

B

base class
overview 17
Base classes
in Overview of the foundation
classes 17
baseName (parameter)
in NameOpt 91
BASESPACE
in ASRASpaceType 77
BDAM 29
beginBrowse
in IccSystem class 219, 220
beginInsert
in Writing records 30
beginInsert(VSAM only)
in IccFile class 136
in Public methods 136
below
in StorageOpts 235
blink
in Highlight 260
blue
in Color 259
Bool
in Enumerations 71
in Icc structure 71
BoolSet
in Enumerations 72
in Icc structure 72
boolText
in Functions 69
in Icc structure 69
browsable
in Access 144
browsing records 32
Browsing records
in File control 32
in Using CICS Services 32
buf (parameter)
in dump 226, 227
in put 251
in send3270Data 253
in sendLine 254
in setData 213
buffer
in Example of starting
transactions 37, 38
buffer (parameter)
in Constructor 94

- buffer (parameter) *(continued)*
 - in operator!= 98
 - in operator< 98, 249
 - in operator+= 97
 - in operator= 97
 - in operator== 97
 - in Polymorphic Behavior 58
 - in put 124, 156, 188, 238
 - in registerData 212
 - in rewriteRecord 141
 - in send 252
 - in send3270Data 253
 - in sendLine 254
 - in writeRecord 143
- Buffer objects
 - Data area extensibility 25
 - Data area ownership 25
 - IccBuf constructors 26
 - IccBuf methods 27
 - Working with IccResource subclasses 27
- buffers 25, 28
- byAddress
 - in LockType 199
- byValue
 - in LockType 199

C

- C++ exceptions 49
- C++ Exceptions and the Foundation Classes
 - in Conditions, errors, and exceptions 49
- callHandleEvent
 - in ActionOnCondition 190
 - in CICS conditions 52
- calling conventions 63
- Calling methods on a resource object
 - in Overview of the foundation classes 22
 - in Using CICS resources 22
- callingProgramId
 - in IccControl class 115
 - in Public methods 115
- cancel
 - in Cancelling unexpired start requests 36
 - in IccRequestId class 183
 - in IccStartRequestQ class 211
- cancelAbendHandler
 - in IccControl class 115
- cancelAlarm
 - in IccClock class 103
- Cancelling unexpired start requests
 - in Starting transactions asynchronously 36
 - in Using CICS Services 36
- Case
 - in Enumerations 259
 - in IccTerminal class 259
- caseOpt (parameter)
 - in receive 252
 - in receive3270Data 252
- catch
 - in C++ Exceptions and the Foundation Classes 49, 50
- catch *(continued)*
 - in Exception handling (throwException) 53
 - in main function 288
- catchException
 - in Functions 69
 - in Icc structure 69
- CEDF (CICS Execution Diagnostic Facility) 48
- ch (parameter)
 - in operator< 98, 250
- changePassword
 - in IccUser class 279
 - in Public methods 279
- char*
 - in C++ Exceptions and the Foundation Classes 50
- CheckOpt
 - in Enumerations 216
 - in IccStartRequestQ class 216
- CICS
 - in ASRAStorageType 77
 - in GetOpt 73
- CICS conditions
 - abendTask 54
 - automatic condition handling 52
 - Automatic condition handling (callHandleEvent) 52
 - callHandleEvent 52
 - exception handling 53
 - Exception handling (throwException) 53
 - in Conditions, errors, and exceptions 51
 - manual condition handling 52
 - Manual condition handling (noAction) 52
 - noAction 52
 - severe error handling 54
 - Severe error handling (abendTask) 54
 - throwException 53
- CICS Execution Diagnostic Facility (CEDF) 48
- CICS for AIX
 - in Platform differences 54
- CICS OS/2
 - in Platform differences 54
- CICS resources 21
- CICSCondition
 - in C++ Exceptions and the Foundation Classes 51
 - in Type 134
- CICSDataKey
 - in StorageOpts 235
- CICSEXECKEY
 - in ASRAKeyType 76
- CICSInternalTask
 - in StartType 234
- CICSTS13.CICS.SDFHSAMP 6
- CICSTS41.CICS.SDFHC370 6
- CICSTS41.CICS.SDFHLOAD 7
- CICSTS41.CICS.SDFHPROC 6, 7
- CICSTS41.CICS.SDFHSAMP 6
- CICSTS41.CICS.SDFHSDCK 7
- class
 - base 17
 - resource 19
- class *(continued)*
 - resource identification 18
 - singleton 22
 - support 20
- ClassMemoryMgmt
 - in Enumerations 72
 - in Icc structure 72
- className
 - in IccBase class 89
 - in IccEvent class 129
 - in IccException class 132
 - in IccMessage class 169
- className (parameter)
 - in Constructor 131, 169
 - in setClassName 90
- classType
 - in IccBase class 89
 - in IccEvent class 129
 - in IccException class 132
- ClassType
 - in Enumerations 91
 - in IccBase class 91
- classType (parameter)
 - in Constructor 131, 185
- clear
 - in Example of polymorphic behavior 59
 - in IccDataQueue class 123
 - in IccResource class 186
 - in IccTempStore class 238
 - in IccTerminal class 247
 - in Polymorphic Behavior 58
- CLEAR
 - in AIDVal 259
- clearData
 - in IccStartRequestQ class 212
- clearInputMessage
 - in IccProgram class 174
- clearPrefix
 - in IccJournal class 156
- closed
 - in Status 145
- cmmCICS
 - in ClassMemoryMgmt 72
 - in Storage management 61
- cmmDefault
 - in ClassMemoryMgmt 72
 - in Storage management 61
- cmmNonCICS
 - in ClassMemoryMgmt 72
 - in Storage management 61
- CODE/370 48
- Codes
 - in Enumerations 109
 - in IccCondition structure 109
- col (parameter)
 - in send 252, 253
 - in send3270Data 253, 254
 - in sendLine 254, 255
 - in setCursor 255
- Color
 - in Enumerations 259
 - in IccTerminal class 259
- color (parameter)
 - in operator< 249
 - in setColor 255

- commArea
 - in IccControl class 116
- commArea (parameter)
 - in link 174
 - in setNextCommArea 256
- commitOnReturn
 - in CommitOpt 176
- CommitOpt
 - in Enumerations 176
 - in IccProgram class 176
- commitUOW
 - in IccTask class 226
- Compile and link "Hello World"
 - in Hello World 10
- compiling programs 47
- Compiling Programs
 - in Compiling, executing, and debugging 47
- Compiling, executing, and debugging
 - Execution Diagnostic Facility 48
 - Symbolic Debuggers 48
 - Tracing a Foundation Class Program 48
- complete
 - in Kind 166
- complete key 30
- completeLength
 - in IccKey class 164
 - in Public methods 164
- completeLength (parameter)
 - in Constructor 163
- condition
 - in IccEvent class 129
 - in IccResource class 186
 - in Manual condition handling (noAction) 52
 - in Resource classes 19
- condition (parameter)
 - in actionOnCondition 185
 - in actionOnConditionAsChar 185
 - in conditionText 69, 70
 - in setActionOnCondition 189
- condition 0 (NORMAL)
 - in actionsOnConditionsText 186
- condition 1 (ERROR)
 - in actionsOnConditionsText 186
- condition 2 (RDATT)
 - in actionsOnConditionsText 186
- condition 3 (WRBRK)
 - in actionsOnConditionsText 186
- condition 4 (ICCEOF)
 - in actionsOnConditionsText 186
- condition 5 (EODS)
 - in actionsOnConditionsText 186
- condition 6 (EOC)
 - in actionsOnConditionsText 186
- Conditions, errors, and exceptions
 - Automatic condition handling (callHandleEvent) 52
 - Exception handling (throwException) 53
 - Manual condition handling (noAction) 52
 - Method level 55
 - Object level 54
 - Parameter level 55
 - Severe error handling (abendTask) 54
- conditionText
 - in Functions 69
 - in Icc structure 69
 - in IccEvent class 130
 - in IccResource class 187
- ConditionType
 - in Enumerations 191
 - in IccResource class 191
- confirmation
 - in SendOpt 210
- connectProcess
 - in IccSession class 202, 203
 - in Public methods 202, 203
- console
 - in IccControl class 116
- Constructor
 - in IccAbendData class 75
 - in IccAbendData constructor (protected) 75
 - in IccAbsTime class 81
 - in IccAbsTime constructor 81
 - in IccAlarmRequestId class 85
 - in IccAlarmRequestId constructors 85
 - in IccBase class 89
 - in IccBase constructor (protected) 89
 - in IccBuf class 93, 94
 - in IccBuf constructors 93, 94
 - in IccClock class 103
 - in IccClock constructor 103
 - in IccConsole class 111
 - in IccConsole constructor (protected) 111
 - in IccControl class 115
 - in IccControl constructor (protected) 115
 - in IccConvId class 121
 - in IccConvId constructors 121
 - in IccDataQueue class 123
 - in IccDataQueue constructors 123
 - in IccDataQueueId class 127
 - in IccDataQueueId constructors 127
 - in IccEvent class 129
 - in IccEvent constructor 129
 - in IccException class 131
 - in IccException constructor 131
 - in IccFile class 135
 - in IccFile constructors 135
 - in IccFileId class 147
 - in IccFileId constructors 147
 - in IccFileIterator class 149
 - in IccFileIterator constructor 149
 - in IccGroupId class 153
 - in IccGroupId constructors 153
 - in IccJournal class 155
 - in IccJournal constructors 155
 - in IccJournalId class 159
 - in IccJournalId constructors 159
 - in IccJournalTypedId class 161
 - in IccJournalTypedId constructors 161
 - in IccKey class 163
 - in IccKey constructors 163
 - in IccLockId class 167
 - in IccLockId constructors 167
 - in IccMessage class 169
 - in IccMessage constructor 169
 - in IccPartnerId class 171
- Constructor (*continued*)
 - in IccPartnerId constructors 171
 - in IccProgram class 173
 - in IccProgram constructors 173
 - in IccProgramId class 177
 - in IccProgramId constructors 177
 - in IccRBA class 179
 - in IccRBA constructor 179
 - in IccRecordIndex class 181
 - in IccRecordIndex constructor (protected) 181
 - in IccRequestId class 183
 - in IccRequestId constructors 183
 - in IccResource class 185
 - in IccResource constructor (protected) 185
 - in IccResourceId class 193
 - in IccResourceId constructors (protected) 193
 - in IccRRN class 195
 - in IccRRN constructors 195
 - in IccSemaphore class 197
 - in IccSemaphore constructor 197
 - in IccSession class 201, 202
 - in IccSession constructor (protected) 202
 - in IccSession constructors (public) 201
 - in IccStartRequestQ class 211
 - in IccStartRequestQ constructor (protected) 211
 - in IccSysId class 217
 - in IccSysId constructors 217
 - in IccSystem class 219
 - in IccSystem constructor (protected) 219
 - in IccTask class 225
 - in IccTask Constructor (protected) 225
 - in IccTempStore class 237
 - in IccTempStore constructors 237
 - in IccTempStoreId class 243
 - in IccTempStoreId constructors 243
 - in IccTermId class 245
 - in IccTermId constructors 245
 - in IccTerminal class 247
 - in IccTerminal constructor (protected) 247
 - in IccTerminalData class 261
 - in IccTerminalData constructor (protected) 261
 - in IccTime class 267
 - in IccTime constructor (protected) 267
 - in IccTimeInterval class 271
 - in IccTimeInterval constructors 271
 - in IccTimeOfDay class 273
 - in IccTimeOfDay constructors 273
 - in IccTPNameId class 275
 - in IccTPNameId constructors 275
 - in IccTransId class 277
 - in IccTransId constructors 277
 - in IccUser class 279
 - in IccUser constructors 279
 - in IccUserId class 283
 - in IccUserId constructors 283

- converse
 - in IccSession class 203
- convId
 - in IccSession class 203
- convId (parameter)
 - in Constructor 121
- convName (parameter)
 - in Constructor 121
 - in operator= 121
- copt (parameter)
 - in setStartOpts 214, 215
- createDump
 - in AbendDumpOpt 233
- creating a resource object 21
- Creating a resource object
 - in Overview of the foundation classes 21
 - in Using CICS resources 21
 - Singleton classes 22
- Creating an object
 - in C++ Objects 15
- creating object 15
- current (parameter)
 - in setPrefix 156
- cursor
 - in Finding out information about a terminal 44
 - in IccTerminal class 247
- customClassNum
 - in IccBase class 90
 - in Public methods 90
- cut
 - in IccBuf class 95
 - in IccBuf constructors 26
- CVDA
 - in Enumeration 287
 - in IccValue structure 287
- cyan
 - in Color 260

