



**Debugging MVS COBOL
with calls to a C program and C++ DLL**



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Note

Before using this information and the product it supports, read the information in Notices at the end of this book.

Debugging MVS COBOL with calls to a C program and C++ DLL

Objectives

This tutorial will guide you through the launch of a debug session for a sample MVS™ COBOL application which calls a separately-compiled C subroutine. Parameters are passed by reference. The C module, in turn, calls two entry points in a C++ DLL.

Description

To debug the application, complete the following steps:

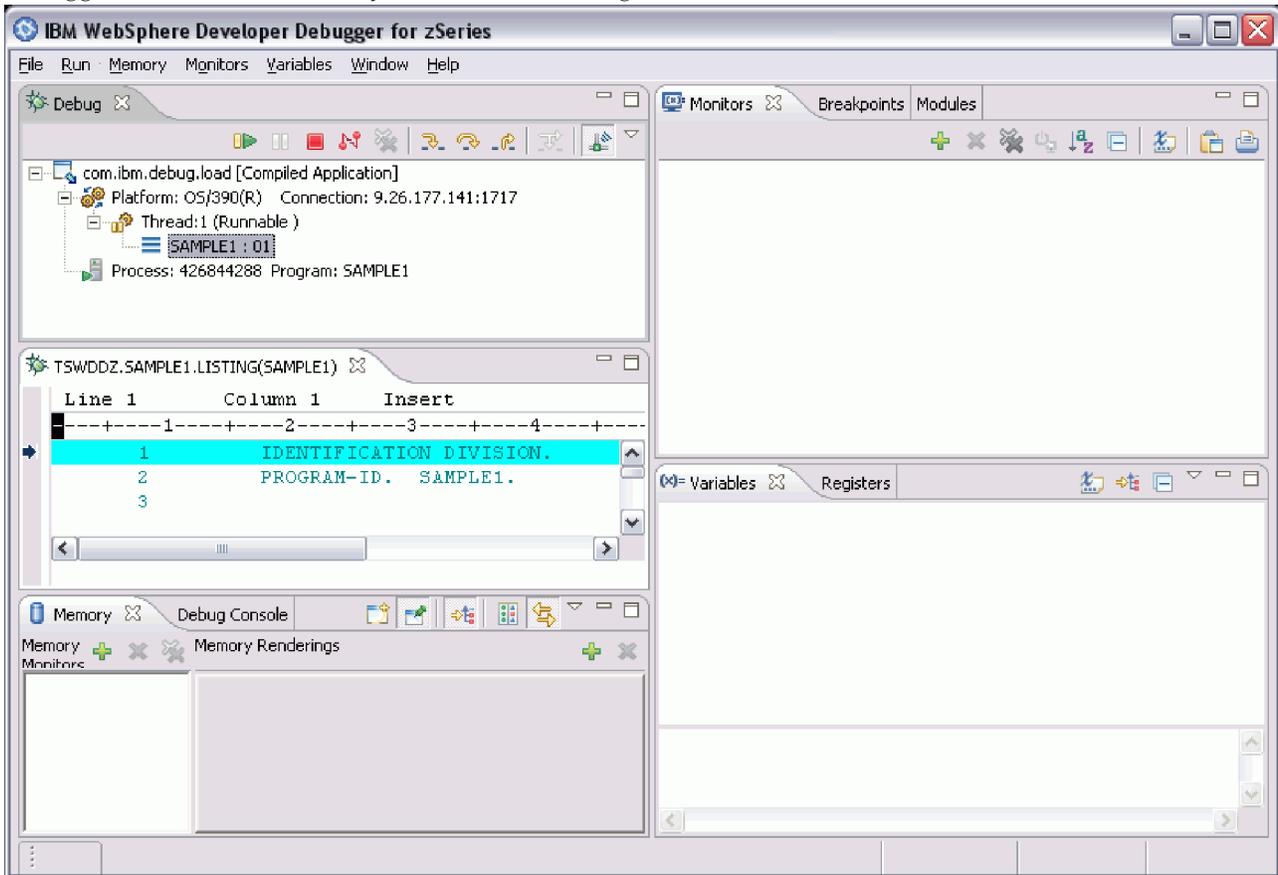
1. Prepare to debug.
2. Get accustomed to the user interface.
3. Debug the application.

Part 1: Preparing to debug

This tutorial assumes that you have a basic knowledge of MVS, creating an MVS dataset, adding/editing dataset members, MVS JCL, and submitting an MVS job.

Sample code for the application that this tutorial describes is provided with WebSphere® Developer Debugger for zSeries®. You can compile this sample code on the zSeries machine and then create a JCL for it. Ensure that the JCL references the host name of the client machine that you have installed WebSphere Developer Debugger for zSeries on and the daemon port number that you have set in the WebSphere Developer Debugger for zSeries user interface. Submit the JCL on the zSeries machine to begin the debug session on the client machine.

When you launch the debugger, its welcome experience will appear. Close the welcome panel to see the debugger user interface. After you launch the debug session, the user interface will look like this:



Note: If you receive a message indicating that the environment is not yet fully initialized, click **OK** to close it.

Part 2: Get accustomed to the user interface

The WebSphere Developer Debugger for zSeries user interface contains a variety of views that are tailored to help you with typical debugging tasks. These views include:

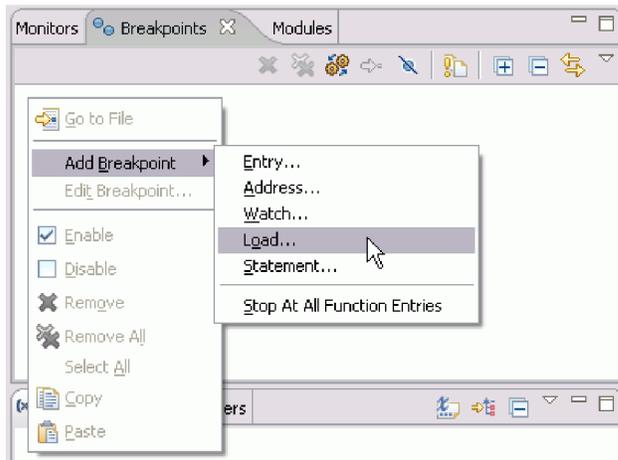
- The Debug view, which allows you to manage the debug session. The Debug view is where you issue run, step, and terminate commands.
- The Breakpoints view, which contains a list of breakpoints that you have set. You can also set breakpoints in this view.
- The Monitors view, which displays a list of variables and expressions that you have added for monitoring. The Variables view displays all current variables and expressions. If you are interested in working with particular variables, the Monitors view is a convenient place to do so.
- The Debug Console, which displays output from Debug Tool for z/OS®. You can also enter commands to Debug Tool for z/OS from the Debug Console.
- The editor, which displays source for your program at the current execution point. You can set statement breakpoints from the editor, as well as issuing run to location and jump to location actions.

As you are following this tutorial, you are encouraged to look at all of the views in the debugger user interface so you can get accustomed to the user interface. To see a view that is hidden, select its tab. In addition, select the main menu bar items during the tutorial. There you will see a variety of debug actions, as well as options to open debug preferences, the debugger welcome page, and the help.

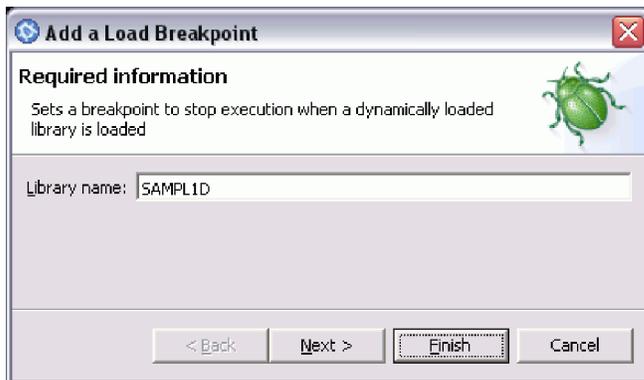
Part 3: Debugging the application

This section will walk you through some basic debug functions. You will set breakpoints, issue step commands, work with source, and examine variables (values for variables may not appear exactly as illustrated).

