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Working with null-capable fields

- in native code and embedded SQL

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Agenda

- **What is a null-capable field?**
- Working with null-capable fields in RPG
- Working with null-capable fields in embedded SQL
- Trigger programs

What is a null-capable field?

Null-capable fields

A null-capable field has

- Its value, 3.2, 'Jack Sprat' etc.
- An associated value that says whether it is null or not, called a "null indicator"

If the null indicator is "on", then the value in the field is meaningless.

For example, if a customer does not have any orders, the due-date for the orders is meaningless, so it may be useful to define the "duedate" field as null-capable, to avoid trying to use the date's value when it has no meaning.

Defining a field as null-capable in a file

When you create a table with SQL, fields are null-capable by default

```
CREATE TABLE MYLIB/TESTNULL
   (NUM_ORDERS DECIMAL (7, 0) NOT NULL WITH DEFAULT,
    DUE_DATE DATE)
```

- The NUM_ORDERS field is defined with "NOT NULL WITH DEFAULT", so it is not null capable
- The DUE_DATE field does not have "NOT NULL", so it is null-capable

In DDS, you use the ALWNULL keyword

```
A      R REC
A        NUM_ORDERS      7P 0
A        DUE_DATE         L          DATFMT(*ISO) ALWNULL
```

The "null-byte map"

The I/O buffer for a file has a separate section called the "null-byte map" which has an indicator for each field in the file indicating whether it is null or not.

(If the field is not null-capable, the null-byte-map indicator for that field is always '0'.)

The "null-byte map"

Imagine a file with three fields

- NAME: not null-capable
- DUEDATE: null-capable
- PRVBAL: null-capable

Here are the I/O buffer and null-byte map for a sample record

```
Buffer: Jack Sprat     0001-01-010041.75

Null-byte map: 010
```

Null-capable field "DUEDATE" has the null-value. Its value of 0001-01-01 is meaningless.

Displaying null-valued fields

STRSQL output

```
....+....1....+....2....+....3....+.
NAME                 DUEDATE     PRVBAL
Jack Sprat           -             41.75
Mary Contrary        17/06/01            -
```

DSPPFM output shows the default value. Why?

```
*...+....1....+....2....+....3.
Jack Sprat      0001-01-01004175
Mary Contrary   2017-06-01000000
<---- NAME --------><- DUEDATE -><PRVBAL>
```

Displaying null-valued fields

The "field" part of a null-capable field always has a value, even if the null-indicator is on.

DSPPFM shows the values of the "field" part of a field. It does not have any way to show the null-indicators.

- For the record 1, DUEDATE is null. The field value is '0001-01-01'.
- For the record 2, PRVBAL is null. The field value is 0000.00.

```
*...+....1....+....2....+....3.
Jack Sprat      0001-01-01004175
Mary Contrary   2017-06-01000000
<---- NAME --------><- DUEDATE -><PRVBAL>
```

Working with null-capable fields in RPG

ALWNULL(*USRCTL) keyword

To work with null-capable fields in your RPG module, you need to compile with ALWNULL(*USRCTL)

Either

- As a command parameter
- As an H-spec keyword

I recommend using the H-spec keyword, to ensure the module is always compiled correctly

The null-byte indicator in RPG

The associated null-indicator for null-capable fields is an internal variable maintained by the RPG compiler.

- Prior to 7.3, this was always the case.
- Starting in 7.3 this is the default (more on this later)

You refer to the null-indicator using the %NULLIND built-in function

```
dueDate = curDate + %days(30);
%nullind(dueDate) = *off;       // set to "not null"

read custfile;
if %nullind(duedate);           // check if null
```

Reading a record with null-capable fields

When you read a record containing null-capable fields

- The buffer values get moved into the program fields
- The null-byte map values get moved into the associated null-indicators of the null-capable fields

```
Buffer: Jack Sprat      0001-01-010041.75
Null-byte map: 010
```

```
ctl-opt
alwnull(*usrctl);

dcl-f custfile;
read custrec;
```

```
> EVAL name
  NAME = 'Jack Sprat    '
> EVAL duedate
  DUEDATE = '0001-01-01'
> EVAL _QRNU_NULL_DUEDATE
  _QRNU_NULL_DUEDATE = '1'
> EVAL PRVBAL
  DUEDATE = 41.75
> EVAL _QRNU_NULL_PRVBAL
  _QRNU_NULL_PRVBAL = '0'
```