D

- data
 - in Accessing start data 36
 - in Finding out information about a terminal 44
 - in IccStartRequestQ class 212
 - in IccTerminal class 248
- data (parameter)
 - in enterTrace 227
 - in put 206
- data area extensibility 25
- Data area extensibility
 - in Buffer objects 25
 - in IccBuf class 25
- data area ownership 25
- Data area ownership
 - in Buffer objects 25
 - in IccBuf class 25
- dataArea
 - in IccBuf class 95
- dataArea (parameter)
 - in append 94
 - in assign 95, 163
 - in Constructor 93
 - in insert 96
 - in overlay 100
- dataArea (parameter) (*continued*)
 - in replace 100
- dataAreaLength
 - in IccBuf class 95
 - in Public methods 95
- dataAreaOwner
 - in Data area ownership 25
 - in IccBuf class 96
- DataAreaOwner
 - in Enumerations 101
 - in IccBuf class 101
- dataAreaType
 - in Data area extensibility 25
 - in IccBuf class 96
- DataAreaType
 - in Enumerations 101
 - in IccBuf class 101
- dataItems
 - in Example of polymorphic behavior 58
- dataLength
 - in IccBuf class 96
- dataqueue
 - in FacilityType 234
- dataQueueTrigger
 - in StartType 234
- date
 - in IccAbsTime class 81
 - in IccClock class 104
- date services 45
- dateFormat
 - in IccSystem class 220
- DateFormat
 - in Enumerations 107
 - in IccClock class 107
- dateSeparator (parameter)
 - in date 81, 104
 - in Example of time and date services 46
- dayOfMonth
 - in Example of time and date services 46
 - in IccAbsTime class 82
 - in IccClock class 104
- dayOfWeek
 - in Example of time and date services 46
 - in IccAbsTime class 82
 - in IccClock class 104
- DayOfWeek
 - in Enumerations 107
 - in IccClock class 107
- daysSince1900
 - in Example of time and date services 46
 - in IccAbsTime class 82
 - in IccClock class 104
- daysUntilPasswordExpires
 - in IccUser class 280
- dComplete
 - in DumpOpts 234
- dDCT
 - in DumpOpts 234
- dDefault
 - in DumpOpts 234
- debuggers 48
- debugging programs 47
- Debugging Programs
 - Activating the trace output 48
 - Enabling EDF 48
 - Execution Diagnostic Facility 48
 - in Compiling, executing, and debugging 47
 - Symbolic Debuggers 48
 - Tracing a Foundation Class Program 48
- defaultColor
 - in Color 259
- defaultHeight
 - in IccTerminalData class 262
 - in Public methods 262
- defaultHighlight
 - in Highlight 260
- defaultWidth
 - in IccTerminalData class 262
 - in Public methods 262
- delay
 - in IccTask class 226
 - in Support Classes 21
- deletable
 - in Access 145
- delete
 - in Deleting an object 16
 - in Storage management 61
- delete operator 15
- deleteLockedRecord 32
 - in Deleting locked records 32
 - in IccFile class 136
- deleteRecord
 - in Deleting normal records 31
 - in IccFile class 137
- deleteRecord method 31
- Deleting an object
 - in C++ Objects 16
- deleting items 42
- Deleting items
 - in Temporary storage 42
 - in Using CICS Services 42
- Deleting locked records
 - in Deleting records 32
 - in File control 32
- Deleting normal records
 - in Deleting records 31
 - in File control 31
- deleting queues 40
- Deleting queues
 - in Transient Data 40
 - in Using CICS Services 40
- deleting records 31
- Deleting records
 - Deleting locked records 32
 - Deleting normal records 31
 - in File control 31
 - in Using CICS Services 31
- dFCT
 - in DumpOpts 234
- DFHCURDI 7
- DFHCURDS 6, 7
- disabled
 - in Status 145
- doSomething
 - in Using an object 16
- dPCT
 - in DumpOpts 234

- DPL
 - in StartType 234
- dPPT
 - in DumpOpts 234
- dProgram
 - in DumpOpts 234
- dSIT
 - in DumpOpts 234
- dStorage
 - in DumpOpts 234
- dTables
 - in DumpOpts 234
- dTask
 - in DumpOpts 234
- dTCT
 - in DumpOpts 234
- dTerminal
 - in DumpOpts 234
- dTRT
 - in DumpOpts 234
- dump
 - in IccTask class 226
- dumpCode (parameter)
 - in dump 226
- DumpOpts
 - in Enumerations 234
 - in IccTask class 234
- dynamic creation 15
- dynamic deletion 15
- dynamic link library 6
- Dynamic link library
 - in Installed contents 6
 - Location 6

E

- ECBList (parameter)
 - in waitExternal 232
- EDF (Execution Diagnostic Facility) 48
- EDF (parameter)
 - in initializeEnvironment 70
- empty
 - in Deleting items 42
 - in Deleting queues 40
 - in IccDataQueue class 123
 - in IccTempStore class 238
 - in Temporary storage 41
 - in Transient Data 39
- enabled
 - in Status 145
- enableStatus
 - in IccFile class 137
- Enabling EDF
 - in Debugging Programs 48
 - in Execution Diagnostic Facility 48
- endBrowse
 - in IccSystem class 220
- endInsert
 - in Writing records 30
- endInsert(VSAM only)
 - in IccFile class 137
 - in Public methods 137
- endl
 - in Example of terminal control 45
- ENTER
 - in AIDVal 259
- enterTrace
 - in IccTask class 227
- entryPoint
 - in IccProgram class 174
- Enumeration
 - CVDA 287
 - in IccValue structure 285
- Enumerations
 - AbendDumpOpt 233
 - AbendHandlerOpt 233
 - Access 144
 - ActionOnCondition 190
 - AIDVal 259
 - AllocateOpt 210
 - Bool 71
 - BoolSet 72
 - Case 259
 - CheckOpt 216
 - ClassMemoryMgmt 72
 - ClassType 91
 - Codes 109
 - Color 259
 - CommitOpt 176
 - ConditionType 191
 - DataAreaOwner 101
 - DataAreaType 101
 - DateFormat 107
 - DayOfWeek 107
 - DumpOpts 234
 - FacilityType 234
 - FamilySubset 72
 - GetOpt 72
 - HandleEventReturnOpt 190
 - Highlight 260
 - in Icc structure 71
 - in IccBase class 91
 - in IccBuf class 101
 - in IccClock class 107
 - in IccCondition structure 109
 - in IccConsole class 114
 - in IccException class 133
 - in IccFile class 144
 - in IccJournal class 158
 - in IccKey class 166
 - in IccProgram class 176
 - in IccRecordIndex class 182
 - in IccResource class 190
 - in IccSemaphore class 199
 - in IccSession class 210
 - in IccStartRequestQ class 216
 - in IccSystem class 224
 - in IccTask class 233
 - in IccTempStore class 241
 - in IccTerminal class 259
 - in IccTime class 269
 - Kind 166
 - LifeTime 199
 - LoadOpt 176
 - Location 241
 - LockType 199
 - MonthOfYear 107
 - NameOpt 91
 - NextTransIdOpt 260
 - NoSpaceOpt 241
 - Options 158
 - Platforms 73
 - ProtectOpt 216
- Enumerations (continued)
 - Range 110
 - ReadMode 145
 - ResourceType 224
 - RetrieveOpt 216
 - SearchCriterion 145
 - SendOpt 210
 - SeverityOpt 114
 - StartType 234
 - StateOpt 210
 - Status 145
 - StorageOpts 235
 - SyncLevel 210
 - TraceOpt 235
 - Type 133, 182, 269
 - UpdateMode 107
 - WaitPostType 235
 - WaitPurgeability 235
- equalToKey
 - in SearchCriterion 145
- erase
 - in Example of terminal control 45
 - in Hello World 10
 - in IccTerminal class 248
 - in Sending data to a terminal 43
- errorCode
 - in IccSession class 203
- ESDS
 - in File control 29
- ESDS file 29
- ESMReason
 - in IccUser class 280
- ESMResponse
 - in IccUser class 280
- event (parameter)
 - in handleEvent 187
- Example of file control
 - in File control 32
 - in Using CICS Services 32
- Example of managing transient data
 - in Transient Data 40
 - in Using CICS Services 40
- Example of polymorphic behavior
 - in Miscellaneous 58
 - in Polymorphic Behavior 58
- Example of starting transactions
 - in Starting transactions asynchronously 36
 - in Using CICS Services 36
- Example of Temporary Storage
 - in Temporary storage 42
 - in Using CICS Services 42
- Example of terminal control
 - in Terminal control 44
 - in Using CICS Services 44
- Example of time and date services
 - in Time and date services 45
 - in Using CICS Services 45
- exception
 - in TraceOpt 235
- exception (parameter)
 - in catchException 69
- Exception handling (throwException)
 - in CICS conditions 53
 - in Conditions, errors, and exceptions 53

- exceptionNum (parameter)
 - in Constructor 131
- exceptions 49
- exceptionType (parameter)
 - in Constructor 131
- Executing Programs
 - in Compiling, executing, and debugging 47
- Execution Diagnostic Facility
 - Enabling EDF 48
 - in Compiling, executing, and debugging 48
 - in Debugging Programs 48
- Execution Diagnostic Facility (EDF) 48
- Expected Output from "Hello World"
 - in Hello World 11
 - in Running "Hello World" on your CICS server 11
- extensible
 - in DataAreaType 101
- external
 - in DataAreaOwner 101
- extractProcess
 - in IccSession class 204
- extractState
 - in StateOpt 210

F

- facilityType
 - in IccTask class 227
- FacilityType
 - in Enumerations 234
 - in IccTask class 234
- fam (parameter)
 - in initializeEnvironment 70
- familyConformanceError
 - in C++ Exceptions and the Foundation Classes 51
 - in Type 134
- FamilySubset
 - in Enumerations 72
 - in Icc structure 72
- FEPIRequest
 - in StartType 234
- file (parameter)
 - in Constructor 149
 - in Example of file control 33
- file control
 - browsing records 32
 - deleting records 31
 - example 32
 - rewriting records 31
 - updating records 31
- File control
 - Browsing records 32
 - Deleting locked records 32
 - Deleting normal records 31
 - Deleting records 31
 - Example of file control 32
 - in Using CICS Services 29
 - Reading ESDS records 30
 - Reading KSDS records 30
 - Reading records 29
 - Reading RRDS records 30
 - Updating records 31
 - Writing ESDS records 31

- File control (*continued*)
 - Writing KSDS records 30
 - Writing records 30
 - Writing RRDS records 31
- fileName (parameter)
 - in Constructor 135, 147
 - in getFile 221
 - in operator= 147
- Finding out information about a terminal
 - in Terminal control 44
 - in Using CICS Services 44
- First Screen
 - in ICC\$PRG1 (IPR1) 305
 - in Output from sample programs 305
- fixed
 - in DataAreaType 101
- flush
 - in Example of terminal control 45
 - in IccSession class 204
- for
 - in Example of file control 33
- Form
 - in Polymorphic Behavior 57
- format (parameter)
 - in append 94
 - in assign 95
 - in date 81, 104
 - in Example of time and date services 46
 - in send 252, 253
 - in send3270Data 253, 254
 - in sendLine 254, 255
- Foundation Class Abend codes
 - in Conditions, errors, and exceptions 49
- free
 - in IccSession class 204
- freeKeyboard
 - in IccTerminal class 248
- in Sending data to a terminal 43
- freeStorage
 - in IccSystem class 220
 - in IccTask class 227
- fsAllowPlatformVariance
 - in FamilySubset 72
 - in Platform differences 54
- fsDefault
 - in FamilySubset 72
- fsEnforce
 - in FamilySubset 72
 - in Platform differences 54
- fullAccess
 - in Access 145
- Functions
 - boolText 69
 - catchException 69
 - conditionText 69
 - in Icc structure 69
 - initializeEnvironment 70
 - isClassMemoryMgmtOn 70
 - isEDFOn 70
 - isFamilySubsetEnforcementOn 70
 - returnToCICS 71
 - setEDF 71
 - unknownException 71

G

- generic
 - in Kind 166
- generic key 30
- get
 - in Example of polymorphic behavior 59
 - in IccDataQueue class 124
 - in IccResource class 187
 - in IccSession class 204
 - in IccTempStore class 238
 - in IccTerminal class 248
 - in Polymorphic Behavior 58
- getFile
 - in IccSystem class 220, 221
- getNextFile
 - in IccSystem class 221
- GetOpt
 - in Enumerations 72
 - in Icc structure 72
- getStorage
 - in IccSystem class 221
 - in IccTask class 228
- gid (parameter)
 - in Constructor 279
- graphicCharCodeSet
 - in IccTerminalData class 262
- graphicCharSetId
 - in IccTerminalData class 262
- green
 - in Color 259
- groupId
 - in IccUser class 280
- groupName (parameter)
 - in Constructor 153, 279
 - in operator= 153
- gteqToKey
 - in SearchCriterion 145

H

- H
 - in actionOnConditionAsChar 186
- handleEvent
 - in Automatic condition handling (callHandleEvent) 52, 53
 - in IccResource class 187
- HandleEventReturnOpt
 - in Enumerations 190
 - in IccResource class 190
- handPost
 - in WaitPostType 235
- Header files
 - in Installed contents 5
 - Location 6
- height
 - in IccTerminal class 248
- Hello World
 - commentary 9
 - Compile and link 10
 - Expected Output from "Hello World" 11
 - running 10
- Highlight
 - in Enumerations 260
 - in IccTerminal class 260

- highlight (parameter)
 - in operator« 249
 - in setHighlight 256
- hold
 - in LoadOpt 176
- hours
 - in IccAbsTime class 82
 - in IccTime class 267
- hours (parameter)
 - in Constructor 267, 271, 273
 - in set 272, 274

I

- Icc
 - in Foundation Classes—reference 67
 - in Method level 55
 - in Overview of the foundation classes 17
- Icc structure
 - Bool 71
 - BoolSet 72
 - boolText 69
 - catchException 69
 - ClassMemoryMgmt 72
 - conditionText 69
 - FamilySubset 72
 - GetOpt 72
 - initializeEnvironment 70
 - isClassMemoryMgmtOn 70
 - isEDFOn 70
 - isFamilySubsetEnforcementOn 70
 - Platforms 73
 - returnToCICS 71
 - setEDF 71
 - unknownException 71
- Icc::initializeEnvironment
 - in Storage management 61
- ICC\$BUF 6
- ICC\$BUF (IBUF)
 - in Output from sample programs 303
- ICC\$CLK 6
- ICC\$CLK (ICLK)
 - in Output from sample programs 303
- ICC\$DAT (IDAT)
 - in Output from sample programs 303
- ICC\$EXC1 (IEX1)
 - in Output from sample programs 304
- ICC\$EXC2 (IEX2)
 - in Output from sample programs 304
- ICC\$EXC3 (IEX3)
 - in Output from sample programs 304
- ICC\$FIL (IFIL)
 - in Output from sample programs 304
- ICC\$HEL 6
- ICC\$HEL (IHEL)
 - in Output from sample programs 304

- ICC\$JRN (IJRN)
 - in Output from sample programs 305
- ICC\$PRG1 (IPR1)
 - First Screen 305
 - in Output from sample programs 305
 - Second Screen 305
- ICC\$RES1 (IRS1)
 - in Output from sample programs 305
- ICC\$RES2 (IRS2)
 - in Output from sample programs 306
- ICC\$SEM (ISEM)
 - in Output from sample programs 306
- ICC\$SES1 6
- ICC\$SES1 (ISE1)
 - in Output from sample programs 306
- ICC\$SES2 6
 - in Output from sample programs 307
- ICC\$SRQ1 (ISR1)
 - in Output from sample programs 307
- ICC\$SRQ2 (ISR2)
 - in Output from sample programs 307
- ICC\$SYS (ISYS)
 - in Output from sample programs 308
- ICC\$TMP (ITMP)
 - in Output from sample programs 308
- ICC\$TRM (ITRM)
 - in Output from sample programs 308
- ICC\$TSK (ITSK)
 - in Output from sample programs 309
- IccAbendData
 - in Singleton classes 22
- IccAbendData class
 - abendCode 75
 - ASRAInterrupt 76
 - ASRAKeyType 76
 - ASRAPSW 76
 - ASRARegisters 77
 - ASRASpaceType 77
 - ASRAStorageType 78
 - Constructor 75
 - instance 78
 - isDumpAvailable 78
 - originalAbendCode 78
 - programName 78
- IccAbendData constructor (protected)
 - Constructor 75
 - in IccAbendData class 75
- IccAbsTime
 - in Base classes 18
 - in delay 226
 - in IccTime class 267
 - in Support Classes 21
 - in Time and date services 45