1. Begin by going to the Breakpoints view. In the view, add a load breakpoint for library SAMPL1D by right-clicking in the view and selecting **Add Breakpoint > Load** from the pop-up menu:

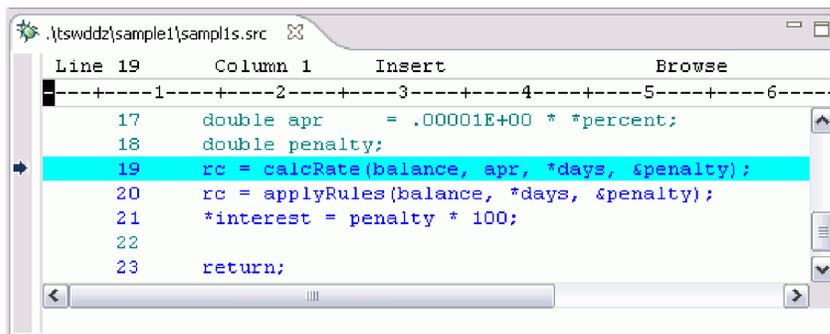


2. Once in the **Add a Load Breakpoint** wizard, enter SAMPL1D in the **Library name** field:

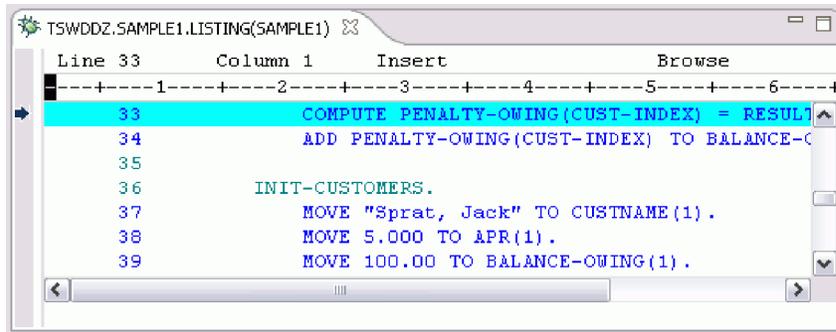


Click **Finish** to set the breakpoint.

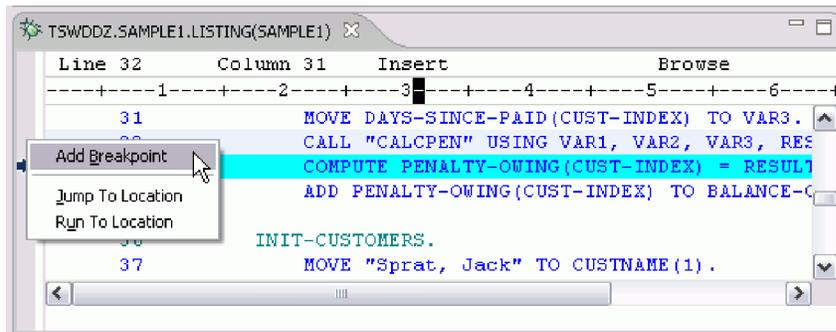
3. Go the Debug view and click **Resume** (▶). The debugger will stop at the load breakpoint that you set.
4. Now look at the editor and you will see that the program is stopped at line 19 in the C subroutine:



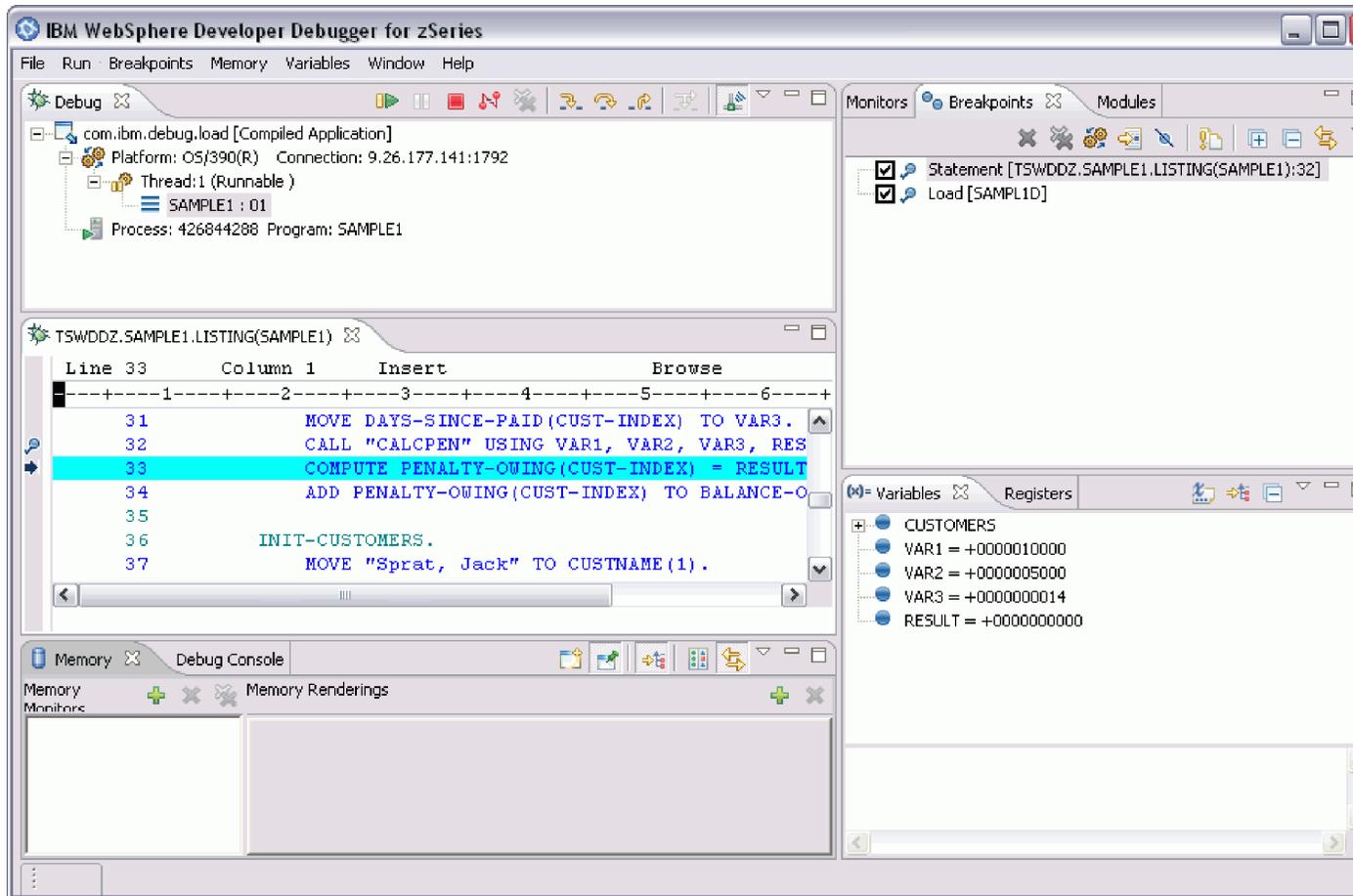
5. Click **Step Return** (↵) in the Debug view and then view the results in the editor:



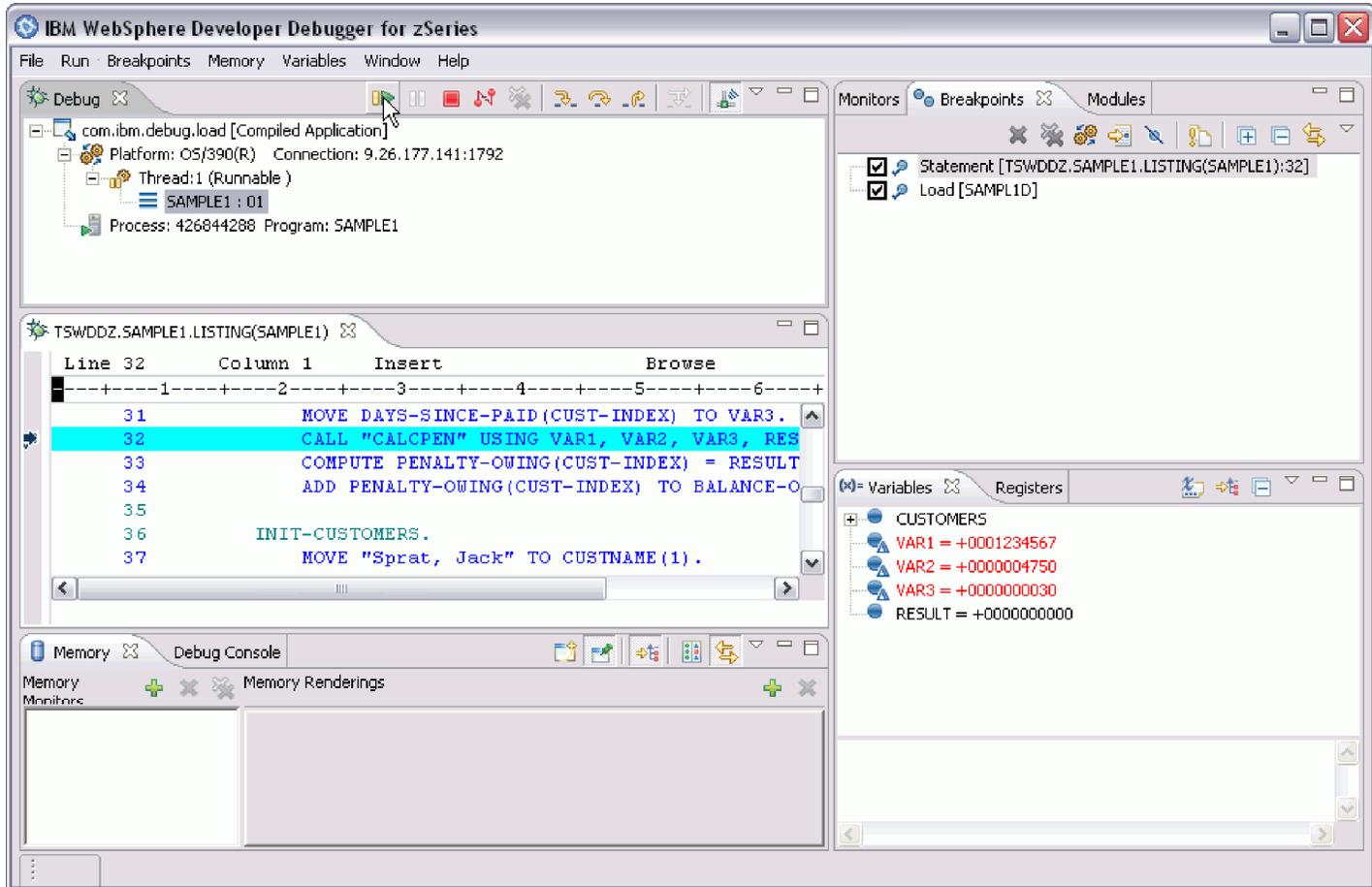
- Set a breakpoint on line 32. To do this, right-click on the editor marker bar to the left of line 32 and select **Add Breakpoint** from the pop-up menu:



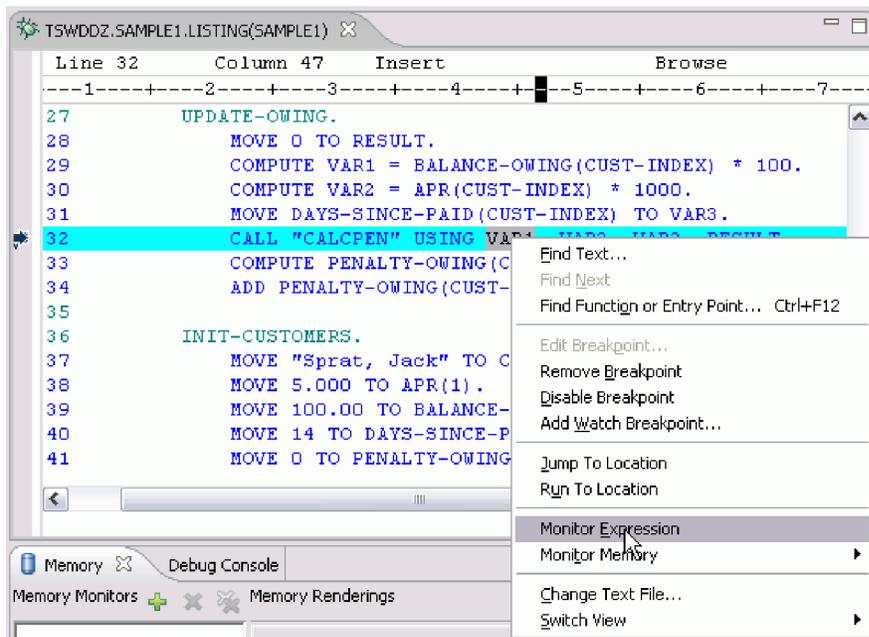
- The breakpoint indicator appears in the Breakpoints view and to the left of the line in the editor. The check mark on the breakpoint indicator signifies that the breakpoint is installed. The filled breakpoint indicator (and check mark in the box to the left of the breakpoint in the Breakpoints view) indicates that the breakpoint is enabled.



- Click **Resume** (▶) and you will see that program execution stops and the editor displays line 32:

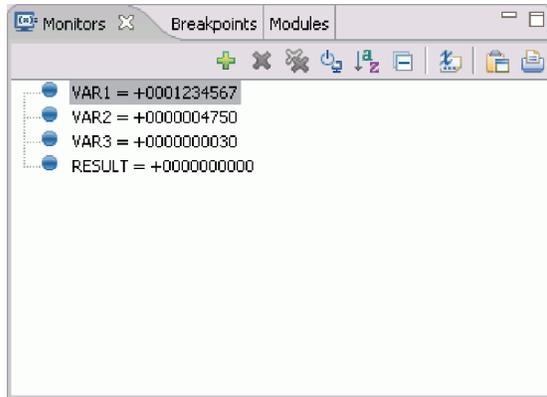


9. Add variables VAR1, VAR2, VAR3, and RESULT to the Monitors view. To do this, highlight the variable in the editor, right-click, and select **Monitor Expression** from the pop-up menu:

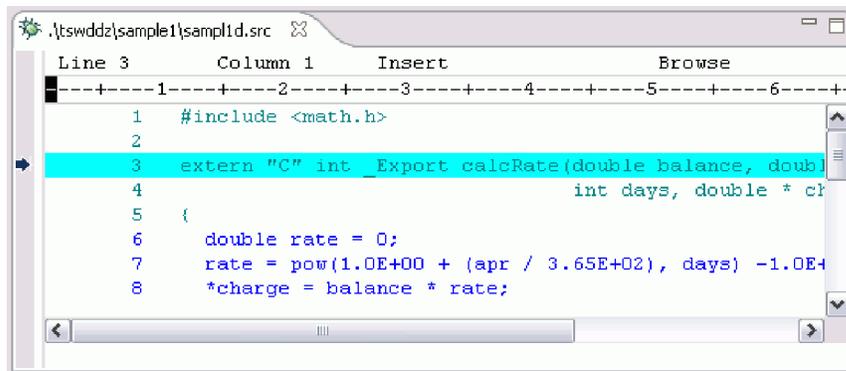


Repeat this for the all of the variables (VAR1, VAR2, VAR3, and RESULT).

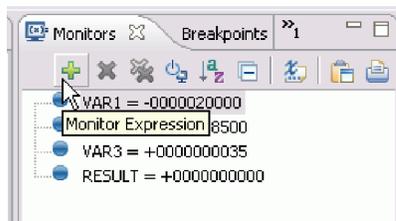
10. The variables will display in the Monitors view:



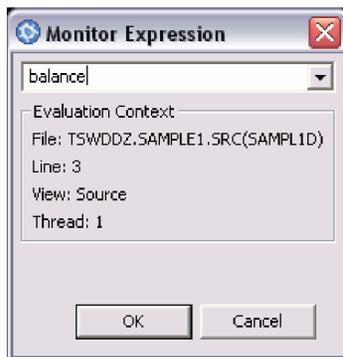
11. Click **Step Into** (F7) in the Debug view until program execution stops at line 3 (calcRate) in the editor.
12. Look at the editor to see that program execution has stopped at the calcRate entry point in the DLL:



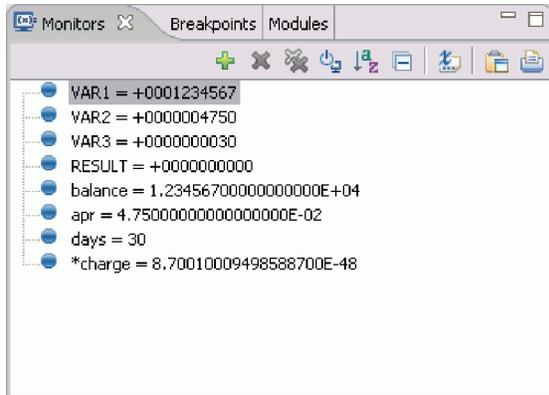
13. Next, you will add monitors for the balance, apr, days, and *charge variables. This time, you will add the monitor directly from the Monitors view. Click the **Monitor Expression** icon at the top of the view:



This will open the **Monitor Expression** dialog box. In the dialog box, enter the variable in the field and click **OK**:

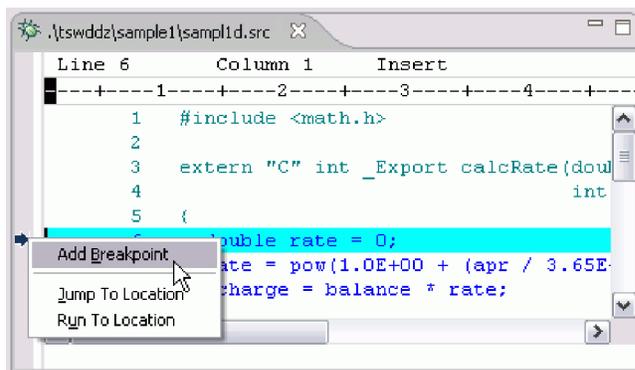


- Repeat this for all of the variables (balance, apr, days, and *charge).
14. After you have added the variables to the Monitors view, they will be displayed in the view in a list:

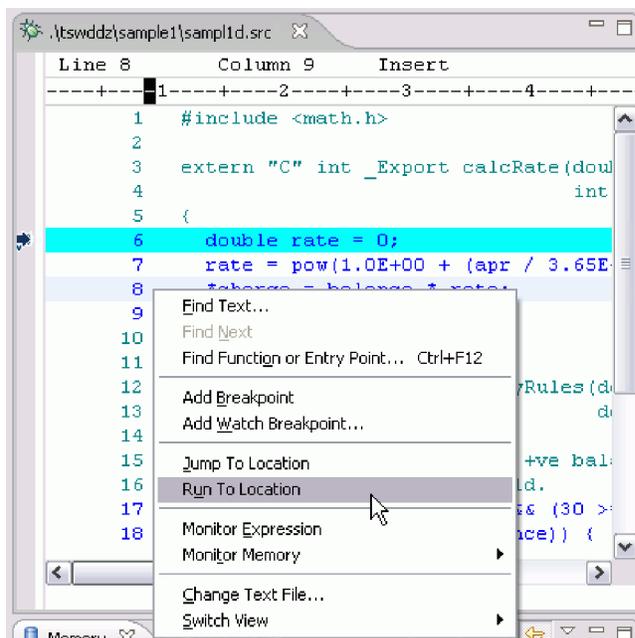


Compare the values of corresponding variables from the C subroutine to those in the C++ DLL and you will see that they match.

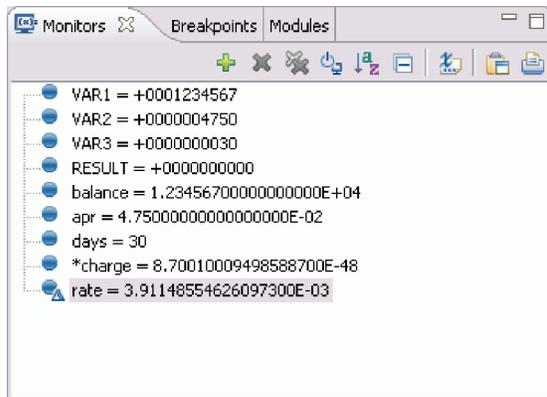
15. Click **Step Into** () in the Debug view.
16. Add the rate variable to the Monitors view as you did in previous steps. Then, set a breakpoint on the line 6:



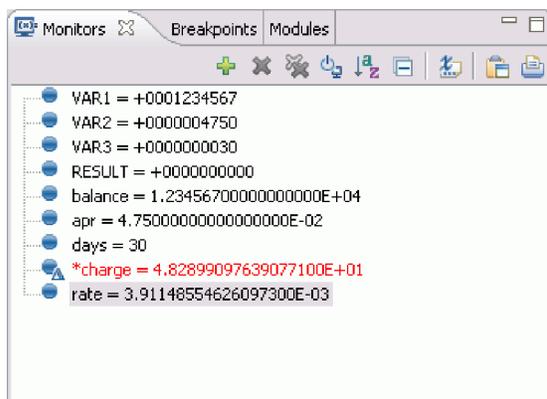
17. Next, you will run to line 8 and then examine the value of rate. To do this, select line 8 and then right-click on line 8 in the editor and choose **Run To Location**:



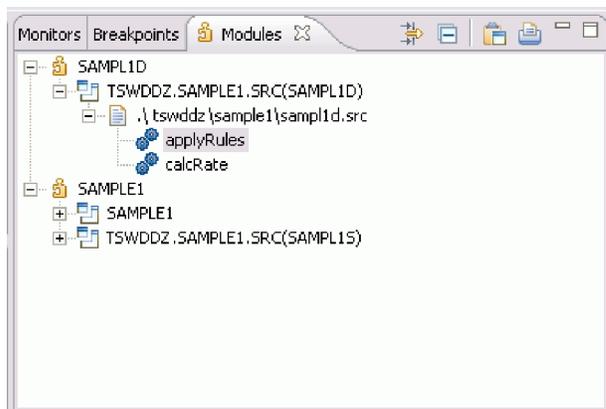
18. Examine the value of rate in the Monitors view. You will see that its value has changed. To indicate the change, a delta triangle will appear on the variable indicator:



19. Click **Step Into** () in the Debug view.
20. Now the value of *charge will indicate a change:

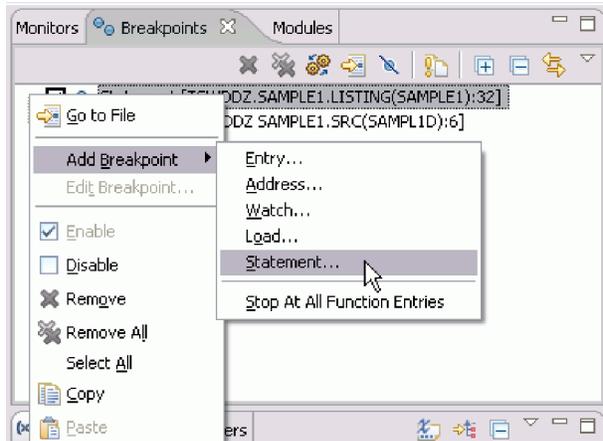


21. Next, you will add a statement breakpoint on the first executable line (line 17) of applyRules function in the DLL. However, this time you will make the breakpoint conditional - you will set it to trigger on the third time the statement is executed. First, let's have a look at the applyRules function. Go to the Modules view and expand the SAMPL1D tree node and its sub-elements until you see the applyRules function. Double-click applyRules:

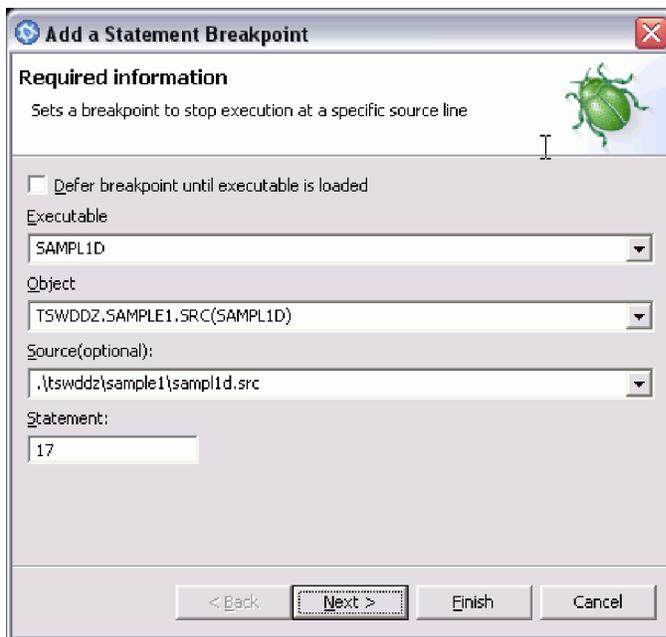


When you double-click the entry in the Modules view, the editor displays the function with the entry highlighted. Single-click on line 17 to select the line.