Writing a record with null-capable fields

When you write or update a record containing null-capable fields

- The program field values get moved into the buffer
- The associated null-indicators of the null-capable fields get moved into the null-byte map. The null-byte map for the non-null-capable fields is set to '0'.

```
dueDate = curDate + %days(30);
%nullind(dueDate) = *off;  // not null
update custrec;
```

```
Buffer: Jack Sprat      2016-06-150041.75
Null-byte map: 000
```

If you forget to set off the null-indicator

```
dueDate = curDate + %days(30);
update custrec;
```

```
Buffer: Jack Sprat      2016-06-150041.75
Null-byte map: 010
```

Oops!

After the update, DUEDATE is still null!

```
*...+....1....+....2....+....3.
Jack Sprat      0001-01-01004175
```

How to define null-capable fields in RPG

When ALWNULL(*USRCTL) is in effect …

If a field in a file is null-capable, the following RPG fields are also null-capable

- Fields from externally-described files
- Subfields in externally-described data structures

How to define null-capable fields in RPG

```
ctl-opt alwnull(*usrctl);
dcl-f testnull;
dcl-ds extds extname('TESTNULL') qualified end-ds;
```

Null-capable fields are indicated in the cross reference with "ALWNULL":

```
Global Field References:
   Field              Attributes
   DUEDATE            D(10*ISO-)      (From the file declaration)
                      ALWNULL
   EXTDS              DS(31)
     DUEDATE          D(10*ISO-)      (Data structure subfield)
                      ALWNULL
     NAME             A(15)           (Data structure subfield)
     PRVBAL           S(6,2)          (Data structure subfield)
                      ALWNULL
   NAME               A(15)           (From the file declaration)
   PRVBAL             P(6,2)          (From the file declaration)
                      ALWNULL
```

Define your own null-capable fields

7.3 only

You can define your own null-capable fields starting in 7.3

Use the NULLIND keyword

```
dcl-s qty int(10) nullind;
```

- Field qty is null-capable
- The null-indicator is maintained internally by the RPG compiler, similar to null-capable fields related to externally-described files or data structures

Define your own null-capable fields and null-indicators

7.3 only

You can use your own indicator as the null-indicator for a field

Use NULLIND(*my_indicator*):

```
dcl-s qty_is_null ind;
dcl-s qty int(10) nullind (qty_is_null);
```

You can refer to the null indicator using its name, or using %NULLIND. These mean the same thing:

```
if qty_is_null;

if %nullind(qty);
```

Define your own null-capable subfields

7.3 only

You can associate an indicator subfield to be the null-indicator for another subfield in the same data structure

```
dcl-ds myds qualified;
   qty int(10) nullind(qty_is_null);
   qty_is_null ind(10);
end-ds;
```

As always, you can refer to the null indicator using its name, or using %NULLIND. These mean the same thing:

```
if myds.qty_is_null;

if %nullind(myds.qty);
```

Define your own null-byte map for a data structure

7.3 only

Use the NULLIND keyword to associate a data structure of null indicators with a data structure to represent whether the subfields are null.

The NULLIND data structure represents the null-byte map for the other data structure.

Use EXTNAME LIKEREC with *NULL to define the data structure of null indicators …

LIKEREC(rec:*NULL) and EXTNAME(file:*NULL)

7.3 only

*NULL defines a null-map data structure with indicator subfields instead of the actual types of the fields in the file.

The indicator subfields have the same names as the fields in the file.

```
dcl-ds cust_ds likerec(custrec) nullind(cust_null);
dcl-ds cust_null likerec(custrec : *null);

read custfile cust_ds;
if not cust_null.duedate; // duedate is not null
```

LIKEREC(rec:*NULL) and EXTNAME(file:*NULL)

7.3 only

If the main data structure has a specific extract type (*INPUT etc), define the NULLIND data structure the same way, adding *NULL.

```
dcl-ds cust_ds   likerec(rec : *output) nullind(cust_null);
dcl-ds cust_null likerec(rec : *output : *null);
```

Here, the two data structures represent the output record format.

*NULL – easier to work with trigger parameters

7.3 only

In trigger programs, there is a null byte map for the before and after record.