- IccAbsTime class
 - Constructor 81
 - date 81
 - dayOfMonth 82
 - dayOfWeek 82
 - daysSince1900 82
 - hours 82
 - milliseconds 82
 - minutes 82
 - monthOfYear 82
 - operator= 83
 - packedDecimal 83
 - seconds 83
 - time 83
 - timeInHours 83
 - timeInMinutes 83
 - timeInSeconds 84
 - year 84
- IccAbsTime constructor
 - Constructor 81
 - in IccAbsTime class 81
- IccAbsTime,
 - in Support Classes 21
- IccAlarmRequestId
 - in IccAlarmRequestId class 85
- IccAlarmRequestId class
 - Constructor 85
 - isExpired 86
 - operator= 86
 - setTimerECA 86
 - timerECA 86
- IccAlarmRequestId constructors
 - Constructor 85
 - in IccAlarmRequestId class 85
- IccBase
 - in Base classes 17
 - in Foundation Classes—reference 67
 - in IccAbendData class 75
 - in IccAbsTime class 81
 - in IccAlarmRequestId class 85
 - in IccBase class 89
 - in IccBuf class 93
 - in IccClock class 103
 - in IccConsole class 111
 - in IccControl class 115
 - in IccConvId class 121
 - in IccDataQueue class 123
 - in IccDataQueueId class 127
 - in IccEvent class 129
 - in IccException class 131
 - in IccFile class 135
 - in IccFileId class 147
 - in IccFileIterator class 149
 - in IccGroupId class 153
 - in IccJournal class 155
 - in IccJournalId class 159
 - in IccJournalTypeId class 161
 - in IccKey class 163
 - in IccLockId class 167
 - in IccMessage class 169
 - in IccPartnerId class 171
 - in IccProgram class 173
 - in IccProgramId class 177
 - in IccRBA class 179
 - in IccRecordIndex class 181
 - in IccRequestId class 183
 - in IccResource class 185

- IccBase (*continued*)
 - in IccResourceId class 193
 - in IccRRN class 195
 - in IccSemaphore class 197
 - in IccSession class 201
 - in IccStartRequestQ class 211
 - in IccSysId class 217
 - in IccSystem class 219
 - in IccTask class 225
 - in IccTempStore class 237
 - in IccTempStoreId class 243
 - in IccTermId class 245
 - in IccTerminal class 247
 - in IccTerminalData class 261
 - in IccTime class 267
 - in IccTimeInterval class 271
 - in IccTimeOfDay class 273
 - in IccTPNameId class 275
 - in IccTransId class 277
 - in IccUser class 279
 - in IccUserId class 283
 - in Resource classes 19
 - in Resource identification classes 18
 - in Storage management 61
 - in Support Classes 20
- IccBase class
 - className 89
 - classType 89
 - ClassType 91
 - Constructor 89
 - customClassNum 90
 - NameOpt 91
 - operator delete 90
 - operator new 90
 - overview 17
 - setClassName 90
 - setCustomClassNum 90
- IccBase constructor (protected)
 - Constructor 89
 - in IccBase class 89
- IccBuf
 - in Buffer objects 25
 - in C++ Exceptions and the Foundation Classes 51
 - in Data area extensibility 25
 - in Data area ownership 25
 - in Example of file control 33
 - in Example of managing transient data 40
 - in Example of polymorphic behavior 58
 - in Example of starting transactions 37, 38, 39
 - in Example of Temporary Storage 43
 - in Example of terminal control 44
 - in IccBuf class 25, 93
 - in IccBuf constructors 26
 - in IccBuf methods 27
 - in Reading data 39
 - in Reading items 41
 - in Scope of data in IccBuf reference returned from 'read' methods 65
 - in Support Classes 21
 - in Working with IccResource subclasses 27, 28
- IccBuf class
 - append 94
- IccBuf class (*continued*)
 - assign 95
 - Constructor 93, 94
 - constructors 26
 - cut 95
 - data area extensibility 25
 - Data area extensibility 25
 - data area ownership 25
 - Data area ownership 25
 - dataArea 95
 - dataAreaLength 95
 - dataAreaOwner 96
 - DataAreaOwner 101
 - dataAreaType 96
 - DataAreaType 101
 - dataLength 96
 - IccBuf constructors 26
 - IccBuf methods 27
 - in Buffer objects 25
 - insert 96
 - isFMHContained 96
 - methods 27
 - operator const char* 96
 - operator!= 98
 - operator« 98, 99
 - operator+= 97
 - operator= 97
 - operator== 97
 - overlay 100
 - replace 100
 - setDataLength 100
 - setFMHContained 100
 - Working with IccResource subclasses 27
- IccBuf constructors 26
 - Constructor 93, 94
 - in Buffer objects 26
 - in IccBuf class 26, 93
- IccBuf methods 27
 - in Buffer objects 27
 - in IccBuf class 27
- IccBuf reference 65
- IccClock
 - in Example of time and date services 45, 46
 - in IccAlarmRequestId class 85
 - in IccClock class 103
 - in Time and date services 45
- IccClock class
 - absTime 103
 - cancelAlarm 103
 - Constructor 103
 - date 104
 - DateFormat 107
 - dayOfMonth 104
 - dayOfWeek 104
 - DayOfWeek 107
 - daysSince1900 104
 - milliseconds 105
 - monthOfYear 105
 - MonthOfYear 107
 - setAlarm 105
 - time 105
 - update 106
 - UpdateMode 107
 - year 106
- IccClock constructor
 - Constructor 103
 - in IccClock class 103
- IccCondition
 - in C++ Exceptions and the Foundation Classes 51
- IccCondition structure
 - Codes 109
 - Range 110
- IccConsole
 - in Buffer objects 25
 - in Object level 54, 55
 - in Singleton classes 22
- IccConsole class
 - Constructor 111
 - instance 111
 - overview 22
 - put 111
 - replyTimeout 111
 - resetRouteCodes 112
 - setAllRouteCodes 112
 - setReplyTimeout 112
 - setRouteCodes 112
 - SeverityOpt 114
 - write 113
 - writeAndGetReply 113
- IccConsole constructor (protected)
 - Constructor 111
 - in IccConsole class 111
- IccControl
 - in Base classes 17
 - in Example of starting transactions 37, 38
 - in Hello World 9
 - in IccControl class 115
 - in IccProgram class 173
 - in main function 287, 288
 - in Mapping EXEC CICS calls to Foundation Class methods 291
 - in Method level 55
 - in Singleton classes 22
 - in Support Classes 21
- IccControl class
 - callingProgramId 115
 - cancelAbendHandler 115
 - commArea 116
 - console 116
 - Constructor 115
 - initData 116
 - instance 116
 - isCreated 116
 - overview 17, 22
 - programId 116
 - resetAbendHandler 117
 - returnProgramId 117
 - run 117
 - session 117
 - setAbendHandler 117
 - startRequestQ 118
 - system 118
 - task 118
 - terminal 118
- IccControl constructor (protected)
 - Constructor 115
 - in IccControl class 115

- IccControl::run
 - in Mapping EXEC CICS calls to Foundation Class methods 291
- IccConvId
 - in IccConvId class 121
- IccConvId class
 - Constructor 121
 - operator= 121
- IccConvId constructors
 - Constructor 121
 - in IccConvId class 121
- IccDataQueue
 - in Buffer objects 25
 - in Example of managing transient data 40
 - in Example of polymorphic behavior 58
 - in Resource classes 19
 - in Temporary storage 41
 - in Transient Data 39
 - in Working with IccResource subclasses 28
 - in Writing data 40
- IccDataQueue class
 - clear 123
 - Constructor 123
 - empty 123
 - get 124
 - put 124
 - readItem 124
 - writeItem 124
- IccDataQueue constructors
 - Constructor 123
 - in IccDataQueue class 123
- IccDataQueueId
 - in Example of managing transient data 40
 - in IccDataQueueId class 127
 - in Transient Data 39
- IccDataQueueId class
 - Constructor 127
 - operator= 127
- IccDataQueueId constructors
 - Constructor 127
 - in IccDataQueueId class 127
- IccEvent
 - in IccEvent class 129
 - in Support Classes 21
- IccEvent class
 - className 129
 - classType 129
 - condition 129
 - conditionText 130
 - Constructor 129
 - methodName 130
 - summary 130
- IccEvent constructor
 - Constructor 129
 - in IccEvent class 129
- IccException
 - in C++ Exceptions and the Foundation Classes 50, 51
 - in IccException class 131
 - in IccMessage class 169
 - in main function 288
 - in Method level 55
 - in Object level 55
- IccException (*continued*)
 - in Parameter level 56
 - in Support Classes 21
- IccException class
 - CICSCCondition type 51
 - className 132
 - classType 132
 - Constructor 131
 - familyConformanceError type 51
 - internalError type 51
 - invalidArgument type 50
 - invalidMethodCall type 51
 - message 132
 - methodName 132
 - number 132
 - objectCreationError type 50
 - summary 132
 - type 133
 - Type 133
 - typeText 133
- IccException constructor
 - Constructor 131
 - in IccException class 131
- ICCFCC 7
- ICCFCLL 6, 7
- ICCFCDLL 6
- ICCFCGL 7
- ICCFCIMP 7
- ICCFCL 7
- IccFile
 - in Browsing records 32
 - in Buffer objects 25
 - in C++ Exceptions and the Foundation Classes 51
 - in Deleting locked records 32
 - in Deleting normal records 31
 - in Example of file control 32
 - in File control 29
 - in IccFile class 135
 - in IccFileIterator class 149
 - in Reading ESDS records 30
 - in Reading KSDS records 30
 - in Reading records 29
 - in Reading RRDS records 30
 - in Resource identification classes 18
 - in Singleton classes 22
 - in Updating records 31
 - in Writing ESDS records 31
 - in Writing KSDS records 31
 - in Writing records 30
 - in Writing RRDS records 31
- IccFile class
 - access 136
 - Access 144
 - accessMethod 136
 - beginInsert(VSAM only) 136
 - Constructor 135
 - deleteLockedRecord 32, 136
 - deleteRecord 137
 - deleteRecord method 31
 - enableStatus 137
 - endInsert(VSAM only) 137
 - isAddable 137
 - isBrowsable 138
 - isDeletable 138
 - isEmptyOnOpen 138
 - isReadable 138
- IccFile class (*continued*)
 - isReadable method 30
 - isRecoverable 139
 - isUpdatable 139
 - keyLength 139
 - keyLength method 30
 - keyPosition 139
 - keyPosition method 30
 - openStatus 140
 - ReadMode 145
 - readRecord 140
 - readRecord method 29
 - recordFormat 140
 - recordFormat method 30
 - recordIndex 141
 - recordIndex method 30
 - recordLength 141
 - recordLength method 30
 - registerRecordIndex 30, 141
 - registerRecordIndex method 30
 - rewriteRecord 141
 - rewriteRecord method 31
 - SearchCriterion 145
 - setAccess 142
 - setEmptyOnOpen 142
 - setStatus 142
 - Status 145
 - type 143
 - unlockRecord 143
 - writeRecord 143
 - writeRecord method 30
- IccFile constructors
 - Constructor 135
 - in IccFile class 135
- IccFile::readRecord
 - in Scope of data in IccBuf reference returned from 'read' methods 65
- IccFileId
 - in Base classes 17
 - in File control 29
 - in IccFileId class 147
 - in Resource identification classes 18
- IccFileId class
 - Constructor 147
 - operator= 147
 - overview 17, 29
 - reading records 29
- IccFileId constructors
 - Constructor 147
 - in IccFileId class 147
- IccFileIterator
 - in Browsing records 32
 - in Buffer objects 25
 - in Example of file control 32, 33
 - in File control 29
 - in IccFileIterator class 149
- IccFileIterator class
 - Constructor 149
 - overview 29
 - readNextRecord 149
 - readNextRecord method 32
 - readPreviousRecord 32, 150
 - reset 150
- IccFileIterator constructor
 - Constructor 149
 - in IccFileIterator class 149