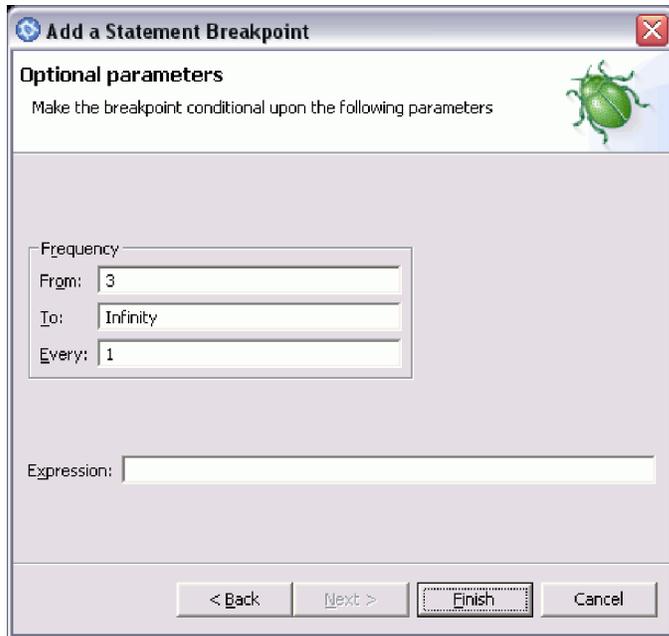
22. Now, we will add the conditional statement breakpoint. Right-click in Breakpoints view and select **Add Breakpoint > Statement** from the pop-up menu:



23. In the resulting **Add a Statement Breakpoint** dialog box, you will see that the **Executable**, **Object**, and **Source (optional)** fields are pre-filled with the appropriate information. Make sure that the **Statement** field entry is 17 and then click **Next**:

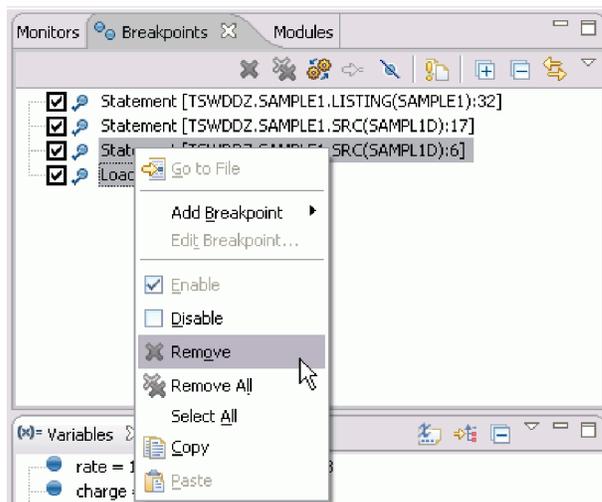


24. Now you are in the **Optional parameters** page of the **Add a Statement Breakpoint** wizard. This page allows you to set conditions for the breakpoint. We are going to set the breakpoint to trigger on the third time that the statement is executed (we want to see what happens in the fourth execution and we have already gone through this statement once). To do this, change the value of the **From** field to 3 and click **Finish**:

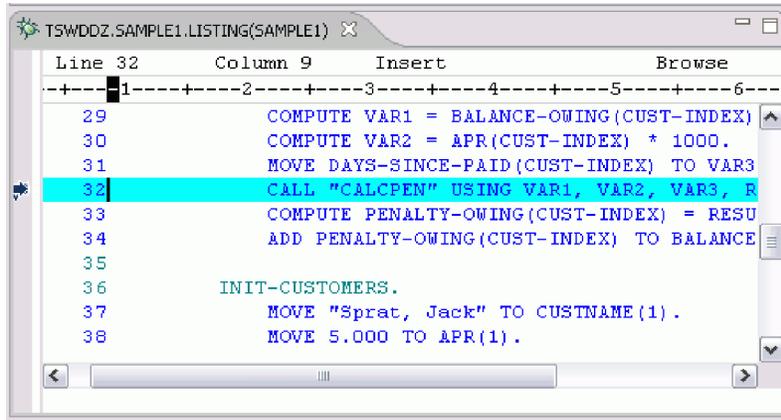


When entering optional breakpoint parameters, the fields in the wizard page are:

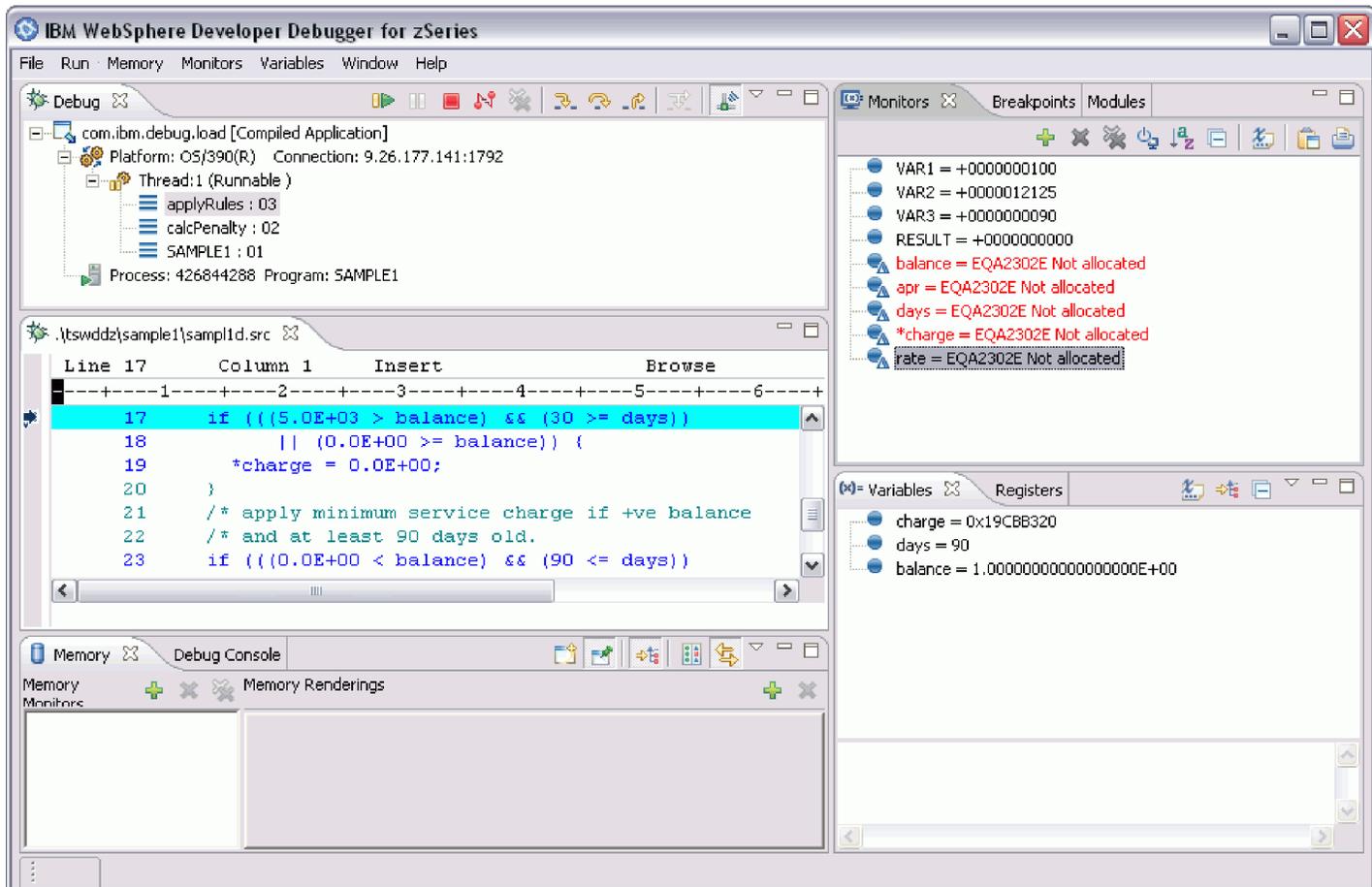
- **From:** Enter the first breakpoint encounter you want the debugger to stop on. For example, if you want the debugger to skip over the breakpoint the first five times it is encountered, enter "6".
 - **To:** Enter the last breakpoint encounter you want the debugger to stop on. For example, if you want it to start ignoring the breakpoint after the 20th encounter, enter "20". To have it always stop on the breakpoint, enter "Infinity".
 - **Every:** Enter the frequency with which you want the debugger to stop on this breakpoint. For example, if you want it to stop on only one out of every four it encounters, enter "4".
 - **Expression:** You can enter an expression into this field. The execution of the program stops at the breakpoint only if the condition specified in this field tests true (any non-zero value is considered true).
25. Since we are done with some of the breakpoints that we have been working with, we will delete them. Select all breakpoints except the statement breakpoints for lines 17 and 32. To select multiple breakpoints, use the keyboard Ctrl or Shift keys. Right-click the selection and choose **Remove** from the pop-up menu:



26. Click **Resume** (▶) and you will see that program execution stops and the editor displays line 32:

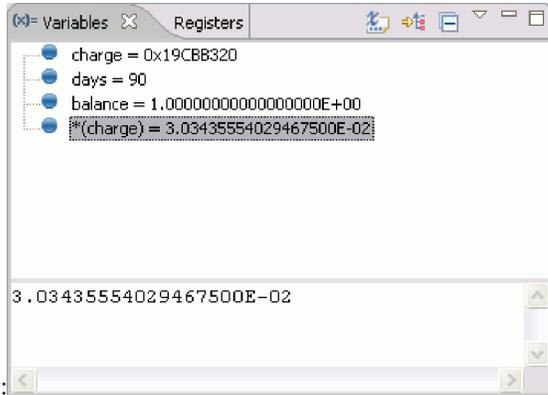


27. Click **Step Over** (🔍) in the Debug view and then click **Resume** (▶).
28. Execution halts at the conditional breakpoint that you set earlier. Have a look at the Monitors view and you will see that the values of the balance, apr, days, *charge, and rate variables are *Not allocated*. This is correct as those variables are being monitored in the scope of the other function in this DLL.

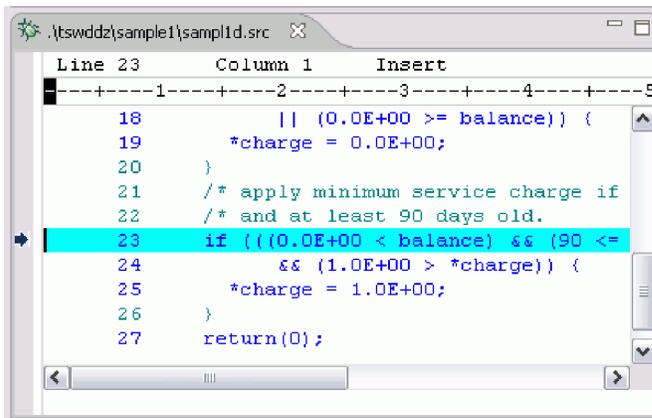


29. Now, let's run to line 23. In the editor, right-click the marker bar to the left of line 23 and select **Run To Location** from the pop-up menu:

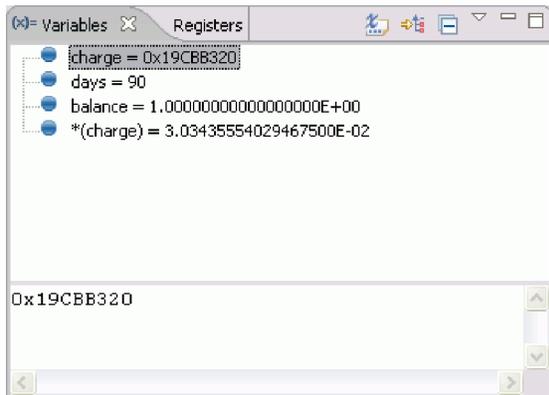
After choosing this action, you will see the dereferenced pointer added to the list in the Variables

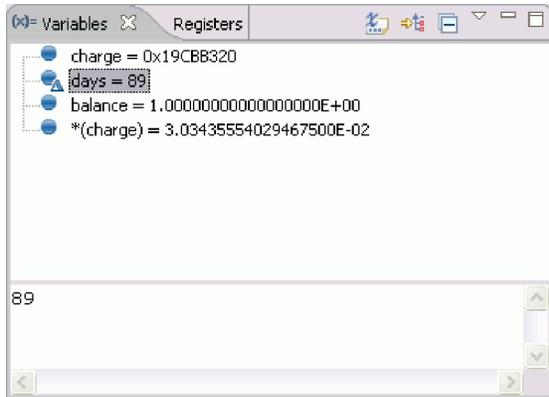


32. Next, let's examine the if statement at the current execution point:

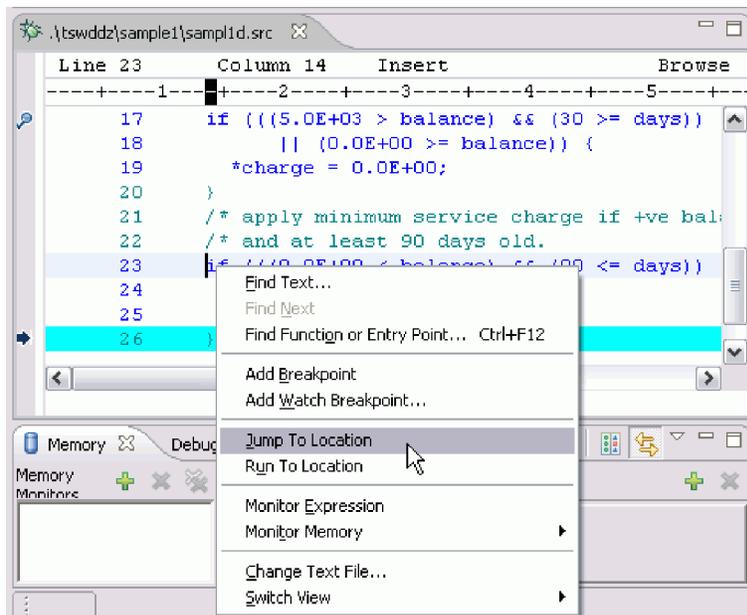


Click **Step Over** (↻) in the Debug view three times and then have a look at the Variables view and the editor:

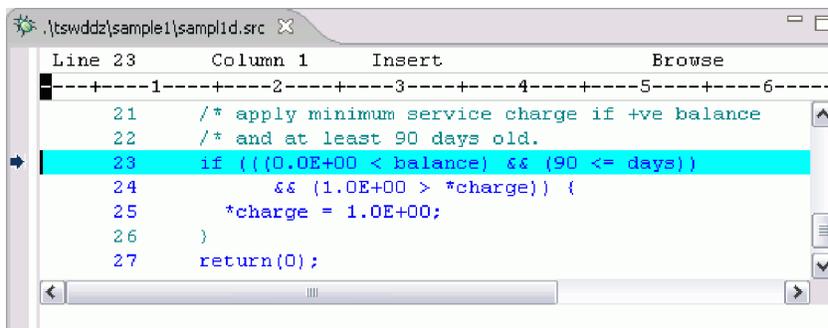




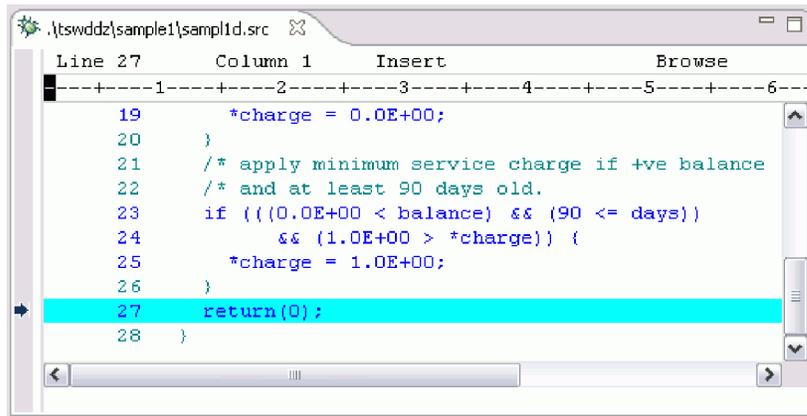
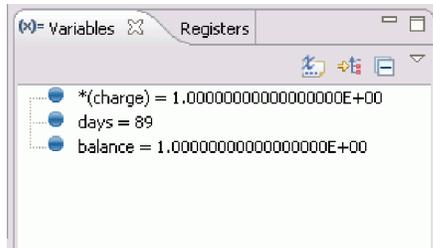
34. Now, let's step out of the if statement. To do this, select **Step Over** (🔍) or **Step Into** (🔍) twice in the Debug view (this will move the execution pointer out of the if statement). Then, jump to line 23 and reevaluate the if statement. To do this, right-click the marker bar to the left of line 23 in the editor and select **Jump To Location** from the pop-up menu:



After issuing the jump to location action, line 23 will be highlighted in the editor (this is the current execution point):

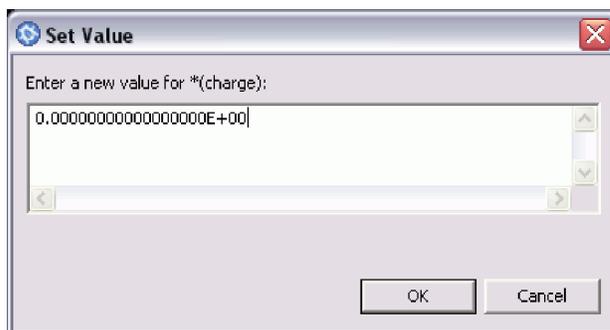
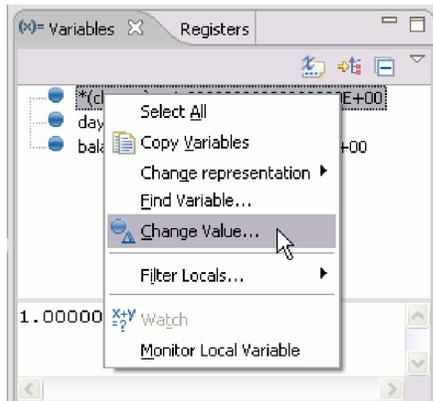


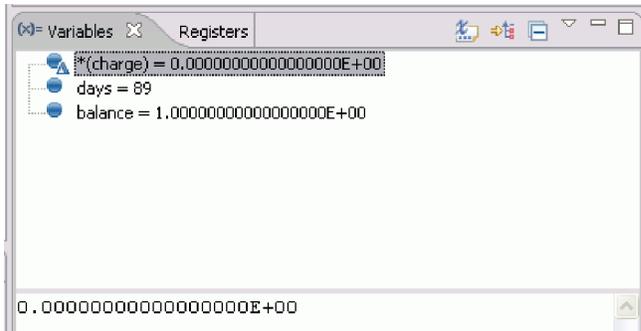
35. Examine the if statement again. Click **Step Over** (🔍) in the Debug view and have a look at the Variables view and the editor:



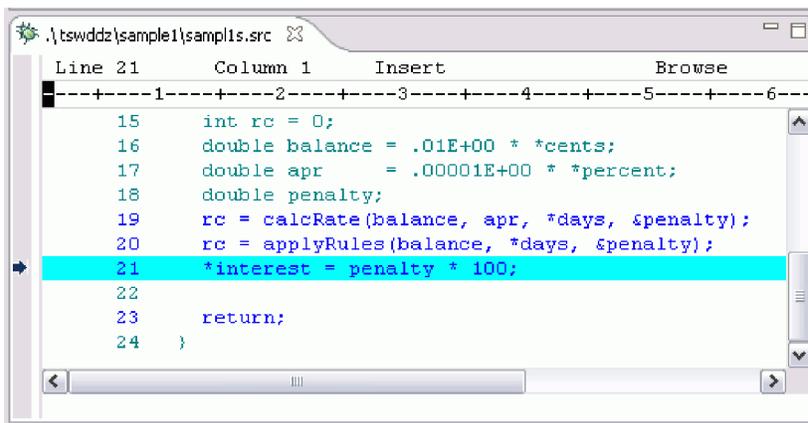
This time, the if statement evaluates as false.

36. Change the value of *charge to zero:

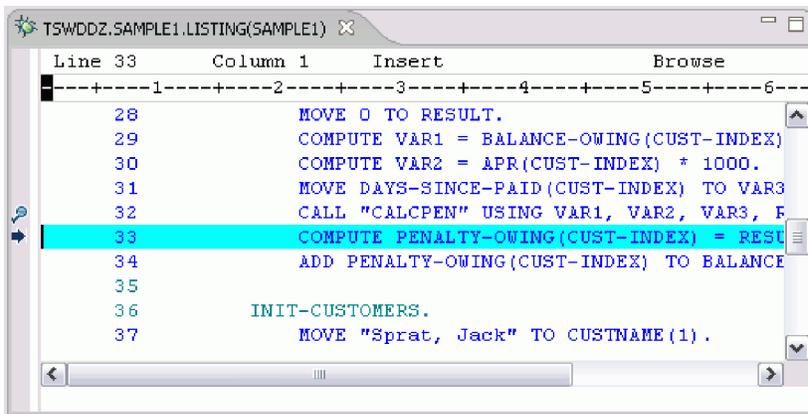




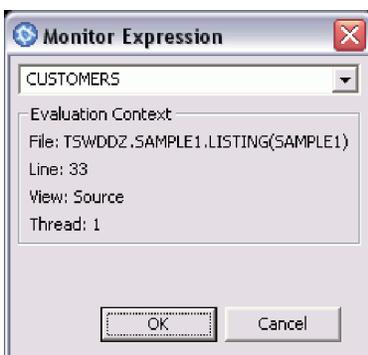
37. Step Return (↵) in the Debug view. This will bring you back to the C subroutine after the call to applyRules:



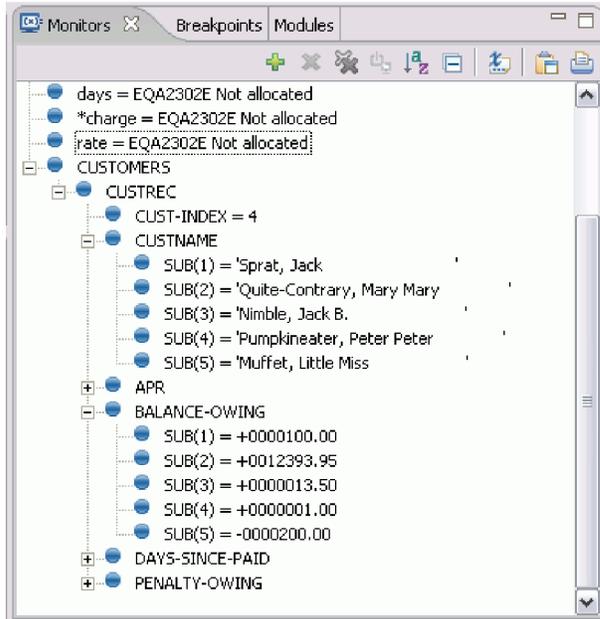
38. Click Step Return again. You will then be in the COBOL mainline after the call to CALCPEN:



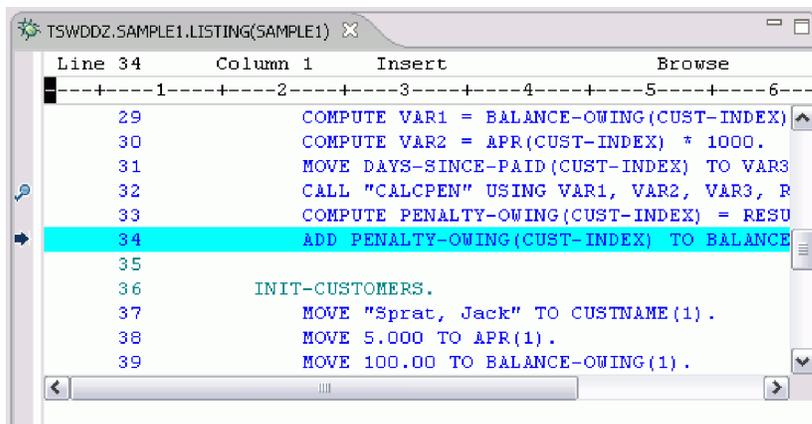
39. Now, let's add CUSTOMERS to the Monitors view. To do this, launch the Monitor Expression dialog box from the Monitors view:



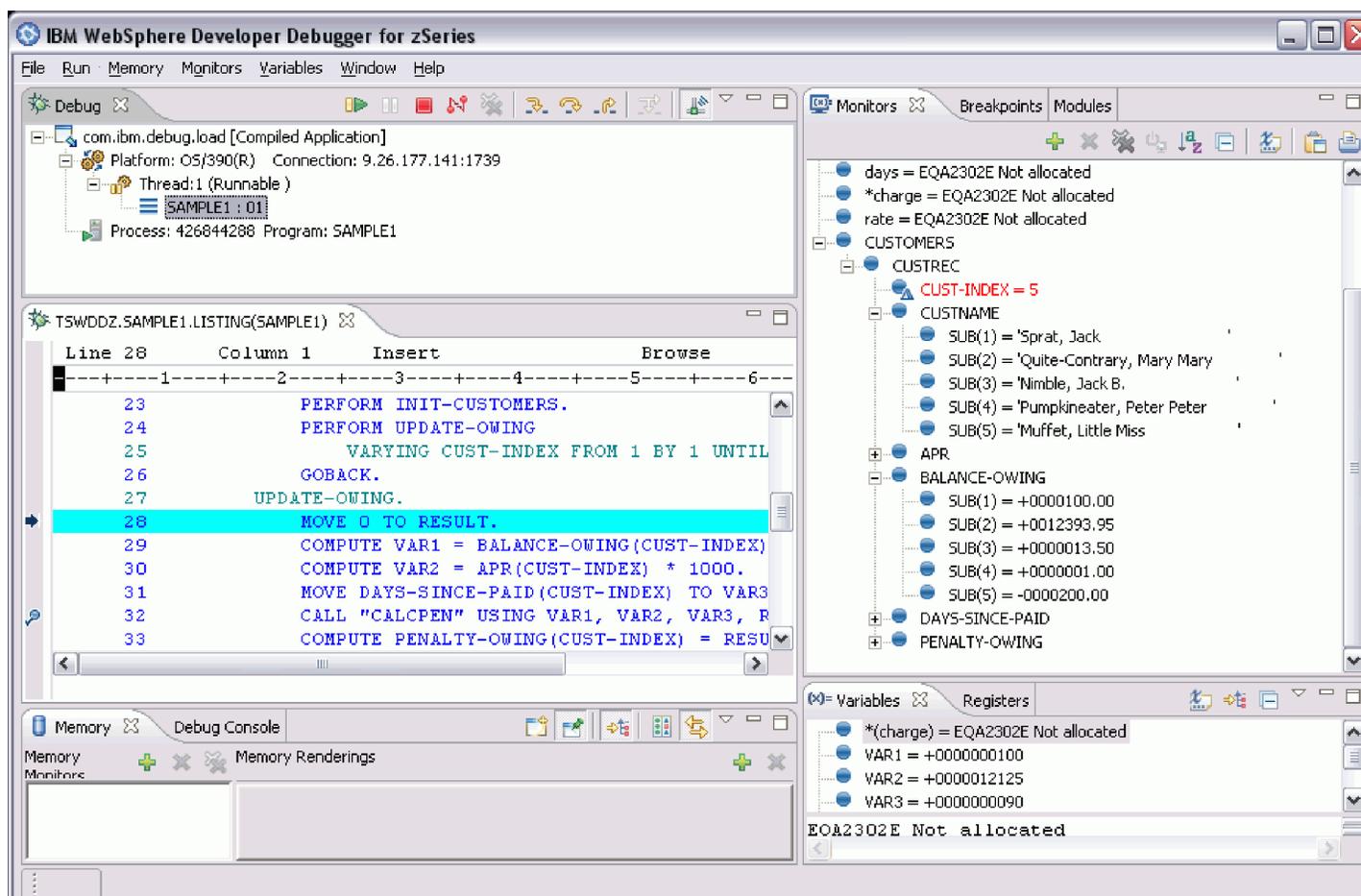
40. In the Monitors view, expand CUSTOMERS and then CUSTNAME and BALANCE-OWING:



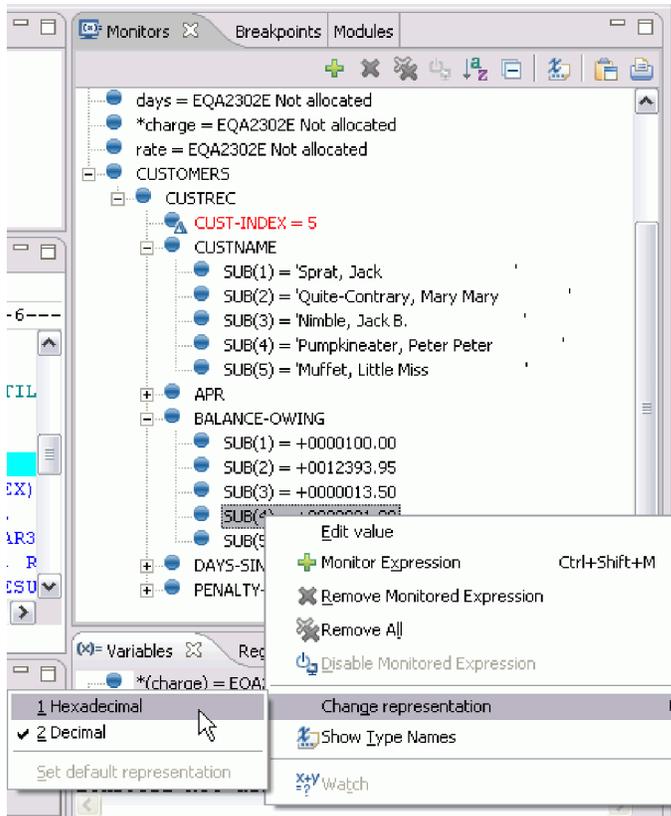
41. Now, click **Step Over** (🔍) in the Debug view and you will be at line 34 in the COBOL source:



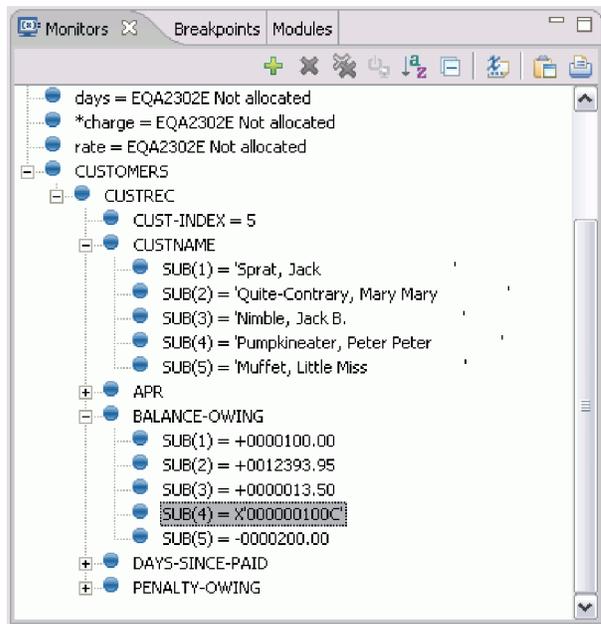
42. Click **Step Over** over again and you will notice that CUSTOMERS.CUSTREC.BALANCE-OWING.SUB(4) did not change. Its value is still 1.00:



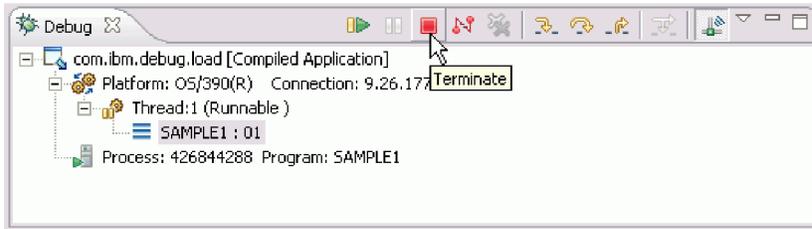
43. Now, change the representation of `CUSTOMERS.CUSTREC.BALANCE-OWING.SUB(4)` to hexadecimal. To do this, right-click the entry in the Monitors view and select **Change representation > Hexadecimal** from the pop-up menu:



This will change the value of the entry to a proper signed 7.2 packed decimal 1:



44. Congratulations! You have completed the tutorial and you can now terminate the debug session. To do this, click the **Terminate** icon in the Debug view. Alternatively, right-click the debug target and you will see other terminate options.



Summary

In this sample, you have learned how to use WebSphere Developer Debugger for zSeries to perform some basic debug actions on a sample MVS COBOL application.

Notices

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General-use programming interfaces allow you to write application software that obtain the services of this program's tools.

However, this information may also contain diagnosis, modification, and tuning information. Diagnosis, modification and tuning information is provided to help you debug your application software.

Warning: Do not use this diagnosis, modification, and tuning information as a programming interface because it is subject to change.

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