Before: Locate the null-indicator by its field number

```
dcl-s nullmap1 char(100) based(pNullmap1);

pNullmap1 = %addr(trigger_buffer) + null_offset1;
if %subst(nullmap1 : 2 : 1) = '1';
```

Now, less error-prone:

```
dcl-ds nullmap1 extname('CUSTFILE':*NULL)
                qualified based(pNullmap1) end-ds;

pNullmap1 = %addr(trigger_buffer) + before_null_offset;
if nullmap1.duedate;
```

Bonus: duedate is an indicator, so there is no need to compare it to '1' now.

When does RPG handle the null-indicator?

ALWNULL(*USRCTL) stands for "user controlled"

- The "user" is the RPG programmer

RPG sets or uses the null-indicator automatically in a few places

- When a null-capable field is read from a file (the null-indicator is set off if the field is not null-capable in that particular file)
- When a null-capable field is written or updated to a file
- When a null-capable field is used as a key in a list of key fields or %KDS
- During the EVAL-CORR opcode

When does RPG not handle the null-indicator?

RPG does not handle the null-indicator

- When a value is assigned to the null-capable field, the null-indicator is not set on

```
dueDate = curDate + %days(30);
%nullind(dueDate) = *off;  // Must be explicitly set
```

- When a null-capable field is used in a calculation, the null-indicator is ignored

```
%nullind(dueDate) = *on;  // DUEDATE is meaningless now
final_date = duedate + %days(30); // But RPG allows this
```

EVAL-CORR

EVAL-CORR assigns subfields with the same name and compatible data types

It also assigns null-indicators

- If both the source and target subfields are null-capable, both the value and the null-indicator are assigned
- If the target is null-capable and the source is not null-capable, the value is assigned and the target null-indicator is set off
- If the source is null-capable and the target is not null-capable, the value is assigned and the source null-indicator is ignored

EVAL-CORR

```
dcl-ds ds1 qualified;
   a char(10);
   b char(10) nullind;
   c char(10);
   d char(10) nullind;
   e char(10) nullind;
end-ds;
dcl-ds ds2 qualified;
   a char(10);
   b char(10);
   c char(10) nullind;
   d char(10) nullind;
   e char(10) nullind;
end-ds;
```

```
%nullind(ds2.c) = *on;
%nullind(ds1.d) = *on;
eval-corr ds1 = ds2;


// Equivalent to

ds1.a = ds2.a;

ds1.b = ds2.b;
%nullind(ds1.b) = '0';

ds1.c = ds2.c;

ds1.d = ds2.d;
%nullind(ds1.d) = %nullind(ds2.d);

ds1.e = ds2.e;
%nullind(ds1.e) = %nullind(ds2.e);
```

EVAL-CORR

From the EVAL-CORR summary in the listing

```
          E V A L - C O R R   S u m m a r y
EVAL-CORR summary 1                          20
A    Assigned; exact match
B    Assigned; exact match
     Target subfield is null-capable; source subfield is not
C    Assigned; exact match
     Source subfield is null-capable; target subfield is not
D    Assigned; exact match
E    Assigned; exact match
```

Checking/setting the null-indicator in the debugger

If the null-indicator is an internal field which can only be accessed by %NULLIND

- The name of the null-indicator in the debugger is

_QRNU_NULL_<name>

If PRVBAL is null-capable, the null-indicator is called _QRNU_NULL_PRVBAL

If CUST.DUEDATE is null-capable, the null-indicator is called _QRNU_NULL_CUST.DUEDATE

Working with null-capable fields in embedded SQL

Null-capable fields in embedded SQL

A normal host variable is specified with :varname

To specify the null-indicator for a host variable, you specify two names, the variable holding the value and the variable holding the null indicator

```
:fldname :nullindname
```

In the following example, a null-indicator is specified for fld1 and fld3, but not for fld2.

```
fld1null = -1;
exec sql insert into myfile
                values (:fld1 :fld1null,
                        :fld2,
                        :fld3 :fld3null);
```

Null-capable fields in embedded SQL

SQL null-indicators are two-byte integers (5i, or sometimes people use 2b or 4b)

- 0 means "not null"
- -1 means "null"

RPG null indicators have the same data type as other RPG indicators (single-byte character)

- '0' means "not null"
- '1' means "null"

SQL doesn't understand the %NULLIND relationship for RPG, and RPG doesn't have any concept of numeric null indicators