- IccGroupId
 - in IccGroupId class 153
- IccGroupId class
 - Constructor 153
 - operator= 153
- IccGroupId constructors
 - Constructor 153
 - in IccGroupId class 153
- IccJournal
 - in Buffer objects 25
 - in IccJournal class 155
 - in Object level 54, 55
- IccJournal class
 - clearPrefix 156
 - Constructor 155
 - journalTypeId 156
 - Options 158
 - put 156
 - registerPrefix 156
 - setJournalTypeId 156
 - setPrefix 156
 - wait 157
 - writeRecord 157
- IccJournal constructors
 - Constructor 155
 - in IccJournal class 155
- IccJournalId
 - in IccJournalId class 159
- IccJournalId class
 - Constructor 159
 - number 159
 - operator= 159, 160
- IccJournalId constructors
 - Constructor 159
 - in IccJournalId class 159
- IccJournalTypeId
 - in Foundation Classes—reference 67
 - in IccJournalTypeId class 161
- IccJournalTypeId class
 - Constructor 161
 - operator= 161
- IccJournalTypeId constructors
 - Constructor 161
 - in IccJournalTypeId class 161
- IccKey
 - in Browsing records 32
 - in Deleting normal records 31
 - in File control 29
 - in IccKey class 163
 - in IccRecordIndex class 181
 - in Reading KSDS records 30
 - in Reading records 29
 - in Writing KSDS records 30
 - in Writing records 30
- IccKey class 30
 - assign 163
 - completeLength 164
 - Constructor 163
 - kind 164
 - Kind 166
 - operator!= 164, 165
 - operator= 164
 - operator== 164
 - reading records 29
 - setKind 165
 - value 165
- IccKey constructors
 - Constructor 163
 - in IccKey class 163
- IccLockId
 - in IccLockId class 167
- IccLockId class
 - Constructor 167
 - operator= 167
- IccLockId constructors
 - Constructor 167
 - in IccLockId class 167
- IccMessage
 - in IccMessage class 169
 - in Support Classes 21
- IccMessage class
 - className 169
 - Constructor 169
 - methodName 169
 - number 170
 - summary 170
 - text 170
- IccMessage constructor
 - Constructor 169
 - in IccMessage class 169
- IccPartnerId
 - in IccPartnerId class 171
- IccPartnerId class
 - Constructor 171
 - operator= 171
- IccPartnerId constructors
 - Constructor 171
 - in IccPartnerId class 171
- IccProgram
 - in Buffer objects 25
 - in IccProgram class 173
 - in Program control 34
 - in Resource classes 19
- IccProgram class
 - address 173
 - clearInputMessage 174
 - CommitOpt 176
 - Constructor 173
 - entryPoint 174
 - length 174
 - link 174
 - load 175
 - LoadOpt 176
 - program control 34
 - setInputMessage 175
 - unload 175
- IccProgram constructors
 - Constructor 173
 - in IccProgram class 173
- IccProgramId
 - in IccProgramId class 177
 - in Resource identification classes 18
- IccProgramId class
 - Constructor 177
 - operator= 177
- IccProgramId constructors
 - Constructor 177
 - in IccProgramId class 177
- IccRBA
 - in Browsing records 32
 - in File control 29
 - in IccRBA class 179
 - in IccRecordIndex class 181
- IccRBA (*continued*)
 - in Reading ESDS records 30
 - in Reading records 29
 - in Writing ESDS records 31
 - in Writing records 30
 - in Writing RRDS records 31
- IccRBA class
 - Constructor 179
 - number 180
 - operator!= 180
 - operator= 179
 - operator== 179, 180
 - reading records 29
- IccRBA constructor
 - Constructor 179
 - in IccRBA class 179
- IccRecordIndex
 - in C++ Exceptions and the Foundation Classes 51
 - in IccRecordIndex class 181
- IccRecordIndex class
 - Constructor 181
 - length 181
 - type 181
 - Type 182
- IccRecordIndex constructor (protected)
 - Constructor 181
 - in IccRecordIndex class 181
- IccRequestId
 - in Example of starting transactions 37, 38
 - in IccRequestId class 183
 - in Parameter passing conventions 63
- IccRequestId class
 - Constructor 183
 - operator= 183, 184
- IccRequestId constructors
 - Constructor 183
 - in IccRequestId class 183
- IccResource
 - in Base classes 17
 - in Example of polymorphic behavior 58
 - in IccResource class 185
 - in Polymorphic Behavior 57, 58
 - in Resource classes 19
 - in Scope of data in IccBuf reference returned from 'read' methods 65
- IccResource class
 - actionOnCondition 185
 - ActionOnCondition 190
 - actionOnConditionAsChar 185
 - actionsOnConditionsText 186
 - clear 186
 - condition 186
 - conditionText 187
 - ConditionType 191
 - Constructor 185
 - get 187
 - handleEvent 187
 - HandleEventReturnOpt 190
 - id 187
 - isEDFOn 187
 - isRouteOptionOn 187
 - name 188
 - overview 17
 - put 188

- IccResource class (*continued*)
 - routeOption 188
 - setActionOnAnyCondition 188
 - setActionOnCondition 188
 - setActionsOnConditions 189
 - setEDF 189
 - setRouteOption 189, 190
 - working with subclasses 27
- IccResource constructor (protected)
 - Constructor 185
 - in IccResource class 185
- IccResourceId
 - in Base classes 17
 - in C++ Exceptions and the Foundation Classes 51
 - in Resource identification classes 18
- IccResourceId class
 - Constructor 193
 - name 193
 - nameLength 193
 - operator= 194
 - overview 17, 18
- IccResourceId constructors (protected)
 - Constructor 193
 - in IccResourceId class 193
- IccRRN
 - in Browsing records 32
 - in Deleting normal records 31
 - in File control 29
 - in IccRecordIndex class 181
 - in IccRRN class 195
 - in Reading records 29
 - in Reading RRDS records 30
 - in Writing records 30
- IccRRN class
 - Constructor 195
 - number 196
 - operator!= 196
 - operator= 195
 - operator== 195, 196
 - reading records 29
- IccRRN constructors
 - Constructor 195
 - in IccRRN class 195
- IccSemaphore class
 - Constructor 197
 - lifeTime 198
 - LifeTime 199
 - lock 198
 - LockType 199
 - tryLock 198
 - type 198
 - unlock 198
- IccSemaphore constructor
 - Constructor 197
 - in IccSemaphore class 197
- IccSession
 - in Buffer objects 25
- IccSession class
 - allocate 202
 - AllocateOpt 210
 - connectProcess 202, 203
 - Constructor 201, 202
 - converse 203
 - convId 203
 - errorCode 203
 - extractProcess 204
- IccSession class (*continued*)
 - flush 204
 - free 204
 - get 204
 - isErrorSet 204
 - isNoDataSet 204
 - isSignalSet 205
 - issueAbend 205
 - issueConfirmation 205
 - issueError 205
 - issuePrepare 205
 - issueSignal 206
 - PIPList 206
 - process 206
 - put 206
 - receive 206
 - send 207
 - sendInvite 207
 - sendLast 208
 - SendOpt 210
 - state 208
 - StateOpt 210
 - stateText 209
 - syncLevel 209
 - SyncLevel 210
- IccSession constructor (protected)
 - Constructor 202
 - in IccSession class 201
- IccSession constructors (public)
 - Constructor 201
 - in IccSession class 201
- IccStartRequestQ
 - in Accessing start data 36
 - in Buffer objects 25
 - in Example of starting transactions 37, 38
 - in IccRequestId class 183
 - in IccStartRequestQ class 211
 - in Mapping EXEC CICS calls to Foundation Class methods 291
 - in Parameter passing conventions 63
 - in Singleton classes 22
 - in Starting transactions asynchronously 36
- IccStartRequestQ class
 - cancel 211
 - CheckOpt 216
 - clearData 212
 - Constructor 211
 - data 212
 - instance 212
 - overview 22
 - ProtectOpt 216
 - queueName 212
 - registerData 212
 - reset 212
 - retrieveData 213
 - RetrieveOpt 216
 - returnTermId 213
 - returnTransId 213
 - setData 213
 - setQueueName 214
 - setReturnTermId 214
 - setReturnTransId 214
 - setStartOpts 214
 - start 215
- IccStartRequestQ constructor (protected)
 - Constructor 211
 - in IccStartRequestQ class 211
- IccSysId
 - in IccSysId class 217
 - in Program control 34
- IccSysId class
 - Constructor 217
 - operator= 217
- IccSysId constructors
 - Constructor 217
 - in IccSysId class 217
- IccSystem
 - in Singleton classes 22
- IccSystem class
 - applName 219
 - beginBrowse 219, 220
 - Constructor 219
 - dateFormat 220
 - endBrowse 220
 - freeStorage 220
 - getFile 220, 221
 - getNextFile 221
 - getStorage 221
 - instance 221
 - operatingSystem 222
 - operatingSystemLevel 222
 - overview 22
 - release 222
 - releaseText 222
 - ResourceType 224
 - sysId 223
 - workArea 223
- IccSystem constructor (protected)
 - Constructor 219
 - in IccSystem class 219
- IccTask
 - in C++ Exceptions and the Foundation Classes 50
 - in Example of starting transactions 38
 - in IccAlarmRequestId class 85
 - in IccTask class 225
 - in Parameter level 55
 - in Singleton classes 22
 - in Support Classes 21
- IccTask class
 - abend 225
 - abendData 225
 - AbendDumpOpt 233
 - AbendHandlerOpt 233
 - commitUOW 226
 - Constructor 225
 - delay 226
 - dump 226
 - DumpOpts 234
 - enterTrace 227
 - facilityType 227
 - FacilityType 234
 - freeStorage 227
 - getStorage 228
 - instance 228
 - isCommandSecurityOn 228
 - isCommitSupported 228
 - isResourceSecurityOn 229
 - isRestarted 229
 - isStartDataAvailable 229

- IccTask class (*continued*)
 - number 229
 - overview 22
 - principalSysId 229
 - priority 230
 - rollBackUOW 230
 - setDumpOpts 230
 - setPriority 230
 - setWaitText 230
 - startType 231
 - StartType 234
 - StorageOpts 235
 - suspend 231
 - TraceOpt 235
 - transId 231
 - triggerDataQueueId 231
 - userId 231
 - waitExternal 232
 - waitOnAlarm 232
 - WaitPostType 235
 - WaitPurgeability 235
 - workArea 232
- IccTask Constructor (protected)
 - Constructor 225
 - in IccTask class 225
- IccTask::commitUOW
 - in Scope of data in IccBuf reference returned from 'read' methods 65
- IccTempstore
 - in Working with IccResource subclasses 27
- IccTempStore
 - in Automatic condition handling (callHandleEvent) 52
 - in Buffer objects 25
 - in C++ Exceptions and the Foundation Classes 51
 - in Deleting items 42
 - in Example of polymorphic behavior 58
 - in Example of Temporary Storage 42
 - in IccTempStore class 237
 - in Reading items 41
 - in Resource classes 19
 - in Temporary storage 41
 - in Transient Data 39
 - in Updating items 42
 - in Working with IccResource subclasses 27
 - in Writing items 41
- IccTempStore class
 - clear 238
 - Constructor 237
 - empty 238
 - get 238
 - Location 241
 - NoSpaceOpt 241
 - numberOfItems 238
 - put 238
 - readItem 238
 - readNextItem 239
 - rewriteItem 239
 - writeItem 239, 240
- IccTempStore constructors
 - Constructor 237
 - in IccTempStore class 237
- IccTempStore::readItem
 - in Scope of data in IccBuf reference returned from 'read' methods 65
- IccTempStore::readNextItem
 - in Scope of data in IccBuf reference returned from 'read' methods 65
- IccTempStoreId
 - in Base classes 17
 - in Example of Temporary Storage 42
 - in IccTempStoreId class 243
 - in Temporary storage 41
- IccTempStoreId class
 - Constructor 243
 - operator= 243
- IccTempStoreId constructors
 - Constructor 243
 - in IccTempStoreId class 243
- IccTermId
 - in Base classes 17
 - in C++ Exceptions and the Foundation Classes 51
 - in Example of starting transactions 37
 - in Example of terminal control 44
 - in IccTermId class 245
 - in Terminal control 43
- IccTermId class
 - Constructor 245
 - operator= 245
 - overview 17
- IccTermId constructors
 - Constructor 245
 - in IccTermId class 245
- IccTerminal
 - in Buffer objects 25
 - in Example of terminal control 44
 - in Finding out information about a terminal 44
 - in IccTerminalData class 261
 - in Receiving data from a terminal 44
 - in Resource classes 19
 - in Singleton classes 22
 - in Terminal control 43
- IccTerminal class
 - AID 247
 - AIDVal 259
 - Case 259
 - clear 247
 - Color 259
 - Constructor 247
 - cursor 247
 - data 248
 - erase 248
 - freeKeyboard 248
 - get 248
 - height 248
 - Highlight 260
 - inputCursor 249
 - instance 249
 - line 249
 - netName 249
 - NextTransIdOpt 260
 - operator« 249, 250, 251
 - put 251
 - receive 251
 - receive3270Data 252
 - registerInputMessage 175
- IccTerminal class (*continued*)
 - send 252, 253
 - send3270Data 253, 254
 - sendLine 254, 255
 - setColor 255
 - setCursor 255
 - setHighlight 256
 - setLine 256
 - setNewLine 256
 - setNextCommArea 256
 - setNextInputMessage 256
 - setNextTransId 257
 - signoff 257
 - signon 257
 - waitForAID 258
 - width 258
 - workArea 258
- IccTerminal constructor (protected)
 - Constructor 247
 - in IccTerminal class 247
- IccTerminal::receive
 - in Scope of data in IccBuf reference returned from 'read' methods 65
- IccTerminalData
 - in Example of terminal control 44
 - in Finding out information about a terminal 44
 - in IccTerminalData class 261
 - in Terminal control 43
- IccTerminalData class
 - alternateHeight 261
 - alternateWidth 261
 - Constructor 261
 - defaultHeight 262
 - defaultWidth 262
 - graphicCharCodeSet 262
 - graphicCharSetId 262
 - isAPLKeyboard 262
 - isAPLText 263
 - isBTrans 263
 - isColor 263
 - isEWA 263
 - isExtended3270 263
 - isFieldOutline 264
 - isGoodMorning 264
 - isHighlight 264
 - isKatakana 264
 - isMSRControl 264
 - isPS 265
 - isSOSI 265
 - isTextKeyboard 265
 - isTextPrint 265
 - isValidation 265
- IccTerminalData constructor (protected)
 - Constructor 261
 - in IccTerminalData class 261
- IccTime
 - in Base classes 18
 - in IccTime class 267
 - in Parameter passing conventions 63
 - in Support Classes 21
- IccTime class
 - Constructor 267
 - hours 267
 - minutes 267
 - overview 18
 - seconds 267

