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(19) **United States**(12) **Patent Application Publication****Laura**(10) **Pub. No.: US 2005/0097537 A1**(43) **Pub. Date: May 5, 2005**(54) **SYSTEM AND METHOD FOR DISTRIBUTED PROCESSING IN COBOL**(52) **U.S. Cl. 717/162; 717/107; 717/114**(76) **Inventor: Joseph G. Laura, Plano, TX (US)**

Correspondence Address:

SPRINT**6391 SPRINT PARKWAY****KSOPHT0101-Z2100****OVERLAND PARK, KS 66251-2100 (US)**(21) **Appl. No.: 10/696,828**(22) **Filed: Oct. 30, 2003****Publication Classification**(51) **Int. Cl.⁷ G06F 9/44**(57) **ABSTRACT**

A system for enabling socket communication in COBOL program is provided. The system includes a memory block, a COBOL program communicating with the memory block, a socket and a COBOL routine callable from the COBOL program. The COBOL routine is operable to read information from the socket and write the information read from the socket to the memory block in response to the COBOL program call. A method for socket and pipe communication in COBOL is also provided. The method includes reading, by a routine, information from a socket or pipe and writing, by the routine, the information to an area. The method provides for reading, by a COBOL program, the information from the area. The COBOL program and the routine operating in the same runtime environment.