SQL null indicators vs RPG null indicators

If your SQL null indicators only contain 0 and -1, you can convert between RPG and SQL null-indicators like this:

```
    ind_sql = %int(ind_rpg) * -1;
OR
    ind_sql = - %int(ind_rpg);
    // '1'  -> -1
    // '0'  -> 0

    ind_rpg = %char(%abs(ind));
    // -1   -> '1'
    // 0    -> '0'
```

Special values for null indicators in embedded SQL

There are several other negative values that have special meanings in certain contexts. For example

- A null-indicator value of -5 means "use the default value" for an INSERT operation
- A null-indicator of -2 means there was some error in the field's value for a SELECT operation

See the "**References to host variables**" page in the knowledge center for more information about the special values for null indicators in embedded SQL

Note: These special values are only in effect if you compile with option *EXTIND (extended indicator support).

Trigger programs

Working with the null-byte maps in trigger programs

A trigger program parameter has four "buffer" sections

- The "before" buffer
- The "before" null-byte map
- The "after" buffer
- The "after" null-byte map

They are accessed using offsets in the first part of the parameter. From QSYSINC/QRPGLESRC TRGBUF:

```
D QDBORO          49     52I 0     Old Record Offset
D QDBORL          53     56I 0     Old Record Len
D QDBORNBM        57     60I 0     Old Record Null Byte Map
D QDBRNBML        61     64I 0     Old Record Null Byte Map Len
D QDBNRO          65     68I 0     New Record Offset
D QDBNRL          69     72I 0     New Record Len
D QDBNRNBM        73     76I 0     New Record Null Byte Map
D QDBRNBML00      77     80I 0     New Record Null Byte Map Len
```

Null-byte maps in trigger programs prior to 7.3

```
/copy qsysinc/qrpglesrc,trgbuf
dcl-pi *n;             // The parameter to this program
  parm likeds(QDBTB); // QDBTB defined in QSYSINC TRGBUF
end-pi;

// Define based data structures for file
dcl-ds beforeBuf  extname('TESTNULL' : *INPUT)
                  qualified based(pBeforeBuf) end-ds;
dcl-ds beforeNull qualified based(pBeforeNull);
   NAME ind;
   DUEDATE ind;
   PRVBAL ind;
end-ds;
dcl-ds afterBuf   extname('TESTNULL' : *INPUT)
                  qualified based(pAfterBuf) end-ds;
dcl-ds afterNull  likeds(beforeNull) end-ds;
```

For the null-byte map (beforeNull and afterNull), define one indicator for each field in the file

Null-byte maps in trigger programs prior to 7.3

```
// Set the basing pointers using the offsets in the parameter
pBeforeBuf  = %addr(parm) + parm.QDBORO;
pBeforeNull = %addr(parm) + parm.QDBORNBM;
pAfterBuf   = %addr(parm) + parm.QDBNRO;
pAfterNull  = %addr(parm) + parm.QDBNRNBM;


// Do some checking
if  afterNull.DUEDATE
and afterDs.PRVBAL <> *zero and not afterNull.PRVBAL;
   sndEscapeMsg ('PRVBAL must be zero if DUEDATE is null');
endif;
```

The null-byte maps in trigger programs, 7.3

```
ctl-opt alwnull(*usrctl);
/copy qsysinc/qrpglesrc,trgbuf

dcl-pi *n;              // The parameter to this program
  parm likeds(QDBTB); // QDBTB defined in QSYSINC TRGBUF
end-pi;

// Define based data structures for file TESTNULL
// - Link the null-byte map data structures to the
//   "ordinary" buffer structures using NULLIND
dcl-ds beforeBuf  extname('TESTNULL' : *INPUT)
                  qualified based(pBeforeBuf)
                  nullind(beforeNull) end-ds;
dcl-ds beforeNull extname('TESTNULL' : *INPUT : *NULL)
                  qualified based(pBeforeNull) end-ds;
dcl-ds afterBuf   extname('TESTNULL' : *INPUT)
                  qualified based(pAfterBuf)
                  nullind(afterNull) end-ds;
dcl-ds afterNull  extname('TESTNULL' : *INPUT : *NULL)
                  qualified based(pAferNull) end-ds;
```

7.3 only

The null-byte maps in trigger programs, 7.3

```
// Set the basing pointers using the offsets in the parameter
pBeforeBuf  = %addr(parm) + parm.QDBORO;
pBeforeNull = %addr(parm) + parm.QDBORNBM;
pAfterBuf   = %addr(parm) + parm.QDBNRO;
pAfterNull  = %addr(parm) + parm.QDBNRNBM;

// Do some checking
if  %nullind(afterDs.DUEDATE)
and afterDs.PRVBAL <> *zero and not %nullind(afterDs.PRVBAL);
   sndEscapeMsg ('PRVBAL must be zero if DUEDATE is null');
endif;
```

7.3 only

You could also code the "IF" like this, but the relationship between the fields and their null-indicators may not be as clear

```
// Do some checking
if  afterNull.DUEDATE
and afterDs.PRVBAL <> *zero and not afterNull.PRVBAL;
   sndEscapeMsg ('PRVBAL must be zero if DUEDATE is null');
endif;
```

How could this support be improved?