- IccTime class *(continued)*
 - timeInHours 268
 - timeInMinutes 268
 - timeInSeconds 268
 - type 268
 - Type 269
- IccTime constructor (protected)
 - Constructor 267
 - in IccTime class 267
- IccTimeInterval
 - in Base classes 18
 - in delay 226
 - in Example of starting transactions 37, 38
 - in IccTime class 267
 - in Support Classes 21
- IccTimeInterval class
 - Constructor 271
 - operator= 271
 - set 271
- IccTimeInterval constructors
 - Constructor 271
 - in IccTimeInterval class 271
- IccTimeOfDay
 - in Base classes 18
 - in delay 226
 - in IccTime class 267
 - in Support Classes 21
- IccTimeOfDay class
 - Constructor 273
 - operator= 273
 - set 273
- IccTimeOfDay constructors
 - Constructor 273
 - in IccTimeOfDay class 273
- IccTPNameId
 - in IccTPNameId class 275
- IccTPNameId class
 - Constructor 275
 - operator= 275
- IccTPNameId constructors
 - Constructor 275
 - in IccTPNameId class 275
- IccTransId
 - in Base classes 17
 - in Example of starting transactions 37
 - in IccResourceId class 193
 - in IccTransId class 277
 - in Parameter passing conventions 63
- IccTransId class
 - Constructor 277
 - operator= 277
 - overview 17
- IccTransId constructors
 - Constructor 277
 - in IccTransId class 277
- IccUser class
 - changePassword 279
 - Constructor 279
 - daysUntilPasswordExpires 280
 - ESMReason 280
 - ESMResponse 280
 - groupId 280
 - invalidPasswordAttempts 280
 - language 280
 - lastPasswordChange 281
- IccUser class *(continued)*
 - lastUseTime 281
 - passwordExpiration 281
 - setLanguage 281
 - verifyPassword 281
- IccUser constructors
 - Constructor 279
 - in IccUser class 279
- IccUserControl
 - in C++ Exceptions and the Foundation Classes 50
 - in Example of file control 32
 - in Example of managing transient data 40
 - in Example of polymorphic behavior 58
 - in Example of starting transactions 37
 - in Example of Temporary Storage 42
 - in Example of terminal control 44
 - in Example of time and date services 46
 - in Hello World 9
 - in main function 287
 - in Program control 34
 - in Singleton classes 22
- IccUserControl class 9
- IccUserId
 - in IccUserId class 283
- IccUserId class
 - Constructor 283
 - operator= 283
- IccUserId constructors
 - Constructor 283
 - in IccUserId class 283
- IccValue
 - in Foundation Classes—reference 67
- IccValue structure
 - CVDA 287
- id
 - in IccResource class 187
- Id
 - in Resource identification classes 18
- id (parameter)
 - in Constructor 85, 123, 127, 135, 147, 153, 155, 159, 161, 167, 171, 173, 177, 183, 193, 197, 201, 217, 237, 243, 245, 275, 277, 279, 283
 - in getFile 220
 - in operator= 86, 122, 127, 147, 153, 160, 161, 167, 171, 177, 183, 194, 217, 243, 245, 275, 277, 283
 - in setJournalTypeId 156
 - in signon 257
 - in waitOnAlarm 232
- ifSOSReturnCondition
 - in StorageOpts 235
- ignoreAbendHandler
 - in AbendHandlerOpt 233
- immediate
 - in NextTransIdOpt 260
- index (parameter)
 - in Constructor 135, 149
 - in registerRecordIndex 141
 - in reset 150
- Inherited protected methods
 - in IccAbendData class 79
- Inherited protected methods *(continued)*
 - in IccAbsTime class 84
 - in IccAlarmRequestId class 86
 - in IccBuf class 101
 - in IccClock class 106
 - in IccConsole class 114
 - in IccControl class 119
 - in IccConvId class 122
 - in IccDataQueue class 125
 - in IccDataQueueId class 128
 - in IccEvent class 130
 - in IccException class 133
 - in IccFile class 144
 - in IccFileId class 148
 - in IccFileIterator class 151
 - in IccGroupId class 154
 - in IccJournal class 158
 - in IccJournalId class 160
 - in IccJournalTypeId class 162
 - in IccKey class 165
 - in IccLockId class 168
 - in IccMessage class 170
 - in IccPartnerId class 172
 - in IccProgram class 176
 - in IccProgramId class 178
 - in IccRBA class 180
 - in IccRecordIndex class 182
 - in IccRequestId class 184
 - in IccResource class 190
 - in IccResourceId class 194
 - in IccRRN class 196
 - in IccSemaphore class 199
 - in IccSession class 210
 - in IccStartRequestQ class 216
 - in IccSysId class 218
 - in IccSystem class 223
 - in IccTask class 233
 - in IccTempStore class 240
 - in IccTempStoreId class 244
 - in IccTermId class 246
 - in IccTerminal class 259
 - in IccTerminalData class 266
 - in IccTime class 269
 - in IccTimeInterval class 272
 - in IccTimeOfDay class 274
 - in IccTPNameId class 276
 - in IccTransId class 278
 - in IccUser class 282
 - in IccUserId class 284
- Inherited public methods
 - in IccAbendData class 79
 - in IccAbsTime class 84
 - in IccAlarmRequestId class 86
 - in IccBuf class 101
 - in IccClock class 106
 - in IccConsole class 113
 - in IccControl class 118
 - in IccConvId class 122
 - in IccDataQueue class 125
 - in IccDataQueueId class 128
 - in IccEvent class 130
 - in IccException class 133
 - in IccFile class 144
 - in IccFileId class 148
 - in IccFileIterator class 150
 - in IccGroupId class 154
 - in IccJournal class 157

Inherited public methods (*continued*)

- in IccJournalId class 160
- in IccJournalTypeId class 162
- in IccKey class 165
- in IccLockId class 168
- in IccMessage class 170
- in IccPartnerId class 172
- in IccProgram class 175
- in IccProgramId class 178
- in IccRBA class 180
- in IccRecordIndex class 182
- in IccRequestId class 184
- in IccResource class 190
- in IccResourceId class 194
- in IccRRN class 196
- in IccSemaphore class 198
- in IccSession class 209
- in IccStartRequestQ class 215
- in IccSysId class 218
- in IccSystem class 223
- in IccTask class 233
- in IccTempStore class 240
- in IccTempStoreId class 244
- in IccTermId class 246
- in IccTerminal class 258
- in IccTerminalData class 266
- in IccTime class 268
- in IccTimeInterval class 272
- in IccTimeOfDay class 274
- in IccTPNameId class 276
- in IccTransId class 278
- in IccUser class 281
- in IccUserId class 284

initByte (parameter)

- in getStorage 221, 228

initData

- in IccControl class 116
- in Public methods 116

initializeEnvironment

- in Functions 70
- in Icc structure 70
- in Method level 55
- in Storage management 61, 62

initRBA (parameter)

- in Constructor 179

initRRN (parameter)

- in Constructor 195

initValue (parameter)

- in Constructor 163

inputCursor

- in IccTerminal class 249

insert

- in Example of Temporary Storage 43
- in IccBuf class 96
- in IccBuf constructors 26

Installed contents

- Location 6

instance

- in IccAbendData class 78
- in IccConsole class 111
- in IccControl class 116
- in IccStartRequestQ class 212
- in IccSystem class 221
- in IccTask class 228
- in IccTerminal class 249
- in Singleton classes 22

internal

- in DataAreaOwner 101

internalError

- in C++ Exceptions and the Foundation Classes 51
- in Type 134

interval (parameter)

- in setReplyTimeout 112

invalidArgument

- in C++ Exceptions and the Foundation Classes 50
- in Type 133

invalidMethodCall

- in C++ Exceptions and the Foundation Classes 51
- in Type 134

invalidPasswordAttempts

- in IccUser class 280

IPMD 48

isAddable

- in IccFile class 137
- in Writing ESDS records 31
- in Writing KSDS records 31
- in Writing RRDS records 31

isAPLKeyboard

- in IccTerminalData class 262
- in Public methods 262

isAPLText

- in IccTerminalData class 263
- in Public methods 263

isBrowsable

- in IccFile class 138

isBTrans

- in IccTerminalData class 263

isClassMemoryMgmtOn

- in Functions 70
- in Icc structure 70

isColor

- in IccTerminalData class 263

isCommandSecurityOn

- in IccTask class 228

isCommitSupported

- in IccTask class 228

isCreated

- in IccControl class 116

isDeletable

- in IccFile class 138

isDumpAvailable

- in IccAbendData class 78

isEDFOn

- in Functions 70
- in Icc structure 70
- in IccResource class 187

isEmptyOnOpen

- in IccFile class 138

isErrorSet

- in IccSession class 204

isEWA

- in IccTerminalData class 263

isExpired

- in IccAlarmRequestId class 86

isExtended3270

- in IccTerminalData class 263
- in Public methods 263

isFamilySubsetEnforcementOn

- in Functions 70
- in Icc structure 70

isFieldOutline

- in IccTerminalData class 264
- in Public methods 264

isFMHCContained

- in IccBuf class 96
- in Public methods 96

isGoodMorning

- in IccTerminalData class 264
- in Public methods 264

isHighlight

- in IccTerminalData class 264

isKatakana

- in IccTerminalData class 264

isMSRControl

- in IccTerminalData class 264

isNoDataSet

- in IccSession class 204

isPS

- in IccTerminalData class 265

ISR2

- in Example of starting transactions 37

isReadable

- in IccFile class 138
- in Reading ESDS records 30
- in Reading KSDS records 30
- in Reading RRDS records 30

isReadable method 30

isRecoverable

- in IccFile class 139

isResourceSecurityOn

- in IccTask class 229

isRestarted

- in IccTask class 229

isRouteOptionOn

- in IccResource class 187
- in Public methods 187

isSignalSet

- in IccSession class 205

isSOSI

- in IccTerminalData class 265

isStartDataAvailable

- in IccTask class 229

issueAbend

- in IccSession class 205

issueConfirmation

- in IccSession class 205

issueError

- in IccSession class 205

issuePrepare

- in IccSession class 205

issueSignal

- in IccSession class 206

isTextKeyboard

- in IccTerminalData class 265
- in Public methods 265

isTextPrint

- in IccTerminalData class 265
- in Public methods 265

isUpdatable

- in IccFile class 139

isValidation

- in IccTerminalData class 265

item (parameter)

- in rewriteItem 239
- in writeItem 124, 239

- itemNum (parameter)
 - in readItem 238
 - in rewriteItem 239
- ITMP
 - in Example of starting transactions 37

J

- journalNum (parameter)
 - in Constructor 155, 159
 - in operator= 159
- journalTypeId
 - in IccJournal class 156
- journalTypeName (parameter)
 - in Constructor 161
 - in operator= 161
- jtypeid (parameter)
 - in setJournalTypeId 156

K

- key
 - complete 30
 - generic 30
- key (parameter)
 - in Constructor 163
 - in Example of file control 33
 - in operator!= 165
 - in operator= 164
 - in operator== 164
- keyLength
 - in IccFile class 139
 - in Reading KSDS records 30
 - in Writing KSDS records 31
- keyLength method 30
- keyPosition
 - in IccFile class 139
 - in Reading KSDS records 30
 - in writing KSDS records 31
- keyPosition method 30
- kind
 - in IccKey class 164
- Kind
 - in Enumerations 166
 - in IccKey class 166
- kind (parameter)
 - in Constructor 163
 - in setKind 165
- KSDS
 - in File control 29
- KSDS file 29

L

- language
 - in IccUser class 280
- language (parameter)
 - in setLanguage 281
- lastCommand
 - in StateOpt 210
- lastPasswordChange
 - in IccUser class 281
- lastUseTime
 - in IccUser class 281

- length
 - in IccProgram class 174
 - in IccRecordIndex class 181
- length (parameter)
 - in append 94
 - in assign 95, 163
 - in Constructor 93
 - in cut 95
 - in insert 96
 - in overlay 100
 - in replace 100
 - in setDataLength 100
- level (parameter)
 - in connectProcess 202, 203
- level0
 - in SyncLevel 210
- level1
 - in SyncLevel 210
- level2
 - in SyncLevel 210
- life (parameter)
 - in Constructor 197
- lifeTime
 - in IccSemaphore class 198
- LifeTime
 - in Enumerations 199
 - in IccSemaphore class 199
- line
 - in Finding out information about a terminal 44
 - in IccTerminal class 249
- lineNum (parameter)
 - in setLine 256
- link
 - in IccProgram class 174
- load
 - in IccProgram class 175
- LoadOpt
 - in Enumerations 176
 - in IccProgram class 176
- loc (parameter)
 - in Constructor 237
- Location
 - in Dynamic link library 6
 - in Enumerations 241
 - in Header files 6
 - in IccTempStore class 241
 - in Installed contents 6
 - in Sample source code 6
- lock
 - in IccSemaphore class 198
- LockType
 - in Enumerations 199
 - in IccSemaphore class 199

M

- main
 - in C++ Exceptions and the Foundation Classes 49
 - in Example of file control 32
 - in Example of managing transient data 40
 - in Example of polymorphic behavior 58
 - in Example of starting transactions 37

- main (*continued*)
 - in Example of Temporary Storage 42
 - in Example of terminal control 44
 - in Example of time and date services 45
 - in Header files 6
 - in main function 287, 288
 - in Program control 34
 - in Storage management 61, 62
- main function
 - in Hello World 9
- majorCode
 - in ConditionType 191
- manual
 - in UpdateMode 107
- Manual condition handling (noAction)
 - in CICS conditions 52
 - in Conditions, errors, and exceptions 52
- maxValue
 - in Range 110
- mem (parameter)
 - in initializeEnvironment 70
- memory
 - in Location 241
- message
 - in IccException class 132
- message (parameter)
 - in Constructor 131
 - in setNextInputMessage 257
- method
 - in Foundation Classes—reference 67
- Method level
 - in Conditions, errors, and exceptions 55
 - in Platform differences 55
- methodName
 - in IccEvent class 130
 - in IccException class 132
 - in IccMessage class 169
- methodName (parameter)
 - in Constructor 129, 131, 169
- milliseconds
 - in IccAbsTime class 82
 - in IccClock class 105
- minorCode
 - in ConditionType 191
- minutes
 - in IccAbsTime class 82
 - in IccTime class 267
- minutes (parameter)
 - in Constructor 267, 271, 273
 - in set 272, 274
- Miscellaneous
 - Example of polymorphic behavior 58
- mixed
 - in Case 259
- mode (parameter)
 - in readNextRecord 149
 - in readPreviousRecord 150
 - in readRecord 140
- monthOfYear
 - in Example of time and date services 46
 - in IccAbsTime class 82
 - in IccClock class 105

- MonthOfYear
 - in Enumerations 107
 - in IccClock class 107
- msg (parameter)
 - in clearInputMessage 174
 - in registerInputMessage 175
 - in setInputMessage 175
- MVS/ESA
 - in ClassMemoryMgmt 72
 - in Storage management 61
- MVSPost
 - in WaitPostType 235
- MyTempStore
 - in Automatic condition handling (callHandleEvent) 53

