PRX

Object Cross Reference tool for IBM i



User Guide and reference

Changes:

- Owner of all objects in save file changed to QPGMR.
- Package compiled for OS release V7R3M0.

What is PRX and what does it do?

The system lets you create cross reference data for all or parts of your application.

This will answer questions like:

- Which files are related (logical files/indexes) to physical files/tables?
- Which programs use specific access paths?
- What objects are used by a specific program?
- Which other programs call this specific program?

All this is done using an interactive drill-down approach.

There is no limit on how many steps you take. You can begin with a file, find a program, find another file used by this program and so on. Layer upon layer.

At all steps you can add objects to a worklist which can then be used to copy relevant source code to a project library.

Price and licensing

The product is supplied free of charge and "as is"! The install package also includes all source code so you can make additions and improvements if you like. I only require that the original copyright statement is included at all times. And if you add some nifty features – please publish them for others to enjoy!

Installation

The installation media contains two objects:

- An electronic copy of this document.
- A save file for the PRXLIB library.

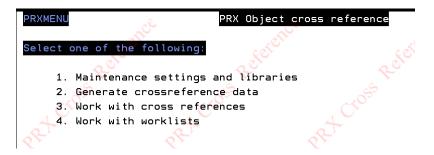
The installation process has two steps:

- Load the save file to the system (FTP).
- Do a restore of the PRXLIB library from the save file.
- Copy the "PRX" command from PRXLIB to a library in the system library list (check system values). By doing so you just have to enter the "PRX" command on any command line anywhere to use the product.

How to use – step by step

Setup list of libraries to cross reference

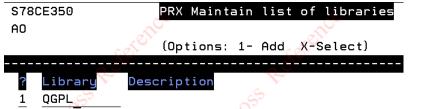
- Enter the PRX command on a command line and hit the enter key.
- The product menu is displayed:



Begin with option 1. (Maintenance).

You add the libraries where your objects are located one by one like this.

When finished press F3.



Maintenance settings and libraries

You can remove a library from the list by using a "4" on the line for the library and then press enter.

Generate cross reference data.

This is option 2 on the menu.

There is no screen for this option, but this is what happens:

Three files that are generated at this stage:

 PRXDBR which contains database references. Meaning which physical file/table has which logical files/views attached to it. See example below:

Table	Views
ALARTLAR	ALARTLAA
	ALARTLAB
	ALARTLAE
	ALARTLAC
	ALARTLAD
	ALARTLAF

- PRXOBJD which contains all object information for objects in the selected libraries. This
 includes information on which source file and member was used to create the object.
 Normally this source information is not included for ILE-programs. However, the generate
 process in PRX does find this information and updates the PRXOBJD file accordingly.
- PRXPGMREF has information on which objects (files and programs) all program objects in the selected libraries are using in any way. See example below:

Program	Refers to	Object type
ВСОРУ	BG_11	*FILE
	BG_14	*FILE
	BG_15	*FILE
	BG_29	*FILE
	BG_MATCH	*FILE
	U1UTBGIR	*FILE
	BGCOPYR	*PGM
	BG_MATCH	*PGM

W	or	kli	st	fil	e

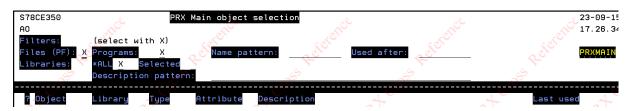
PRXWRKPF contains worklists that are used to copy relevant source code to project libraries.

Work with cross references

(Option 3 on the menu)

When you start the function all you will see is the header with all available filter settings that determine which subset of objects you will be able to work with later.

All filter setting can be changed at any time and are not preserved from session to session.