Ideally … in a perfect world …

- RPG would understand that when a value was assigned to a field, it's null-indicator should be set off
- RPG would understand that it is nonsense to use a field if its null-indicator is on
- RPG and embedded SQL would understand each other's null-indicators

Maybe some day …

RPG RFEs related to null-capable fields

There are some RFEs (Request for Enhancement) related to RPG and null-capable fields

- **Option for EXTNAME/LIKEREC(*NULL) to create SQL-type int(5) indicator subfields (97462)**
- **Consistent use for null values (97341)**
- **Full NULL support (90098)**

If you would like RPG's support for null-capable fields to be enhanced, vote for one or more of these RFEs

Use the "Comments" area to discuss the RFE

All RPG RFEs

Here a link that lists all the RFEs for RPG:

http://ibm.biz/rpg_rfe

Or

- Go to https://www.ibm.com/developerworks/rfe/
- Click "Search"
- Check the "I want to specify the brand, product family, and product" option.
- Select

  Product family: **Power Systems**
  Product: **IBM i**
  Component: **Languages - RPG**
  Brand: **Servers and System Software**

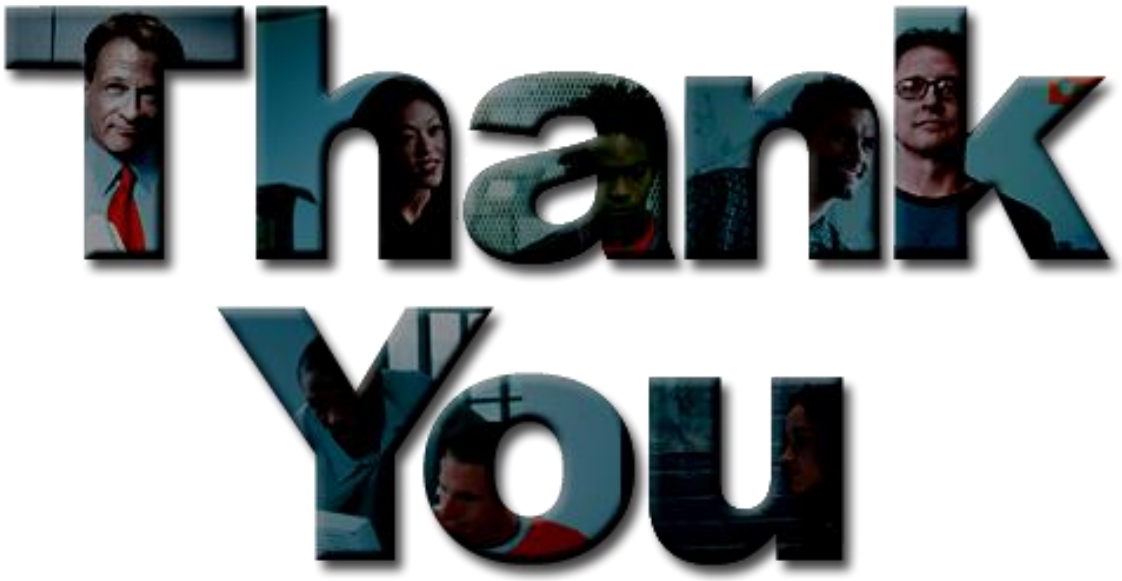
Creating an RPG RFE

If you don't find an existing RFE that describes what you want, open a new RFE:

- Go to https://www.ibm.com/developerworks/rfe/
- Click "Submit"
- Check the "I want to specify the brand, product family, and product" option.
- Select

  Product family: **Power Systems**
  Product: **IBM i**
  Component: **Languages - RPG**
  Brand: **Servers and System Software**

Make sure the headline is clear. You want to attract people to vote for your RFE.



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