N

- N
 - in operatingSystem 222
- name
 - in IccResource class 188
 - in IccResourceId class 193
- name (parameter)
 - in Constructor 85, 167, 217, 243, 245, 275, 277, 283
 - in operator= 167, 217, 243, 245, 275, 277, 283
 - in setWaitText 230
- nameLength
 - in IccResourceId class 193
- NameOpt
 - in Enumerations 91
 - in IccBase class 91
- netName
 - in IccTerminal class 249
- neutral
 - in Color 260
- new
 - in Storage management 61
- new operator 15
- newPassword (parameter)
 - in changePassword 279, 280
 - in signon 257, 258
- NextTransIdOpt
 - in Enumerations 260
 - in IccTerminal class 260
- noAccess
 - in Access 145
- noAction
 - in ActionOnCondition 190
 - in CICS conditions 52
- noCommitOnReturn
 - in CommitOpt 176
- NONCICS
 - in ASRAKeyType 76
- none
 - in FacilityType 234
- noQueue
 - in AllocateOpt 210
- normal
 - in ReadMode 145
 - in SendOpt 210
 - in TraceOpt 235
- NoSpaceOpt
 - in Enumerations 241
 - in IccTempStore class 241

- noSuspend
 - in Options 158
- notAddable
 - in Access 144
- NOTAPPLIC
 - in ASRAKeyType 76
 - in ASRASpaceType 77
 - in ASRAStorageType 77
- notBrowsable
 - in Access 144
- notDeletable
 - in Access 145
- notPurgeable
 - in WaitPurgeability 235
- notReadable
 - in Access 144
- notUpdatable
 - in Access 145
- num (parameter)
 - in operator!= 180
 - in operator<< 99, 250, 251
 - in operator= 179, 195
 - in operator== 180
- number
 - in IccException class 132
 - in IccJournalId class 159
 - in IccMessage class 170
 - in IccRBA class 180
 - in IccRRN class 196
 - in IccTask class 229
 - in Writing RRDS records 31
- number (parameter)
 - in Constructor 169
 - in setCustomClassNum 90
- numberOfItems
 - in IccTempStore class 238
- numEvents (parameter)
 - in waitExternal 232
- numLines (parameter)
 - in setNewLine 256
- numRoutes (parameter)
 - in setRouteCodes 112

O

- obj (parameter)
 - in Using an object 16
- object
 - creating 15
 - deleting 16
 - in GetOpt 72
 - using 16
- object (parameter)
 - in Constructor 129, 131
 - in operator delete 90
- Object level
 - in Conditions, errors, and exceptions 54
 - in Platform differences 54
- objectCreationError
 - in C++ Exceptions and the Foundation Classes 50
 - in Type 133
- offset (parameter)
 - in cut 95
 - in dataArea 95
 - in insert 96

- offset (parameter) (*continued*)
 - in replace 100
 - in setCursor 255
- onOff (parameter)
 - in setEDF 71, 189
- open
 - in Status 145
- openStatus
 - in IccFile class 140
- operatingSystem
 - in IccSystem class 222
 - in Public methods 222
- operatingSystemLevel
 - in IccSystem class 222
- operator const char*
 - in IccBuf class 96
- operator delete
 - in IccBase class 90
 - in Public methods 90
- operator new
 - in IccBase class 90
- operator!=
 - in IccBuf class 98
 - in IccKey class 164, 165
 - in IccRBA class 180
 - in IccRRN class 196
 - in Public methods 98
- operator<<
 - in IccBuf class 98, 99
 - in IccTerminal class 249, 250, 251
 - in Working with IccResource subclasses 28
- operator+=
 - in IccBuf class 97
- operator=
 - in Example of file control 33
 - in IccAbsTime class 83
 - in IccAlarmRequestId class 86
 - in IccBuf class 97
 - in IccConvId class 121
 - in IccDataQueueId class 127
 - in IccFileId class 147
 - in IccGroupId class 153
 - in IccJournalId class 159, 160
 - in IccJournalTypeId class 161
 - in IccKey class 164
 - in IccLockId class 167
 - in IccPartnerId class 171
 - in IccProgramId class 177
 - in IccRBA class 179
 - in IccRequestId class 183, 184
 - in IccResourceId class 194
 - in IccRRN class 195
 - in IccSysId class 217
 - in IccTempStoreId class 243
 - in IccTermId class 245
 - in IccTimeInterval class 271
 - in IccTimeOfDay class 273
 - in IccTPNameId class 275
 - in IccTransId class 277
 - in IccUserId class 283
 - in Protected methods 194
 - in Public methods 83, 271
 - in Working with IccResource subclasses 27, 28
- operator==
 - in IccBuf class 97

- operator== (*continued*)
 - in IccKey class 164
 - in IccRBA class 179, 180
 - in IccRRN class 195, 196
- opt (parameter)
 - in abendCode 75
 - in access 136
 - in accessMethod 136
 - in alternateHeight 261
 - in alternateWidth 262
 - in ASRAInterrupt 76
 - in ASRAKeyType 76
 - in ASRAPSW 76
 - in ASRARegisters 77
 - in ASRASpaceType 77
 - in ASRAStorageType 78
 - in className 89, 90
 - in defaultHeight 262
 - in defaultWidth 262
 - in enableStatus 137
 - in enterTrace 227
 - in graphicCharCodeSet 262
 - in graphicCharSetId 262
 - in height 248
 - in isAddable 137
 - in isAPLKeyboard 263
 - in isAPLText 263
 - in isBrowsable 138
 - in isBTrans 263
 - in isColor 263
 - in isDeletable 138
 - in isDumpAvailable 78
 - in isEmptyOnOpen 138
 - in isEWA 263
 - in isExtended3270 264
 - in isFieldOutline 264
 - in isGoodMorning 264
 - in isHighlight 264
 - in isKatakana 264
 - in isMSRControl 265
 - in isPS 265
 - in isReadable 138
 - in isRecoverable 139
 - in isSOSI 265
 - in isTextKeyboard 265
 - in isTextPrint 265
 - in isUpdatable 139
 - in isValidation 266
 - in keyLength 139
 - in keyPosition 139
 - in link 174
 - in load 175
 - in openStatus 140
 - in originalAbendCode 78
 - in principalSysId 229
 - in priority 230
 - in programName 78
 - in recordFormat 141
 - in recordLength 141
 - in rewriteItem 239
 - in setNextTransId 257
 - in type 143
 - in userId 231
 - in waitExternal 232
 - in width 258
 - in write 113
 - in writeAndGetReply 113

- opt (parameter) (*continued*)
 - in writeItem 239, 240
- opt1 (parameter)
 - in abend 225
- opt2 (parameter)
 - in abend 225
- option (parameter)
 - in allocate 202
 - in retrieveData 213
 - in send 207
 - in sendInvite 207
 - in sendLast 208
 - in state 209
 - in stateText 209
 - in wait 157
 - in writeRecord 157
- Options
 - in Enumerations 158
 - in IccJournal class 158
- options (parameter)
 - in Constructor 155
- opts (parameter)
 - in setDumpOpts 230
- originalAbendCode
 - in IccAbendData class 78
- OS/2
 - in ClassMemoryMgmt 72
 - in Storage management 61
- OS/2, CICS
 - in Platform differences 54
- Other data sets for CICS
 - in Installed contents 7
- Output from sample programs
 - First Screen 305
 - Second Screen 305
- overlay
 - in IccBuf class 100
- overview of Foundation Classes 17
- Overview of the foundation classes
 - Calling methods on a resource object 22
 - Creating a resource object 21

P

P

- in operatingSystem 222
- PA1 to PA3
 - in AIDVal 259
- packedDecimal
 - in IccAbsTime class 83
- Parameter level
 - in Conditions, errors, and exceptions 55
 - in Platform differences 55
- parameter passing 63
- Parameter passing conventions
 - in Miscellaneous 63
- partnerName (parameter)
 - in Constructor 171
 - in operator= 171
- password (parameter)
 - in changePassword 279
 - in signon 257
 - in verifyPassword 281
- passwordExpiration
 - in IccUser class 281

- PF1 to PF24
 - in AIDVal 259
- pink
 - in Color 259
- PIP (parameter)
 - in connectProcess 202, 203
- PIPList
 - in IccSession class 206
- platform differences
 - method level 55
 - object level 54
 - parameter level 55
- Platform differences
 - in Conditions, errors, and exceptions 54
 - Method level 55
 - Object level 54
 - Parameter level 55
- platformError
 - in Type 134
- Platforms
 - in Enumerations 73
 - in Icc structure 73
- polymorphic behavior 57
- Polymorphic Behavior
 - Example of polymorphic behavior 58
 - in Miscellaneous 57
- popt (parameter)
 - in setStartOpts 214
- prefix (parameter)
 - in registerPrefix 156
 - in setPrefix 156
- pri (parameter)
 - in setPriority 230
- principalSysId
 - in IccTask class 229
 - in Public methods 229
- print
 - in Polymorphic Behavior 57
- priority
 - in IccTask class 230
 - in Public methods 230
- process
 - in IccSession class 206
- profile (parameter)
 - in Constructor 201
- progName (parameter)
 - in Constructor 173, 177
 - in operator= 177
- program control
 - example 34
 - introduction 34
- Program control
 - in Using CICS Services 34
- programId
 - in IccControl class 116
 - in Method level 55
 - in Public methods 116
- programId (parameter)
 - in setAbendHandler 117
- programName
 - in IccAbendData class 78
 - in Public methods 78
- programName (parameter)
 - in setAbendHandler 118
- Protected methods
 - in IccBase class 90

Protected methods (*continued*)

- in IccResourceId class 194
- operator= 194
- setClassName 90
- setCustomClassNum 90

ProtectOpt

- in Enumerations 216
- in IccStartRequestQ class 216

pStorage (parameter)

- in freeStorage 220

Public methods

- abend 225
- abendCode 75
- abendData 225
- absTime 103
- access 136
- accessMethod 136
- actionOnCondition 185
- actionOnConditionAsChar 185
- actionsOnConditionsText 186
- address 173
- AID 247
- allocate 202
- alternateHeight 261
- alternateWidth 261
- append 94
- applName 219
- ASRAInterrupt 76
- ASRAKeyType 76
- ASRAPSW 76
- ASRARegisters 77
- ASRASpaceType 77
- ASRAStorageType 78
- assign 95, 163
- beginBrowse 219, 220
- beginInsert(VSAM only) 136
- callingProgramId 115
- cancel 211
- cancelAbendHandler 115
- cancelAlarm 103
- changePassword 279
- className 89, 129, 132, 169
- classType 89, 129, 132
- clear 123, 186, 238, 247
- clearData 212
- clearInputMessage 174
- clearPrefix 156
- commArea 116
- commitUOW 226
- completeLength 164
- condition 129, 186
- conditionText 130, 187
- connectProcess 202, 203
- console 116
- converse 203
- convId 203
- cursor 247
- customClassNum 90
- cut 95
- data 212, 248
- dataArea 95
- dataAreaLength 95
- dataAreaOwner 96
- dataAreaType 96
- dataLength 96
- date 81, 104
- dateFormat 220

Public methods (*continued*)

- dayOfMonth 82, 104
- dayOfWeek 82, 104
- daysSince1900 82, 104
- daysUntilPasswordExpires 280
- defaultHeight 262
- defaultWidth 262
- delay 226
- deleteLockedRecord 136
- deleteRecord 137
- dump 226
- empty 123, 238
- enableStatus 137
- endBrowse 220
- endInsert(VSAM only) 137
- enterTrace 227
- entryPoint 174
- erase 248
- errorCode 203
- ESMReason 280
- ESMResponse 280
- extractProcess 204
- facilityType 227
- flush 204
- free 204
- freeKeyboard 248
- freeStorage 220, 227
- get 124, 187, 204, 238, 248
- getFile 220, 221
- getNextFile 221
- getStorage 221, 228
- graphicCharCodeSet 262
- graphicCharSetId 262
- groupId 280
- handleEvent 187
- height 248
- hours 82, 267
- id 187
- in IccAbendData class 75
- in IccAbsTime class 81
- in IccAlarmRequestId class 86
- in IccBase class 89
- in IccBuf class 94
- in IccClock class 103
- in IccConsole class 111
- in IccControl class 115
- in IccConvId class 121
- in IccDataQueue class 123
- in IccDataQueueId class 127
- in IccEvent class 129
- in IccException class 132
- in IccFile class 135
- in IccFileId class 147
- in IccFileIterator class 149
- in IccGroupId class 153
- in IccJournal class 155
- in IccJournalId class 159
- in IccJournalTypeId class 161
- in IccKey class 163
- in IccLockId class 167
- in IccMessage class 169
- in IccPartnerId class 171
- in IccProgram class 173
- in IccProgramId class 177
- in IccRBA class 179
- in IccRecordIndex class 181
- in IccRequestId class 183

Public methods (*continued*)

- in IccResource class 185
- in IccResourceId class 193
- in IccRRN class 195
- in IccSemaphore class 197
- in IccSession class 202
- in IccStartRequestQ class 211
- in IccSysId class 217
- in IccSystem class 219
- in IccTask class 225
- in IccTempStore class 237
- in IccTempStoreId class 243
- in IccTermId class 245
- in IccTerminal class 247
- in IccTerminalData class 261
- in IccTime class 267
- in IccTimeInterval class 271
- in IccTimeOfDay class 273
- in IccTPNameId class 275
- in IccTransId class 277
- in IccUser class 279
- in IccUserId class 283
- initData 116
- inputCursor 249
- insert 96
- instance 78, 111, 116, 212, 221, 228, 249
- invalidPasswordAttempts 280
- isAddable 137
- isAPLKeyboard 262
- isAPLText 263
- isBrowsable 138
- isBTrans 263
- isColor 263
- isCommandSecurityOn 228
- isCommitSupported 228
- isCreated 116
- isDeletable 138
- isDumpAvailable 78
- isEDFOn 187
- isEmptyOnOpen 138
- isErrorSet 204
- isEWA 263
- isExpired 86
- isExtended3270 263
- isFieldOutline 264
- isFMHCContained 96
- isGoodMorning 264
- isHighlight 264
- isKatakana 264
- isMSRControl 264
- isNoDataSet 204
- isPS 265
- isReadable 138
- isRecoverable 139
- isResourceSecurityOn 229
- isRestarted 229
- isRouteOptionOn 187
- isSignalSet 205
- isSOSI 265
- isStartDataAvailable 229
- issueAbend 205
- issueConfirmation 205
- issueError 205
- issuePrepare 205
- issueSignal 206
- isTextKeyboard 265

