

Open Object Rexx™

Rexx Extensions Library Reference

Version 4.1.0 Edition

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by

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About This Book

This book describes a number of extension classes to Open Object Rexx.

This book is intended for people who plan to develop applications using Rexx and the extension classes. Its users range from the novice to experienced ooRexx users.

This book is a reference rather than a tutorial. It assumes you are already familiar with object-oriented programming concepts.

Descriptions include the use and syntax of the language and explain how the language processor "interprets" the language as a program is running.

1. Related Information

See also: *Open Object Rexx: Reference*

2. How to Read the Syntax Diagrams

Throughout this book, syntax is described using the structure defined below.

- Read the syntax diagrams from left to right, from top to bottom, following the path of the line.

The >>--- symbol indicates the beginning of a statement.

The ---> symbol indicates that the statement syntax is continued on the next line.

The >--- symbol indicates that a statement is continued from the previous line.

The --->< symbol indicates the end of a statement.

Diagrams of syntactical units other than complete statements start with the >--- symbol and end with the ---> symbol.

- Required items appear on the horizontal line (the main path).

```
>>-STATEMENT--required_item-----><
```

- Optional items appear below the main path.

```
>>-STATEMENT--+-----+-----><
                +-optional_item-+
```

- If you can choose from two or more items, they appear vertically, in a stack. If you must choose one of the items, one item of the stack appears on the main path.

```
>>-STATEMENT--+required_choice1+-----><
                +-required_choice2-+
```

- If choosing one of the items is optional, the entire stack appears below the main path.

```
>>-STATEMENT--+-----+-----><
                +-optional_choice1-+
                +-optional_choice2-+
```

- If one of the items is the default, it appears above the main path and the remaining choices are shown below.

```

      +-default_choice--+
>>-STATEMENT--+-----+-----><
      +-optional_choice--+
      +-optional_choice--+

```

- An arrow returning to the left above the main line indicates an item that can be repeated.

```

      +-----+
      v             |
>>-STATEMENT----repeatable_item+-----><

```

A repeat arrow above a stack indicates that you can repeat the items in the stack.

- A set of vertical bars around an item indicates that the item is a fragment, a part of the syntax diagram that appears in greater detail below the main diagram.

```

>>-STATEMENT--| fragment |-----><

fragment:
|---expansion_provides_greater_detail-----|

```

- Keywords appear in uppercase (for example, PARM1). They must be spelled exactly as shown but you can type them in upper, lower, or mixed case. Variables appear in all lowercase letters (for example, parmX). They represent user-supplied names or values.
- If punctuation marks, parentheses, arithmetic operators, or such symbols are shown, you must enter them as part of the syntax.

The following example shows how the syntax is described:

```

      +-,-----+
      v             |
>>-MAX(----number+---)-----><

```

3. A Note About Program Examples in this Document

The program examples in this document are rendered in a mono-spaced font that is not completely compatible for cut-and-paste functionality. Pasting text into an editor could result in some characters outside of the standard ASCII character set. Specifically, single-quote and double-quote characters are sometimes converted incorrectly when pasted into an editor.

4. Getting Help

The Open Object Rexx Project has a number of methods to obtain help for ooRexx. These methods, in no particular order of preference, are listed below.

4.1. The Rexx Language Association Mailing List

The *Rexx Language Association* (<http://www.rexxla.org/>) maintains a mailing list for its members. This mailing list is only available to RexxLA members thus you will need to join RexxLA in order to get on the list. The dues for RexxLA membership are small and are charged on a yearly basis. For details on joining RexxLA please refer to the *RexxLA Home Page* (<http://rexxla.org/>) or the *RexxLA Membership Application* (<http://www.rexxla.org/rexxla/join.html>) page.

4.2. The Open Object Rexx SourceForge Site

The Open Object Rexx Project (<http://www.oorexx.org/>) utilizes *SourceForge* (<http://sourceforge.net/>) to house the *ooRexx Project* (<http://sourceforge.net/projects/oorexx>) source repositories, mailing lists and other project features. Here is a list of some of the most useful facilities.

The ooRexx Forums

The ooRexx project maintains a set of forums that anyone may contribute to or monitor. They are located on the *ooRexx Forums* (http://sourceforge.net/forum/?group_id=119701) page. There are currently three forums available: Help, Developers and Open Discussion. In addition, you can monitor the forums via email.

The Developer Mailing List

You can subscribe to the oorexx-devel mailing list at *ooRexx Mailing List Subscriptions* (http://sourceforge.net/mail/?group_id=119701) page. This list is for discussing ooRexx project development activities and future interpreter enhancements. It also supports a historical archive of past messages.

The Users Mailing List

You can subscribe to the oorexx-users mailing list at *ooRexx Mailing List Subscriptions* (http://sourceforge.net/mail/?group_id=119701) page. This list is for discussing using ooRexx. It also supports a historical archive of past messages.