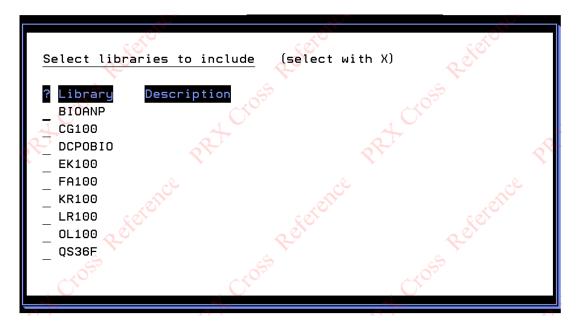


Filters available

- Do you want to work with files or with programs or (as is set initially) both. You mark with an "X" what your choice is.
- Name pattern is a free text field where you limit your selection to only include objects matching the name you want.
 - a. If you only want to see objects with names beginning with "BG" enter "BG" in the field
 - b. If you want to see objects that have the text "K13" in the middle of the name enter "%K13" in the field.
 - c. If you do not filter on name leave the field blank.
- Description pattern works in the same way as name pattern but operates on the object description instead of the object name.
- "Used" after limits the objects you see on the main screen to those that have a last used date after the value you enter. Date is entered in the yyyymmdd format (numeric only) and if you enter zero no check is performed on used date. NOTE that last used date is only updated when you run the generate step (option 2 on the menu)!
- Finally, you can limit which libraries are searched for objects based on all the other criteria. You have two options:
 - a. ALL libraries (meaning all the libraries that you have generated cross reference data for) are searched.
 - b. Selected only. If you enter an "X" in this field, you will be prompted to indicate which of your libraries you want to search data in.

Filter based on libraries.

Scroll through the list and mark all libraries you want to include in the current search with an "X".



When you have done your filter setup.

Press enter and you will see the objects that match your selection.

You will see:

- Physical files/tables
- Programs

For details you will need to drill down by selecting an object as a starting point.

Following options are available:

- 1= Add the object to a worklist
- 2= Add this object (file) to a worklist. Also add all programs that use this file to same work list. Also add all dependent files and programs that use any of these to the same work list. This feature is called an "explosion" but don't worry it is totally safe.
- X= select drill down on file-file dependencies (for a file object) or program object dependencies for a program object.
- Q=Query the data in a file (RUNQRY command)
- R= Work with list of programs that call this specific program



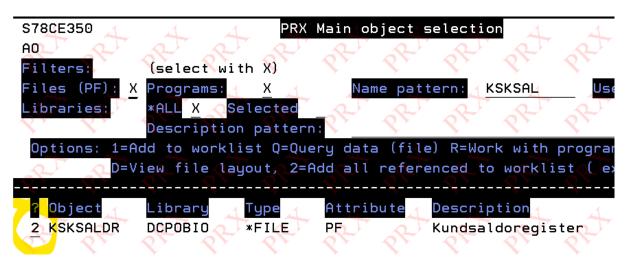
Add all referenced objects to work list ("explosion")

This function will add the following to a designated work list:

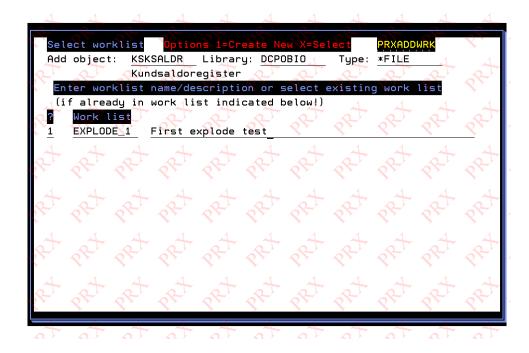
- The file you select
- All dependent files
- All programs using any of the files

This means that if you are changing a table / physical file you will be able to create a work list with all database and program objects that also need changes.

Example:

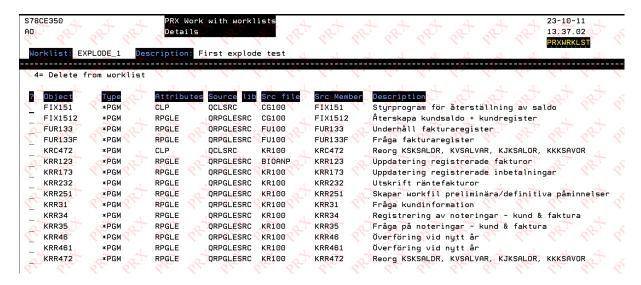


Assume file KSKSALDR will be changed. Enter "2" for this file



Select an existing work list or create a new one.

The new worklist is now automatically populated with all the objects we need.



Query data

Runs the RUNQRY command and shows all columns in the file something like this.



You can pan sideways and scroll onwards.