Public methods (*continued*)

isTextPrint 265
 isUpdatable 139
 isValidatation 265
 journalTypeId 156
 keyLength 139
 keyPosition 139
 kind 164
 language 280
 lastPasswordChange 281
 lastUseTime 281
 length 174, 181
 lifeTime 198
 line 249
 link 174
 load 175
 lock 198
 message 132
 methodName 130, 132, 169
 milliSeconds 82, 105
 minutes 82, 267
 monthOfYear 82, 105
 name 188, 193
 nameLength 193
 netName 249
 number 132, 159, 170, 180, 196, 229
 numberOfItems 238
 openStatus 140
 operatingSystem 222
 operatingSystemLevel 222
 operator const char* 96
 operator delete 90
 operator new 90
 operator!= 98, 164, 165, 180, 196
 operator« 98, 99, 249, 250, 251
 operator+= 97
 operator= 83, 86, 97, 121, 127, 147,
 153, 159, 160, 161, 164, 167, 171, 177,
 179, 183, 184, 195, 217, 243, 245, 271,
 273, 275, 277, 283
 operator== 97, 164, 179, 180, 195, 196
 originalAbendCode 78
 overlay 100
 packedDecimal 83
 passwordExpiration 281
 PIPList 206
 principalSysId 229
 priority 230
 process 206
 programId 116
 programName 78
 put 111, 124, 156, 188, 206, 238, 251
 queueName 212
 readItem 124, 238
 readNextItem 239
 readNextRecord 149
 readPreviousRecord 150
 readRecord 140
 receive 206, 251
 receive3270Data 252
 recordFormat 140
 recordIndex 141
 recordLength 141
 registerData 212
 registerInputMessage 175
 registerPrefix 156
 registerRecordIndex 141

Public methods (*continued*)

release 222
 releaseText 222
 replace 100
 replyTimeout 111
 reset 150, 212
 resetAbendHandler 117
 resetRouteCodes 112
 retrieveData 213
 returnProgramId 117
 returnTermId 213
 returnTransId 213
 rewriteItem 239
 rewriteRecord 141
 rollBackUOW 230
 routeOption 188
 run 117
 seconds 83, 267
 send 207, 252, 253
 send3270Data 253, 254
 sendInvite 207
 sendLast 208
 sendLine 254, 255
 session 117
 set 271, 273
 setAbendHandler 117
 setAccess 142
 setActionOnAnyCondition 188
 setActionOnCondition 188
 setActionsOnConditions 189
 setAlarm 105
 setAllRouteCodes 112
 setColor 255
 setCursor 255
 setData 213
 setDataLength 100
 setDumpOpts 230
 setEDF 189
 setEmptyOnOpen 142
 setFMHCContained 100
 setHighlight 256
 setInputMessage 175
 setJournalTypeId 156
 setKind 165
 setLanguage 281
 setLine 256
 setNewLine 256
 setNextCommArea 256
 setNextInputMessage 256
 setNextTransId 257
 setPrefix 156
 setPriority 230
 setQueueName 214
 setReplyTimeout 112
 setReturnTermId 214
 setReturnTransId 214
 setRouteCodes 112
 setRouteOption 189, 190
 setStartOpts 214
 setStatus 142
 setTimerECA 86
 setWaitText 230
 signoff 257
 signon 257
 start 215
 startRequestQ 118
 startType 231

Public methods (*continued*)

state 208
 stateText 209
 summary 130, 132, 170
 suspend 231
 syncLevel 209
 sysId 223
 system 118
 task 118
 terminal 118
 text 170
 time 83, 105
 timeInHours 83, 268
 timeInMinutes 83, 268
 timeInSeconds 84, 268
 timerECA 86
 transId 231
 triggerDataQueueId 231
 tryLock 198
 type 133, 143, 181, 198, 268
 typeText 133
 unload 175
 unlock 198
 unlockRecord 143
 update 106
 userId 231
 value 165
 verifyPassword 281
 wait 157
 waitExternal 232
 waitForAID 258
 waitOnAlarm 232
 width 258
 workArea 223, 232, 258
 write 113
 writeAndGetReply 113
 writeItem 124, 239, 240
 writeRecord 143, 157
 year 84, 106
 purgeable
 in WaitPurgeability 235
 put
 in Example of polymorphic
 behavior 59
 in IccConsole class 111
 in IccDataQueue class 124
 in IccJournal class 156
 in IccResource class 188
 in IccSession class 206
 in IccTempStore class 238
 in IccTerminal class 251
 in Polymorphic Behavior 58
Q
 queue
 in AllocateOpt 210
 in NextTransIdOpt 260
 queueName
 in Accessing start data 36
 in IccStartRequestQ class 212
 queueName (parameter)
 in Constructor 123, 127
 in operator= 127
 in setQueueName 214

R

- rAbendTask
 - in HandleEventReturnOpt 191
- Range
 - in Enumerations 110
 - in IccCondition structure 110
- RBA 29
- rba (parameter)
 - in operator!= 180
 - in operator= 179
 - in operator== 180
- rContinue
 - in HandleEventReturnOpt 190
- readable
 - in Access 144
- reading data 39
- Reading data
 - in Transient Data 39
 - in Using CICS Services 39
- Reading ESDS records
 - in File control 30
 - in Reading records 30
- reading items 41
- Reading items
 - in Temporary storage 41
 - in Using CICS Services 41
- Reading KSDS records
 - in File control 30
 - in Reading records 30
- Reading records
 - in File control 29
 - in Using CICS Services 29
- Reading ESDS records 30
- Reading KSDS records 30
- Reading RRDS records 30
- Reading RRDS records
 - in File control 30
 - in Reading records 30
- readItem
 - in Example of Temporary Storage 43
 - in IccDataQueue class 124
 - in IccTempStore class 238
 - in Reading data 39
 - in Reading items 41
 - in Scope of data in IccBuf reference returned from 'read' methods 65
 - in Temporary storage 41
 - in Transient Data 39
 - in Working with IccResource subclasses 27, 28
- ReadMode
 - in Enumerations 145
 - in IccFile class 145
- readNextItem
 - in IccTempStore class 239
 - in Scope of data in IccBuf reference returned from 'read' methods 65
 - in Temporary storage 41
- readNextRecord
 - in Browsing records 32
 - in IccFileIterator class 149
 - in Public methods 149
- readNextRecord method 32
- READONLY
 - in ASRAStorageType 77
- readPreviousRecord 32
 - in Browsing records 32
- readPreviousRecord (*continued*)
 - in IccFileIterator class 150
- readRecord
 - in C++ Exceptions and the Foundation Classes 51
 - in Deleting locked records 32
 - in IccFile class 140
 - in Reading records 29
 - in Updating records 31
- readRecord method 29
- receive
 - in IccSession class 206
 - in IccTerminal class 251
 - in Receiving data from a terminal 44
- receive3270data
 - in Receiving data from a terminal 44
- receive3270Data
 - in IccTerminal class 252
 - in Public methods 252
- receiving data from a terminal 44
- Receiving data from a terminal
 - in Terminal control 44
 - in Using CICS Services 44
- record (parameter)
 - in writeRecord 157
- recordFormat
 - in IccFile class 140
 - in Reading ESDS records 30
 - in Reading RRDS records 30
 - in Writing ESDS records 31
 - in Writing RRDS records 31
- recordFormat method 30
- recordIndex
 - in IccFile class 141
 - in Reading ESDS records 30
 - in Reading KSDS records 30
 - in Reading RRDS records 30
 - in Writing ESDS records 31
 - in Writing KSDS records 31
 - in Writing RRDS records 31
- recordIndex method 30
- recordLength
 - in IccFile class 141
 - in Reading ESDS records 30
 - in Reading KSDS records 30
 - in Reading RRDS records 30
 - in Writing ESDS records 31
 - in Writing KSDS records 31
 - in Writing RRDS records 31
- recordLength method 30
- red
 - in Color 259
- registerData 212
 - in Example of starting transactions 38
 - in IccStartRequestQ class 212
 - in Starting transactions 36
- registerInputMessage 173
 - in IccTerminal class 175
- registerPrefix
 - in IccJournal class 156
 - in Public methods 156
- registerRecordIndex 30
 - in IccFile class 141
 - in Reading ESDS records 30
 - in Reading KSDS records 30
 - in Reading RRDS records 30
- registerRecordIndex (*continued*)
 - in Writing ESDS records 31
 - in Writing KSDS records 31
 - in Writing records 30
 - in Writing RRDS records 31
- registerRecordIndex method 30
- relative byte address 29
- relative record number 29
- release
 - in IccSystem class 222
- releaseAtTaskEnd
 - in LoadOpt 176
- releaseText
 - in IccSystem class 222
- remoteTermId
 - in Example of starting transactions 37
- replace
 - in IccBuf class 100
 - in IccBuf constructors 26
- replyTimeout
 - in IccConsole class 111
- req
 - in Example of starting transactions 38
- req1
 - in Example of starting transactions 37
- req2
 - in Example of starting transactions 37
- requestName (parameter)
 - in operator= 184
- reqId (parameter)
 - in cancel 211
 - in cancelAlarm 103
 - in delay 226
 - in setAlarm 105
 - in start 215
- requestName (parameter)
 - in Constructor 183
 - in operator= 86, 184
- requestNum (parameter)
 - in wait 157
- reset
 - in Browsing records 32
 - in IccFileIterator class 150
 - in IccStartRequestQ class 212
- resetAbendHandler
 - in IccControl class 117
- resetRouteCodes
 - in IccConsole class 112
 - in Public methods 112
- resId (parameter)
 - in beginBrowse 219
- resName (parameter)
 - in beginBrowse 220
 - in Constructor 193
- resource (parameter)
 - in beginBrowse 219, 220
 - in Constructor 197
 - in endBrowse 220
 - in enterTrace 227
- resource class 19
- Resource classes
 - in Overview of the foundation classes 19

- resource identification class 18
- Resource identification classes
 - in Overview of the foundation classes 18
- resource object
 - creating 21
- ResourceType
 - in Enumerations 224
 - in IccSystem class 224
- respectAbendHandler
 - in AbendHandlerOpt 233
- retrieveData
 - in Accessing start data 36
 - in IccStartRequestQ class 211, 213
 - in Mapping EXEC CICS calls to Foundation Class methods 291
- RetrieveOpt
 - in Enumerations 216
 - in IccStartRequestQ class 216
- return
 - in Mapping EXEC CICS calls to Foundation Class methods 291
- returnCondition
 - in NoSpaceOpt 241
- returnProgramId
 - in IccControl class 117
 - in Public methods 117
- returnTermId
 - in Accessing start data 36
 - in IccStartRequestQ class 213
- returnToCICS
 - in Functions 71
 - in Icc structure 71
- returnTransId
 - in Accessing start data 36
 - in IccStartRequestQ class 213
- reverse
 - in Highlight 260
- rewriteItem
 - in Example of Temporary Storage 43
 - in IccTempStore class 239
 - in Temporary storage 41
 - in Updating items 42
 - in Writing items 41
- rewriteRecord
 - in IccFile class 141
 - in Updating records 31
- rewriteRecord method 31
- rewriting records 31
- rollBackUOW
 - in IccTask class 230
- routeOption
 - in IccResource class 188
- row (parameter)
 - in send 252, 253
 - in setCursor 255
- RRDS file
 - in File control 29
- RRN 29
- rrn (parameter)
 - in operator!= 196
 - in operator= 195
 - in operator== 196
- rThrowException
 - in HandleEventReturnOpt 191
- run
 - in Base classes 17

- run (continued)
 - in C++ Exceptions and the Foundation Classes 50
 - in Example of file control 32, 34
 - in Example of managing transient data 40, 41
 - in Example of polymorphic behavior 58
 - in Example of starting transactions 37
 - in Example of Temporary Storage 42, 43
 - in Example of terminal control 44, 45
 - in Example of time and date services 46
 - in Hello World 10
 - in IccControl class 115, 117
 - in main function 287, 288
 - in Mapping EXEC CICS calls to Foundation Class methods 291
 - in Program control 34
- run method
 - in Hello World 9
- Running "Hello World" on your CICS server
 - Expected Output from "Hello World" 11
 - in Hello World 10
- Running the sample applications. 6

S

- sample source 6
- Sample source code
 - in Installed contents 6
 - Location 6
- scope of data 65
- Scope of data in IccBuf reference returned from 'read' methods
 - in Miscellaneous 65
- scope of references 65
- search (parameter)
 - in Constructor 149
 - in reset 150
- SearchCriterion
 - in Enumerations 145
 - in IccFile class 145
- Second Screen
 - in ICC\$PRG1 (IPR1) 305
 - in Output from sample programs 305
- seconds
 - in IccAbsTime class 83
 - in IccTime class 267
- seconds (parameter)
 - in Constructor 267, 271, 273
 - in set 272, 274
 - in setReplyTimeout 112
- send
 - in Example of terminal control 44
 - in Hello World 10
 - in IccSession class 207
 - in IccTerminal class 252, 253
- send (parameter)
 - in converse 203
 - in put 111
 - in send 207
- send (parameter) (continued)
 - in sendInvite 207
 - in sendLast 208
 - in write 113
 - in writeAndGetReply 113
- send3270Data
 - in IccTerminal class 253, 254
- sending data to a terminal 43
- Sending data to a terminal
 - in Terminal control 43
 - in Using CICS Services 43
- sendInvite
 - in IccSession class 207
- sendLast
 - in IccSession class 208
- sendLine
 - in Example of file control 33
 - in Example of terminal control 44
 - in IccTerminal class 254, 255
- SendOpt
 - in Enumerations 210
 - in IccSession class 210
- sequential reading of files 32
- session
 - in FacilityType 234
 - in IccControl class 117
- set
 - in IccTimeInterval class 271
 - in IccTimeOfDay class 273
- set (parameter)
 - in boolText 69
- set...
 - in Sending data to a terminal 43
- setAbendHandler
 - in IccControl class 117
- setAccess
 - in IccFile class 142
- setActionOnAnyCondition
 - in IccResource class 188
- setActionOnCondition
 - in IccResource class 188
- setActionsOnConditions
 - in IccResource class 189
- setAlarm
 - in IccAlarmRequestId class 85
 - in IccClock class 105
- setAllRouteCodes
 - in IccConsole class 112
- setClassName
 - in IccBase class 90
 - in Protected methods 90
- setColor
 - in Example of terminal control 45
 - in IccTerminal class 255
- setCursor
 - in IccTerminal class 255
- setCustomClassNum
 - in IccBase class 90
 - in Protected methods 90
- setData 212
 - in IccStartRequestQ class 213
 - in Starting transactions 36
- setDataLength
 - in IccBuf class 100
- setDumpOpts
 - in IccTask class 230