The Announcements Mailing List

You can subscribe to the oorexx-announce mailing list at *ooRexx Mailing List Subscriptions* (http://sourceforge.net/mail/?group_id=119701) page. This list is only used to announce significant ooRexx project events.

The Bug Mailing List

You can subscribe to the oorexx-bugs mailing list at *ooRexx Mailing List Subscriptions* (http://sourceforge.net/mail/?group_id=119701) page. This list is only used for monitoring changes to the ooRexx bug tracking system.

Bug Reports

You can create a bug report at *ooRexx Bug Report* (http://sourceforge.net/tracker/?group_id=119701&atid=684730) page. Please try to provide as much information in the bug report as possible so that the developers can determine the problem as

quickly as possible. Sample programs that can reproduce your problem will make it easier to debug reported problems.

Request For Enhancement

You can suggest ooRexx features at the *ooRexx Feature Requests* (http://sourceforge.net/tracker/?group_id=119701&atid=684733) page.

Patch Reports

If you create an enhancement patch for ooRexx please post the patch using the *ooRexx Patch Report* (http://sourceforge.net/tracker/?group_id=119701&atid=684732) page. Please provide as much information in the patch report as possible so that the developers can evaluate the enhancement as quickly as possible.

Please do not post bug patches here, instead you should open a bug report and attach the patch to it.

4.3. comp.lang.rexx Newsgroup

The comp.lang.rexx (news:comp.lang.rexx) newsgroup is a good place to obtain help from many individuals within the Rexx community. You can obtain help on Open Object Rexx or on any number of other Rexx interpreters and tools.

Chapter 1. csvStream Class

The csvStream class extends the Stream class to read & write CSV files directly to Collection Objects.

The csvStream Class is a subclass of the Stream Class.

1.1. Translation of data involved in the csvStream class

CSV file literals are surrounded by quotes "". These are removed by CSVLineIn and inserted by CSVLineOut. Quotes within CSV data are represented self escaped ie: " appears as "". These are translated by the CSVLineIn and CSVLineOut methods. CSVLineOut encapsulates non-numeric fields in "" unless they already are. CSV literal strings can contain line-end sequences. To create multi-line fields use the line-end character provided by the operating system dependant ooRexx local variable .endofline.

1.2. Methods The csvStream Class defines

CLOSE
CSVLINEIN
CSVLINEOUT
GETHEADERS
INIT (overrides stream class method)
OPEN
SETHEADERS

1.3. Attributes of the csvStream Class

HEADERS~FIELD(n)~NAME
HEADERS~FIELD(n)~LITERAL
SKIPHEADERS
DELIMITER
QUALIFIER
STRIPOPTION
STRIPCHAR

1.4. Methods Inherited from the Stream Class

ARRAYIN
ARRAYOUT
CHARIN
CHAROUT
CHARS
COMMAND
DESCRIPTION
FLUSH
LINEIN
LINEOUT
LINES
MAKEARRAY
POSITION
QUALIFY
QUERY

SAY
SEEK
STATE
SUPPLIER

1.5. Methods inherited from the Object class

NEW (Class method)
Operator methods: =, ==, \=, ><, <>, \==
CLASS
COPY
DEFAULTNAME>
HASMETHOD
OBJECTNAME
OBJECTNAME=
REQUEST
RUN
SETMETHOD
START
STRING
UNSETMETHOD

Note: The Stream class also has available class methods that its metaclass, the Class class, defines.

1.6. Methods

1.6.1. Close Method

>>-CLOSE-----><

Closes the stream that receives the message. CLOSE returns READY: if closing the stream is successful, or an appropriate error message. If you have tried to close an unopened file, then the CLOSE method returns a null string (""). If you specified headersExist when you created this instance then the headers will be updated to the stream at this point if they have been changed.

Note: Whereas the stream class can be closed implicitly (for example by using Lineout with no parameters) the csvStream class must be closed explicitly.

1.6.2. CSVLineIn Method

>>-CSVLINEIN-----><

Reads and returns a row of CSV data from the stream. Note that a row of data may be stored in more than one logical line of the stream. An array is returned, the nth element of which contains the nth field from the Row.

Two other attributes exist after performing a CSVLineIn

Rawdata is a String Object containing the raw text that the row consists of.

Values is a Table Object mapping field data onto field-names. This is only available if *headersExist* is specified as *.true* on the *init* method.

1.6.3. CSVLineOut Method

```
>>-CSVLINEOUT(-collection-Object-)-----><
```

Writes a row of CSV data to a stream. Note that a row of data may be stored in more than one logical line of the stream. If the stream was instantiated with *headersExist* as *.true* then the *collection-object* may be a table or stem object mapping headers onto CSV fields. Otherwise the *collection-object* must be an array or a collection with a *makeArray* method and the nth element of the collection will be placed in the nth field of the CSV file. Any occurrences of the Nil Object are stored as null strings in the file.