References for database file

If the object you selected is a file (table/physical file) next thing you see is a list of all access paths (views/logical files) that are dependent on the one you selected.



The information you see is:

- File name (object name)
- Type (PF = Table, LF = View)
- Description
- Last used date for this object
- Number of programs that use this object.

Possible actions (selected per line):

1 = Add object to worklist (see below)

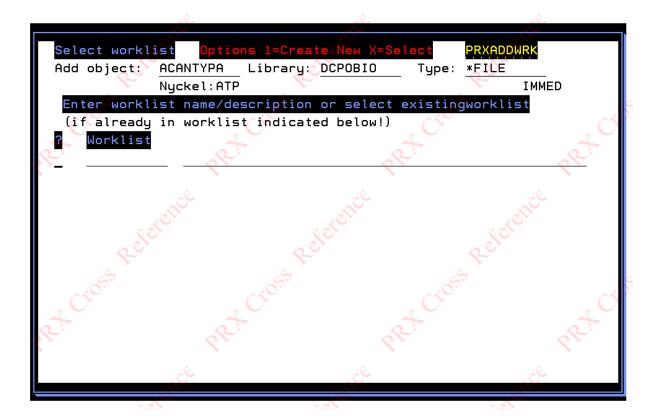
5 = View source for object (based on recorded source information for object)

P = Work with list of program objects that use the selected access path (file)

Add to worklist.

This function is used from multiple sub functions in the application.

This window shows:



Select an existing worklist or enter a worklist name and description. Press enter.

To create a new worklist – enter "1" in the field after the question mark.

```
(if already in worklist indicated below!)

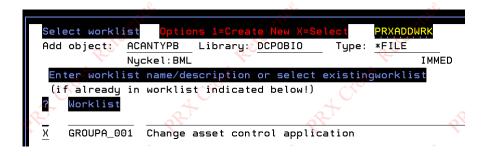
Worklist

GROUPA_001 Change asset control application_
```

If you press enter without creating or selecting a worklist the function exits without adding object to any worklist.

If the object is already existing in one (or more) worklist the worklist name in the subfile is highlighted (color red). In this case the worklist cannot be selected.

If worklists exist, you can select a worklist like this:



View source

Use option 5 to view the registered source code for the object.

Thus invokes the view option of the SEU (source entry utility).

```
SEU==>
FMT A*
      ********* Beginning of data *********
0001.00
          A*****************
          A* 5797-AWT (C) COPYRIGHT IBM CORP 1989
0002.00
          A* LICENSED MATERIAL - PROGRAM PROPERTY OF IBM
0004.00
          A* ANLÄGGNINGSTYP - LOGISK
                                                  ACANTYPA
                 NYCKEL : ANLÄGGNINGSTYP
0005.00
0007.00
0008.00
                                          UNIQUE
0009.00
                                          ALTSEQ (CGTABELL)
0010.00
                   R ACANTYP
                                          PFILE (ACANTYPR)
0011.00
0012.00
                   K ACATP
0013.00
       ****** End of data
```

Work with referred programs

This option calls the screen to work with a list of programs that use the specified file.

Programs using specified file screen.



Basic information on the file referenced by the list of programs is displayed at the top.

The list are shows information on all programs that use the file:

- Program name
- Program type
- Description
- Last used date (in this case the date is zeros as programs are not in use)

Options available are:

1= Add to worklist See previous section on how objects are added to worklists.

5= Display source. Calls SEU option 5.

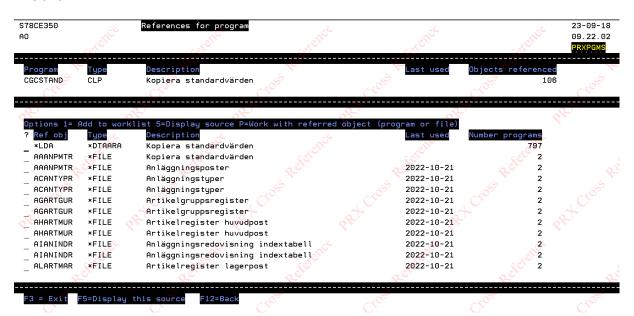
P= Work with referred program. This selects the program and displays all references for the selected program. See next section.

R= Work with programs that call this selected program.