- setEDF
 - in Functions 71
 - in Icc structure 71
 - in IccResource class 189
- setEmptyOnOpen
 - in IccFile class 142
 - in Public methods 142
- setFMHCContained
 - in IccBuf class 100
 - in Public methods 100
- setHighlight
 - in Example of terminal control 45
 - in IccTerminal class 256
- setInputMessage 173
 - in IccProgram class 175
 - in Public methods 175
- setJournalTypeId
 - in IccJournal class 156
- setKind
 - in Example of file control 33
 - in IccKey class 165
- setLanguage
 - in IccUser class 281
- setLine
 - in IccTerminal class 256
- setNewLine
 - in IccTerminal class 256
- setNextCommArea
 - in IccTerminal class 256
 - in Public methods 256
- setNextInputMessage
 - in IccTerminal class 256
- setNextTransId
 - in IccTerminal class 257
- setPrefix
 - in IccJournal class 156
- setPriority
 - in IccTask class 230
 - in Public methods 230
- setQueueName
 - in Example of starting transactions 38
 - in IccStartRequestQ class 214
 - in Starting transactions 36
- setReplyTimeout
 - in IccConsole class 112
- setReturnTermId
 - in Example of starting transactions 38
 - in IccStartRequestQ class 214
 - in Starting transactions 36
- setReturnTransId
 - in Example of starting transactions 38
 - in IccStartRequestQ class 214
 - in Starting transactions 36
- setRouteCodes
 - in IccConsole class 112
- setRouteOption
 - in Example of starting transactions 38, 39
 - in IccResource class 189, 190
 - in Program control 35
 - in Public methods 189, 190
- setStartOpts
 - in IccStartRequestQ class 214
- setStatus
 - in IccFile class 142
- setTimerECA
 - in IccAlarmRequestId class 86
- setWaitText
 - in IccTask class 230
- Severe error handling (abendTask)
 - in CICS conditions 54
 - in Conditions, errors, and exceptions 54
- SeverityOpt
 - in Enumerations 114
 - in IccConsole class 114
- signoff
 - in IccTerminal class 257
- signon
 - in IccTerminal class 257
 - in Public methods 257
- singleton class 22
- Singleton classes
 - in Creating a resource object 22
 - in Using CICS resources 22
- size (parameter)
 - in getStorage 221, 228
 - in operator new 90
- start
 - in Example of starting transactions 38
 - in IccRequestId class 183
 - in IccStartRequestQ class 211, 215
 - in Mapping EXEC CICS calls to Foundation Class methods 291
 - in Parameter passing conventions 63
 - in Starting transactions 36
- Starting transactions
 - in Starting transactions asynchronously 36
 - in Using CICS Services 36
- starting transactions asynchronously 36
- Starting transactions asynchronously
 - Accessing start data 36
 - Cancelling unexpired start requests 36
 - Example of starting transactions 36
 - in Using CICS Services 36
 - Starting transactions 36
- startIO
 - in Options 158
- startRequest
 - in StartType 234
- startRequestQ
 - in Example of starting transactions 37, 38
 - in IccControl class 118
- startType
 - in Example of starting transactions 38
 - in IccTask class 231
- StartType
 - in Enumerations 234
 - in IccTask class 234
- state
 - in IccSession class 208
- StateOpt
 - in Enumerations 210
 - in IccSession class 210
- stateText
 - in IccSession class 209
- Status
 - in Enumerations 145
 - in IccFile class 145
- status (parameter)
 - in setStatus 142
- Storage management
 - in Miscellaneous 61
- StorageOpts
 - in Enumerations 235
 - in IccTask class 235
- storageOpts (parameter)
 - in getStorage 221, 228
- storeName (parameter)
 - in Constructor 237
- SUBSPACE
 - in ASRASpaceType 77
- summary
 - in IccEvent class 130
 - in IccException class 132
 - in IccMessage class 170
- support classes 20
- Support Classes
 - in Overview of the foundation classes 20
- suppressDump
 - in AbendDumpOpt 233
- suspend
 - in IccTask class 231
 - in NoSpaceOpt 241
- symbolic debuggers 48
- Symbolic Debuggers
 - in Compiling, executing, and debugging 48
 - in Debugging Programs 48
- synchronous
 - in Options 158
- syncLevel
 - in IccSession class 209
- SyncLevel
 - in Enumerations 210
 - in IccSession class 210
- sysId
 - in IccSystem class 223
- sysId (parameter)
 - in Constructor 201
 - in setRouteOption 189
- sysName (parameter)
 - in Constructor 201
 - in setRouteOption 190
- system
 - in IccControl class 118

T

- task
 - in IccControl class 118
 - in LifeTime 199
- temporary storage
 - deleting items 42
 - example 42
 - introduction 41
 - reading items 41
 - updating items 42
 - Writing items 41

- Temporary storage
 - Deleting items 42
 - Example of Temporary Storage 42
 - in Using CICS Services 41
 - Reading items 41
 - Updating items 42
 - Writing items 41
 - termId (parameter)
 - in setReturnTermId 214
 - in start 215
 - terminal
 - finding out about 44
 - in FacilityType 234
 - in Hello World 9
 - in IccControl class 118
 - receiving data from 44
 - sending data to 43
 - terminal control
 - example 44
 - finding out information 44
 - introduction 43
 - receiving data 44
 - sending data 43
 - Terminal control
 - Example of terminal control 44
 - Finding out information about a terminal 44
 - in Using CICS Services 43
 - Receiving data from a terminal 44
 - Sending data to a terminal 43
 - terminalInput
 - in StartType 234
 - termName (parameter)
 - in setReturnTermId 214
 - Test
 - in C++ Exceptions and the Foundation Classes 49, 50
 - test (parameter)
 - in boolText 69
 - text
 - in IccMessage class 170
 - text (parameter)
 - in Constructor 93, 94, 169
 - in operator!= 165
 - in operator<< 98, 99, 250
 - in operator+= 97
 - in operator= 97
 - in operator== 164
 - in writeItem 124, 240
 - throw
 - in C++ Exceptions and the Foundation Classes 49
 - in Exception handling (throwException) 53
 - throwException
 - in ActionOnCondition 190
 - in CICS conditions 52
 - ti
 - in Example of starting transactions 37, 38
 - time
 - in IccAbsTime class 83
 - in IccClock class 105
 - time (parameter)
 - in Constructor 81, 271, 273
 - in delay 226
 - in setAlarm 105
 - time (parameter) (continued)
 - in start 215
 - Time and date services
 - Example of time and date services 45
 - in Using CICS Services 45
 - time services 45
 - timeInHours
 - in IccAbsTime class 83
 - in IccTime class 268
 - timeInMinutes
 - in IccAbsTime class 83
 - in IccTime class 268
 - timeInSeconds
 - in IccAbsTime class 84
 - in IccTime class 268
 - timeInterval
 - in Type 269
 - timeInterval (parameter)
 - in operator= 271
 - timeOfDay
 - in Type 269
 - timeOfDay (parameter)
 - in operator= 273
 - timerECA
 - in IccAlarmRequestId class 86
 - timerECA (parameter)
 - in Constructor 85
 - in setTimerECA 86
 - timeSeparator (parameter)
 - in time 83, 105
 - TPName (parameter)
 - in connectProcess 203
 - traceNum (parameter)
 - in enterTrace 227
 - TraceOpt
 - in Enumerations 235
 - in IccTask class 235
 - tracing
 - activating trace output 48
 - Tracing a Foundation Class Program
 - Activating the trace output 48
 - in Compiling, executing, and debugging 48
 - in Debugging Programs 48
 - trademarks 312
 - transId
 - in IccTask class 231
 - transid (parameter)
 - in setNextTransId 257
 - transId (parameter)
 - in cancel 211
 - in connectProcess 202
 - in link 174
 - in setNextTransId 257
 - in setReturnTransId 214
 - in start 215
 - transient data
 - deleting queues 40
 - example 40
 - introduction 39
 - reading data 39
 - Writing data 40
 - Transient Data
 - Deleting queues 40
 - Example of managing transient data 40
 - Transient Data (continued)
 - in Using CICS Services 39
 - Reading data 39
 - Writing data 40
 - transName (parameter)
 - in setReturnTransId 214
 - triggerDataQueueId
 - in IccTask class 231
 - trueFalse (parameter)
 - in setEmptyOnOpen 142
 - try
 - in C++ Exceptions and the Foundation Classes 49, 50
 - in Exception handling (throwException) 53
 - in main function 288
 - tryLock
 - in IccSemaphore class 198
 - tryNumber
 - in C++ Exceptions and the Foundation Classes 49, 50
 - type
 - in C++ Exceptions and the Foundation Classes 50
 - in IccException class 133
 - in IccFile class 143
 - in IccRecordIndex class 181
 - in IccSemaphore class 198
 - in IccTime class 268
 - Type
 - in Enumerations 133, 182, 269
 - in IccException class 133
 - in IccRecordIndex class 182
 - in IccTime class 269
 - type (parameter)
 - in condition 130, 187
 - in Constructor 89, 93, 94, 181, 193, 197
 - in waitExternal 232
 - typeText
 - in IccException class 133
- ## U
- underscore
 - in Highlight 260
 - UNIX
 - in ClassMemoryMgmt 72
 - in Storage management 61
 - unknownException
 - in Functions 71
 - in Icc structure 71
 - unload
 - in IccProgram class 175
 - unlock
 - in IccSemaphore class 198
 - unlockRecord
 - in IccFile class 143
 - UOW
 - in LifeTime 199
 - updatable
 - in Access 145
 - update
 - in IccClock class 106
 - in ReadMode 145
 - update (parameter)
 - in Constructor 103

- UpdateMode
 - in Enumerations 107
 - in IccClock class 107
- updateToken (parameter)
 - in deleteLockedRecord 136
 - in readNextRecord 149, 150
 - in readPreviousRecord 150
 - in readRecord 140
 - in rewriteRecord 141, 142
 - in unlockRecord 143
- updating items 42
- Updating items
 - in Temporary storage 42
 - in Using CICS Services 42
- updating records 31
- Updating records
 - in File control 31
 - in Using CICS Services 31
- upper
 - in Case 259
- USER
 - in ASRAStorageType 77
- user (parameter)
 - in signon 257
- userDataKey
 - in StorageOpts 235
- USEREXECKEY
 - in ASRAKeyType 76
- userId
 - in IccTask class 231
- userId (parameter)
 - in start 215
- userName (parameter)
 - in Constructor 279
- Using an object
 - in C++ Objects 16
- using CICS resources 21
- Using CICS resources
 - Calling methods on a resource object 22
 - Creating a resource object 21
 - in Overview of the foundation classes 21
 - Singleton classes 22
- Using CICS Services
 - Accessing start data 36
 - Browsing records 32
 - Cancelling unexpired start requests 36
 - Deleting items 42
 - Deleting queues 40
 - Deleting records 31
 - Example of file control 32
 - Example of managing transient data 40
 - Example of starting transactions 36
 - Example of Temporary Storage 42
 - Example of terminal control 44
 - Example of time and date services 45
 - Finding out information about a terminal 44
 - Reading data 39
 - Reading items 41
 - Reading records 29
 - Receiving data from a terminal 44
 - Sending data to a terminal 43

Using CICS Services (continued)

- Starting transactions 36
- Updating items 42
- Updating records 31
- Writing data 40
- Writing items 41
- Writing records 30

V

- value
 - in IccKey class 165
- value (parameter)
 - in operator= 164
- variable (parameter)
 - in Foundation Classes—reference 67
- verifyPassword
 - in IccUser class 281
 - in Public methods 281
- VSAM 29

W

- wait
 - in IccJournal class 157
 - in SendOpt 210
- waitExternal
 - in IccTask class 232
- waitForAID
 - in Example of terminal control 45
 - in IccTerminal class 258
- waitOnAlarm
 - in IccAlarmRequestId class 85
 - in IccTask class 232
- WaitPostType
 - in Enumerations 235
 - in IccTask class 235
- WaitPurgeability
 - in Enumerations 235
 - in IccTask class 235
- width
 - in IccTerminal class 258
- workArea
 - in IccSystem class 223
 - in IccTask class 232
 - in IccTerminal class 258
- Working with IccResource subclasses
 - in Buffer objects 27
 - in IccBuf class 27
- write
 - in IccConsole class 113
- writeAndGetReply
 - in IccConsole class 113
- writeItem
 - in C++ Exceptions and the Foundation Classes 51
 - in Calling methods on a resource object 23
 - in IccDataQueue class 124
 - in IccTempStore class 239, 240
 - in Temporary storage 41
 - in Transient Data 39
 - in Working with IccResource subclasses 27, 28
 - in Writing data 40
 - in Writing items 41

- writeRecord
 - in Example of file control 33
 - in IccFile class 143
 - in IccJournal class 157
 - in Writing KSDS records 31
 - in Writing records 30
 - in Writing RRDS records 31
- writeRecord method
 - IccFile class 30
- Writing data 40
 - in Transient Data 40
 - in Using CICS Services 40
- Writing ESDS records
 - in File control 31
 - in Writing records 31
- Writing items 41
 - in Temporary storage 41
 - in Using CICS Services 41
- Writing KSDS records
 - in File control 30
 - in Writing records 30
- Writing records
 - in File control 30
 - in Using CICS Services 30
 - Writing ESDS records 31
 - Writing KSDS records 30
 - Writing RRDS records 31
- Writing RRDS records
 - in File control 31
 - in Writing records 31

X

- X
 - in actionOnConditionAsChar 186
 - in operatingSystem 222
- xldb 48
- XPLINK 7

Y

- year
 - in IccAbsTime class 84
 - in IccClock class 106
- yellow
 - in Color 260
- yesNo (parameter)
 - in setFMHCContained 100

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C++ OO Class Libraries

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