Note: If the collection object is a Stem then a tail of 0 is ignored as by convention the 0 tail stores the number of tails on the stem.

1.6.4. GetHeaders Method

```
>>-GETHEADERS-----><
```

Returns a *csvStreamHeader* object.

Get headers will return a *csvStreamHeader* object containing details of the column header names and whether they are literal values or not. Column header names that exist before the *csvStream* is opened are present as soon as the file is opened, but literal information will not be present till the first *CSVLineIn* or *CSVLineOut* is issued.

1.6.5. INIT Method

```
>>-INIT(name-+-----+-)-----><
      +-, -HeadersExist-+
```

Initializes a stream object for a stream named *name*, but does not open the stream.

The second optional parameter if passed a value of 'H' (or *.true*) indicates that the first row of the stream is (or is to be) a row of headers containing the names of the CSV fields. Note that header fields are case sensitive. This means that 'name' and 'Name' and 'NAME' will all be treated as separate columns.

1.6.6. OPEN Method

Parameters are as the Stream class Open Method

Opens the stream to which you send the message and returns READY:. If the method is unsuccessful, it returns an error message string in the same form that the DESCRIPTION method uses. See the Stream Class Open Method for a fuller description.

1.6.6.1. Changing the behaviour of a csvStream object

Before issuing the Open message, you can affect the csvStream's behaviour by setting the attribute skipHeaders to .false. This will mean that the first row returned by CSVLineIn on a csvStream where headers exist is the header row, rather than the default behaviour which is to return the first row of data.

After issuing the OPEN message to a csvStream which has been opened with headers exist, the class will attempt to learn the nature of the fields by analysing the data. You can teach it by setting the headers field attributes name and literal. For instance:

```
/* set the name of the second field to 'Height' */
MyCsvStream~headers~field(2)~name='Height'

/* tell the stream to treat the
third column as literal data rather than numeric */
MyCsvStream~headers~field(3)~literal= .true
```

By default the delimiter csvStream expects is a comma (after all CSV stands for Comma Separated Variables) and literals are qualified by a double inverted comma. However you can create and read files with other delimiters or qualifiers by changing the attributes delimiter and qualifier after instantiating A csvStream object. For instance, to use ; as a delimiter and ' as a qualifier do the following:

```
MyCsvStream = .csvStream~new
MyCsvStream~delimiter=";"
MyCsvStream~qualifier="'"
```

If the attribute StripOption is set to 'L', 'T' or 'B' then data is stripped using that option before CSVLineIn inserts it in the returned array. The default of 'N' means no stripping is performed. One can specify which character to strip using the attribute stripChar which defaults to blank.

```
MyCsvStream~StripOption = 'T' /* strip trailing blanks */
```

or

```
MyCsvStream~StripOption = 'L'
MyCsvStream~stripChar = '0' /* strip Leading zeroes */
```

1.6.7. SetHeaders Method

```
>>-SETHEADERS(headerobj)-----><
```

Passed a csvStreamHeader object will apply it to the csvStream. Together with Get Headers this allows you to base one CSV file on another.

1.7. Attributes

1.7.1. DELIMITER Attribute

This is the character which delimits the fields (as long as it does not appear within a literal). In a standard CSV file it is a comma ,. See Changing the behaviour of a csvStream object under the OPEN method for an example of changing the delimiter.

1.7.2. HEADERS Attribute

Access is available to the Field definition table for files with headers. There are two entries, NAME & LITERAL. NAME is the Name for that particular column. If LITERAL is .true then that column will be treated as a literal even if the data in it is numeric. If any entry in a column is non-numeric then the entire column is treated as a literal. See Changing the behaviour of a csvStream object under the OPEN method for an example of accessing the table.

1.7.3. QUALIFIER Attribute

The Qualifier is the character that surrounds literal fields. Delimiters that appear within literal fields are ignored. In a standard CSV file the qualifier is a double quotation mark ("). See Changing the behaviour of a csvStream object under the OPEN method for an example of changing the qualifier.

1.7.4. SKIPHEADERS Attribute

See *Changing the behaviour of a csvStream object* under the OPEN method.