References for program

When a specific program is selected this function displays all objects (regardless of type) that the program uses in any way.

Like this:



At the top you see:

- Object name
- Program type
- Description
- Last used date (or zeros)
- How many objects the program uses.

In the list section you see:

- Object name
- Object type
- Description
- Last used date
- How many programs refer to the object.

Options available are:

1= Add to worklist (see previous description on how this is done)

5 = Display source code for object

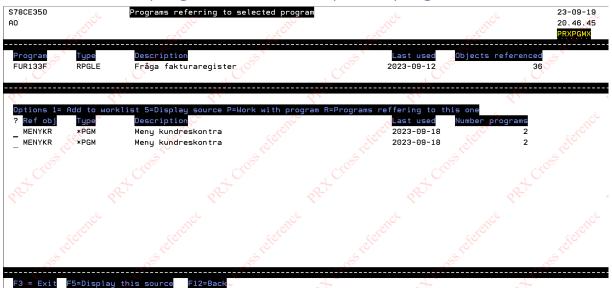
P= Work with referred object.

R= Work with programs that call this specific program

For option P there are two alternatives:

- If the object is a database file, the function finds the name of the table/physical file that is the main object in the database references for the selected file. You will then see the references for database file display (shown previously) and continue from there.
- If the object is a program the references for program function is called for the selected object.

Work with list of programs that call a specific program.



You will see a list of all programs that call the selected program.

Options you can use are:

- 1= Add to worklist
- 5= Display source
- P= Work with objects used by this program
- R= Work with list of programs that call this program

Work with worklists (menu option 4)



On the main display for the function, you will see a list of all worklists that have been created.

For each worklist (in the detail area) you will see:

- Worklist name
- Description
- How many objects exist for the worklist.

Select the worklist you want to work with. Enter an "X" on the selected line.

Detail screen



You will see all objects that have been added to the worklist:

- Object name
- Type (*FILE or *PGM)
- Subtype (LF, CLP, CLLE, RPGLE...)

- Source file
- Source library
- Source member
- Description

Options available:

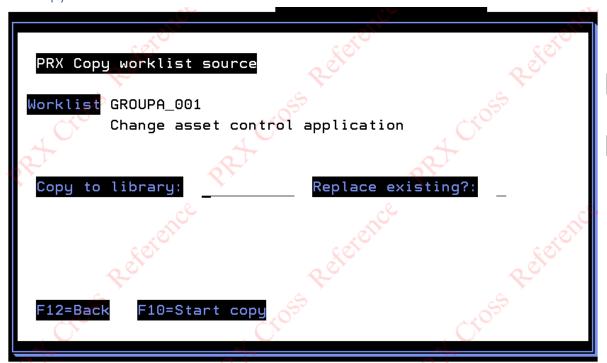
4= Remove selected object from worklist

Function keys available:

F10 = Copy the source code to another library (see below)

F23 = Clear all objects from worklist (same as deleting the worklist with no other action).

F10 Copy source function.



Enter:

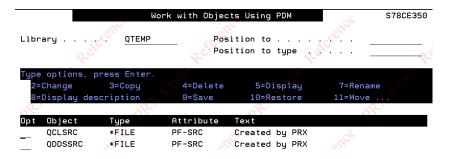
- Library to copy to
- Replace existing "Y" if same source member in target library should be overwritten.

Use:

F10 key to perform the copy.

- If the target library does not exist no copy is performed
- If the source file does not exist, it will be created.
- If the member already exists and replace-existing is not "Y" the member is not copied

Example if target is set to QTEMP:



F23 to clear (delete worklist)

Verify that this is what you want to do (enter "Y" on the window)



Technical stuff

The distribution includes all source and object for the functions.

Everything is supplied free of charge and "as-is".

All usage is at the user's own discretion.

List of objects:

Programs

Object	Type	Attribute	Text
PRX	*PGM	CLLE	Go to PRXMENU
PRXADDWRK	*PGM	RPGLE	Add to worklist.
PRXCHXEX	*PGM	CLLE	Check if supplied member exists.
PRXCPYSRC	*PGM	CLLE	PRX Copy source.
PRXFILES	*PGM	RPGLE	Work file files per file
PRXGEN	*PGM	RPGLE	Generate Xref files for PRX.
PRXMAIN	*PGM	RPGLE	Main program for PRX
PRXMAINT	*PGM	RPGLE	Maintain prxlibs.
PRXPGMF	*PGM	RPGLE	Work w programs per specific file
PRXPGMS	*PGM	RPGLE	PRX References by program
PRXUPOBJD	*PGM	RPGLE	Update object description with source
PRXWRKLST	*PGM	RPGLE	Work with worklist.

