



Beginning RPG 152-115

Student Name _____
Score / 20

Chapter 4

1 point for each correct answer.

TRUE/FALSE. Write 'T' if the statement is true and 'F' if the statement is false.

- _____ 1. RPG provides Definition Specifications to define to your program those data items that do not originate as fields in a file's record layout.
- _____ 2. Assigning *BLANKS causes a character field to be filled with blanks.
- _____ 3. Character literals, using Definition Specifications, are simply a means of organizing multiple fields within a single section of contiguous portions of memory.
- _____ 4. You can think of the job date as being an "as of" date which is assigned to a job when you run a program; it may or may not be the actual date that the program is running. The system date, on the other hand, is always the current date.
- _____ 5. Remember to use editing when you are printing or displaying a number. If you write a number without editing, the sign will not print separately; instead, the last digit of the number will include the sign.
- _____ 6. If the name of the data structure does not match the name of the file upon which it is based, the data structure definition will require the character literals keyword to explicitly name the file.
- _____ 7. Three data types deal with date- and time-related information: date, time, and timestamp. Dates and times are fairly self-explanatory. A timestamp is a combination of a date and a time.
- _____ 8. To indicate that a value is a character literal (and not a variable name) simply enclose it within quotes. There is no restriction on what characters can make up the literal; any character that you can represent via the keyboard – including a blank – is acceptable.
- _____ 9. Positional notation for specifying the location of a subfield leaves positions 26-32 blank and records the subfield's length in positions 33-39.
- _____ 10. You cannot use a character literal — one enclosed within apostrophes — with an arithmetic operation even if all the characters of the literal are digits. Numeric literals do not use apostrophes.

MULTIPLE CHOICE. Choose the one alternative that best completes the statement or answers the question

- _____ 11. As a number; its value remains fixed throughout the program (unlike a variable, whose value can change throughout the program). It may include a decimal point and/or a sign but otherwise may only include the digits 0 through 9.
- Numeric Literal
 - Character Literal
 - Figurative constants
 - None of these
- _____ 12. Standalone fields (sometimes called work fields) are so called because these fields:
- Have values which remain fixed throughout the program.
 - Immediately follow one or more characters within apostrophes.
 - Are not part of a database record or any other kind of data structure.
 - All of these.
- _____ 13. RPG IV includes a special set of reserved words for implied literals that can be used without a specified length. They assume the length and decimal positions of the fields with which they are associated and include *HIVAL, *OFF and *NULL. These are:
- Indicator types.
 - Figurative constants.
 - Data structures.
 - Simple logical files.
- _____ 14. Once you have defined the data structure subfields you can initialize them, if necessary, using this keyword as it initializes entire data structures or data structure subfields.
- *NEXT
 - *ISO
 - DDS
 - INZ
- _____ 15. An indicator variable is a single byte variable that can contain only two logical values: '1' or '0' or, using the figurative constants *ON and *OFF, respectively. Indicator data is usually used within an RPG IV program to signal a true/false condition and is also known as a/an:
- Boolean data type.
 - Named Constant.
 - Initial value.
 - Binary numbers.

- _____ 16. To use a length notation you need a way to indicate that Initial is supposed to be a part of Firstname rather than a subfield adjacent to it. RPG IV includes this keyword to supplement length notation for this purpose.
- INZ
 - OVERLAY
 - *NEXT
 - Length notation
- _____ 17. In addition to defining data items, such as standalone variables, in Definition specifications, you can assign a/an _____ to those data items. If the data item is a variable, its value can change during the execution of the program, but the program starts with this.
- Named constant.
 - Indicator data type.
 - Timestamp.
 - Initial Value.
- _____ 18. Six data types deal with numbers; the differences among these data types are primarily in the way the computer stores the data. For a zoned decimal number:
- each digit of a numeric value requires a full byte of storage.
 - each digit and the sign require only one half byte (four bits) of storage.
 - each five digit numeric value is stored in just two bytes or ten digit values in just four bytes.
 - use two bytes to store any whole number that is one to four digits long, or four bytes to store whole numbers from one to nine digits long.
- _____ 19. Once you've defined a standalone variable in a Definition specification, you can:
- Assign it a value.
 - Use it with operations.
 - Print it – just like an input field.
 - All of these.
- _____ 20. You may occasionally see the value for a named constant coded within parentheses following the Const keyword. This notation is valid but optional and most programmers prefer simply to:
- Continue the value into the Keywords area (positions 44–80) of one or more Definition specification continuation lines.
 - Assign the name of the current user profile to the character field.
 - Code the value without the Const keyword.
 - All of these.