1.8. Examples

Files without headers

```
csv = .csvStream~new('c:\MyData.csv') /* 2nd arg defaults to no headers */
/* csv~skipHeaders = .false           UnNoOp to return header line */

csv~open('write')                    /*=File looks like this=*/
csv~CSVLineOut(.array~of('red', 'stop')) /* "red", "stop" */
csv~CSVLineOut(.array~of('green', 'go')) /* "green", "go" */
csv~close                             /*=====*/
```

```

csv~open('read')                /*=====Returns=====*/
do while csv~chars > 0          /* New record          */
  dataArr = csv~CSVLineIn      /* field 1: red        */
  say 'New record'            /* field 2: stop       */
  do I = 1 to dataArr~last     /* New record          */
    say 'field' I ':' dataArr[I] /* field 1: green     */
  end                          /* field 2: go         */
end                             /*=====*/
csv~close

```

Files with headers:

```

csv = .csvStream~new('c:\headered.csv',.true)
csv~open          /* Stream class defaults to both ie:readWrite */
myTable = .table~new
myTable~put('red','colour')
myTable~put('stop','action')
csv~CSVLineout(myTable)
myTable~put('green','colour')
myTable~put('go','action')
csv~CSVLineout(myTable)
csv~close

```

```

Csv~open('read')                /*=====Returns=====*/
Do while csv~chars > 0          /* new record          */
  Csv~csvLineIn                /* colour: red         */
  Say 'new record'            /* action: stop        */
  Do field over csv~values     /* new record          */
    Say field ':' csv~values~at(field) /* colour: green     */
  End                          /* action: go          */
End                             /*=====*/
csv~close

```

Chapter 2. Host Emulator (HostEmu)

HostEmu is a subcommand environment that partially emulates a TSO/CMS environment. It provides a small subset of commands available in those environments which make the transition from a real host Rexx programming environment to a Linux/Windows ooRexx environment much easier. The following subcommands are available:

EXECIO

an I/O mechanism.

HI

halts the current Rexx program.

TE

deactivate the Rexx trace mechanism.

TS

activate the Rexx trace mechanism.

The HostEmu HI, TS, TE commands have no arguments that are acceptable in the HostEmu environment. Thus their syntax is very simple. The EXECIO subcommand is more complicated and requires some explanation. It is a simplified version of the mainframe command but will provide most of the functionality you will need on a daily basis.

To include and use the HostEmu subcommand environment you must place a ooRexx directive in your script. The following shows how to accomplish this.

```
::requires "hostemu" LIBRARY
```

This will activate the environment. The subcommand name is "HostEmu" (the case of this string is not important). You can send commands to this environment via the ooRexx address statement. Here is an example.

```
address hostemu 'execio * diskr "./inputfile.txt" (finis stem in.)'
```

Note that the file name **MUST** be placed within a set of quotation marks.

The example above should look very familiar to a mainframe Rexx programmer. The big difference is that a real file name is used instead of a DDNAME and the HostEmu environment is not the default address environment, thus the requirement that you either include the 'HostEmu' environment name in the address statement or you make the 'HostEmu' environment the default environment.

2.1. EXECIO subcommand

```
>>--EXECIO--++--num--++--DISKR--++--"filename"--(---FINIS STEM stemname.---><
      +---*-----+ +---DISKW---+                +---STEM stemname. FINIS---+
                                                +---STEM stemname.-----+
                                                +---FINIS---LIFO---+-----+
```

+++FIFO+++
+++SKIP+++

2.1.1. Command Options

num

Specifies the number of records (text lines) to read or write.

*

Specifies that all remaining records are to be read or written.

DISKR

The operation is a disk read operation.

DISKW

The operation os a disk write operation.

filename

The name of the file for the disk operation. This option **MUST** be enclosed in double quotes.

FINIS

The file will be closed at the end of the operation.

STEM stemname.

The operation is works against the specified stem. A trailing period is required or the name will be used as the root of a standard Rexx variable name.

LIFO

Specifies that instead of a Rexx stem The Rexx SESSION queue should be used. The queue will be read or written to using LIFO.

FIFO

Specifies that instead of a Rexx stem The Rexx SESSION queue should be used. The queue will be read or written to using FIFO.

SKIP

Specifies the number of records (text lines) to be skipped. No stem or queue operations will be performed in this case.

Note that the LIFO, FIFO and SKIP options are not valid for DISKW operations.

These options should provide almost all of the EXECIO operations you will need in the non-mainframe operating system environment.

2.2. HI subcommand

```
>>--HI-----><
```

Halts the current Rexx program.

2.3. TE subcommand

```
>>--TE-----><
```

Deactivate the Rexx trace mechanism.

2.4. TS subcommand

```
>>--TS-----><
```

Activate the Rexx trace mechanism.

Appendix A. Notices

Any reference to a non-open source product, program, or service is not intended to state or imply that only non-open source product, program, or service may be used. Any functionally equivalent product, program, or service that does not infringe any Rexx Language Association (RexxLA) intellectual property right may be used instead. However, it is the user's responsibility to evaluate and verify the operation of any non-open source product, program, or service.

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http://sourceforge.net/project/showfiles.php?group_id=119701.

The source code for this document is maintained in DocBook SGML/XML format.



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