



Intermediate RPG
152-116

Chapter 12

Student Name	_____
Score	/ 10

1 point for each correct answer.

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

- _____ 1. When program execution reaches a call statement, control passes to the called program (which is itself a *PGM object). The called program executes until it reaches a Return statement; at this point, control returns to the calling program, at the statement immediately following the call.
- _____ 2. To define this interface, you define a special structure called a **prototype**. The RPG IV compiler passes control to the program object (type *PGM) associated with the prototype named in the required first argument.
- _____ 3. The Callp operation passes control to the program object (type *PGM) associated with the prototype named in the required first argument. List any parameters in parentheses immediately following the prototype name; if there are no parameters, you must code empty parentheses, (), instead.
- _____ 4. Prototypes provide an effective ways to describe the parameters to be passed between programs.
- _____ 5. RPG IV allows the flexibility to be able to pass expressions or literals, instead of variables, to dynamically called programs.

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

- _____ 6. The Callp operation passes parameters to communicate values between the calling program and the called program. Parameters are values, usually contained in variables that a program can pass to another program; the called program can then accept the parameters and use those values to control its processing. These parameters are also referred to as:
 - a. Prototypes.
 - b. Arguments.
 - c. Data areas.
 - d. None of these.

- _____ 7. Passing by reference refers to:
 - a. The parameter values need not be represented in a variable.
 - b. Passing a prototype definition to describe the parameters to be passed.
 - c. Passing parameter arguments by passing the address of the storage location represented by the variable.
 - d. The parameter data types need not exactly match the prototype.

- _____ 8. Unlock (Unlock a Data Area) operation unlocks a data area:
 - a. Unlocks updating only.
 - b. Without updating it.
 - c. After updating it.
 - d. Unlocks reading only.

- _____ 9. When a program locks a data area, other programs can read the data area but cannot update it; this is called a/an:
 - a. Unlock operation.
 - b. Open lock.
 - c. Exclusive lock.
 - d. None of these.

- _____ 10. A call would be of limited value if it did not permit the called and calling programs to share data. While an RPG IV program can normally access the value of any variable from anywhere within the program, this “global” feature of variables does not extend across program boundaries. The extent of influence of a variable is limited to the program in which it is defined is it’s:
 - a. API.
 - b. Scope.
 - c. Parameter.
 - d. Data area.