Files

Object	Туре	Attribute	Text
PRXADDWRK	*FILE	DSPF	Add to worklist.
PRXDBR	*FILE	PF-DTA	Utfil för DSPDBR
PRXFILES	*FILE	DSPF	Database relations and programs using
PRXLIBS	*FILE	PF-DTA	Libraries to generate xref for
PRXMAIN	*FILE	DSPF	Main display for PRX
PRXMAINT	*FILE	DSPF	Maint list of libraries
PRXMENU	*FILE	DSPF	
PRXOBJD	*FILE	PF-DTA	Utfil för DSPOBJD
PRXPGMF	*FILE	DSPF	Programs using a specific file.
PRXPGMREF	*FILE	PF-DTA	Utfil för DSPPGMREF
PRXPGMS	*FILE	DSPF	Program object relations
PRXWRKLST	*FILE	DSPF	PRX Work with worklists.
PRXWRKPF	*FILE	PF-DTA	Worklist file

Other

PRXMENU Menu
PRX Command
PRXGEN Command
PRXMAIN Command
PRXMAINT Command
PRXWRKLST Command

Source

QCLSRC

Member	Type	Text
PRX	CLLE	Go to PRXMENU
PRXCHXEX	CLLE	Check if supplied member exists.
PRXCPYSRC	CLLE	PRX Copy source.

QCMDSRC

Member	Type	Text
PRX	CMD	Goto PRXMENU
PRXGEN	CMD	Maintenance libraries
PRXMAIN	CMD	Command for work with cross reference
PRXMAINT	CMD	Maintenance libraries
PRXWRKLST	CMD	Work with worklists.

QDDSSRC

Member	Type	Text
PRXADDWRK	DSPF	Add to worklist.
PRXDBR	PF	Utfil för DSPDBR
PRXFILES	DSPF	Database relations and programs using them.
PRXLIBS	PF	Libraries to generate xref for
PRXMAIN	DSPF	Main display for PRX
PRXMAINT	DSPF	Maint list of libraries
PRXMENU	MNUDDS	
PRXMENUQQ	MNUCMD	
PRXOBJD	PF	Utfil för DSPOBJD
PRXPGMF	DSPF	Programs using a specific file.
PRXPGMREF	PF	Utfil för DSPPGMREF
PRXPGMS	DSPF	Program object relations
PRXPGMX	DSPF	Programs that call a program
PRXWRKLST	DSPF	PRX Work with worklists.
PRXWRKPF	PF	Worklist file

QRPGLESRC

•	_	
Member	Type	Text
PRXADDWRK	SQLRPGLE	Add to worklist.
PRXFILES	SQLRPGLE	Work file files per file
PRXGEN	SQLRPGLE	Generate Xref files for PRX.
PRXMAIN	SQLRPGLE	Main program for PRX
PRXMAINT	SQLRPGLE	Maintain prxlibs.
PRXPGMF	SQLRPGLE	Work w programs per specific file
PRXPGMS	SQLRPGLE	PRX References by program
PRXPGMX	SQLRPGLE	PRX Programs that call a program
PRXUPOBJD	SQLRPGLE	Update object description with source for ILE pgm
PRXWRKLST	SQLRPGLE	Work with worklist.

Important considerations

Several programs have activation group set as *NEW.

This is really important since several functions require recursive program calls to be performed.

An example is that program for references by program could list a program that is called by the main program. When you select the called program the references by program function essentially calls itself with another set of parameters. The only way that this works if by using activation group new.

Though I have not encountered this in theory and depending on your work environment in extreme situations you might create so many activation groups that you use a lot of memory and have issues.

Rights

I retain the right to the product as such.

You have the right to use and distribute the product to your heart's contents.

I only require that the reference and copyright information remains in the source code.

Flowchart – search and reference functions