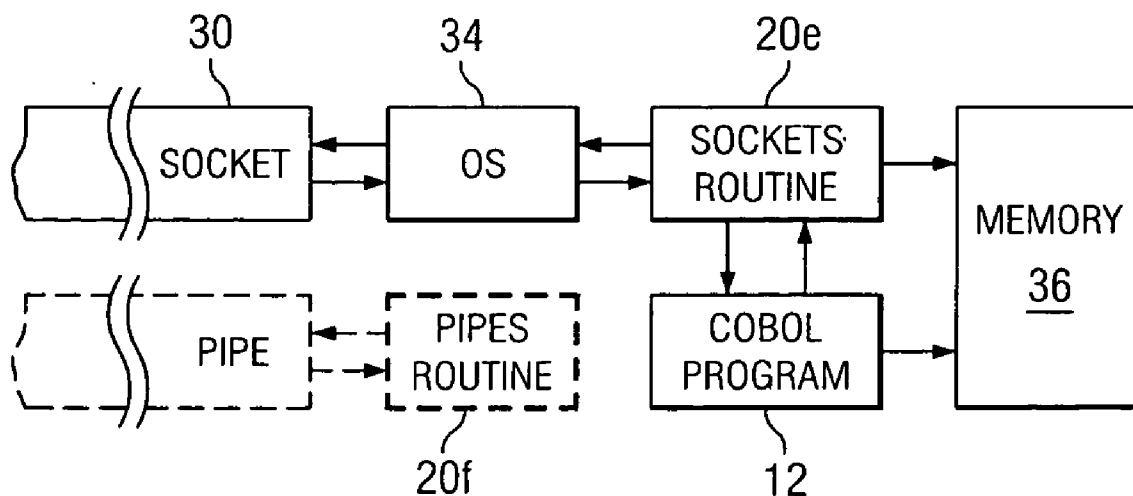


FIG. 1

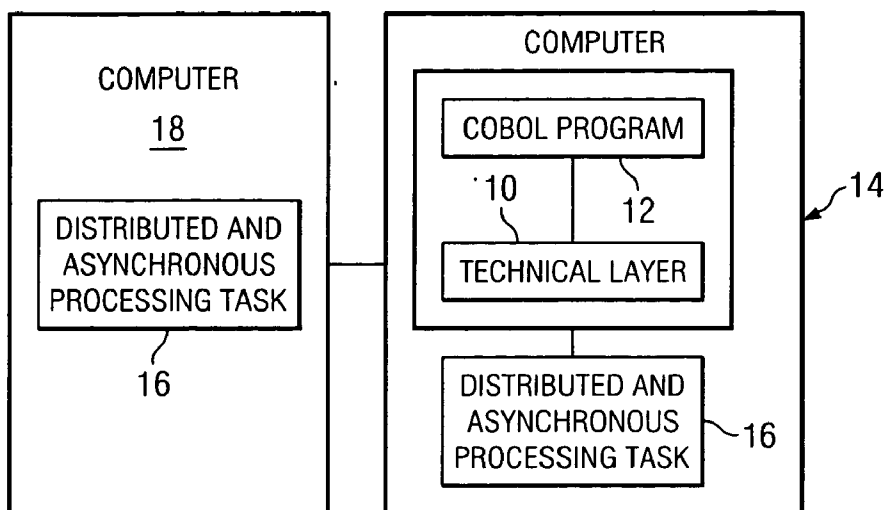


FIG. 2

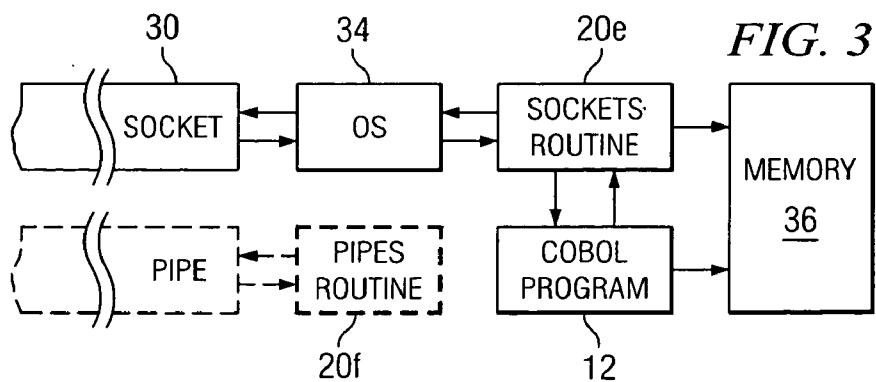
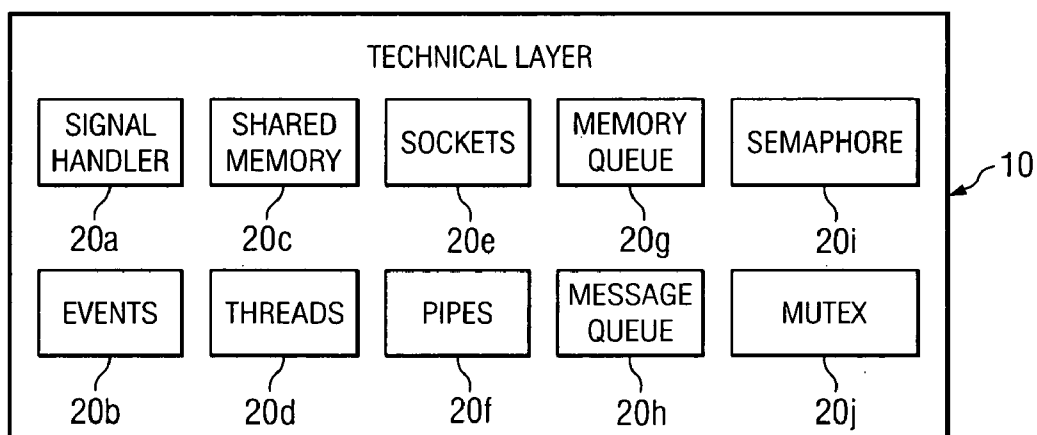


FIG. 7

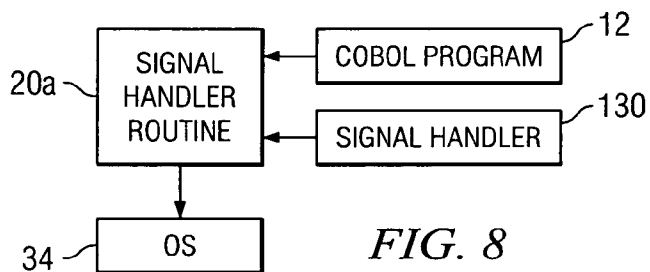
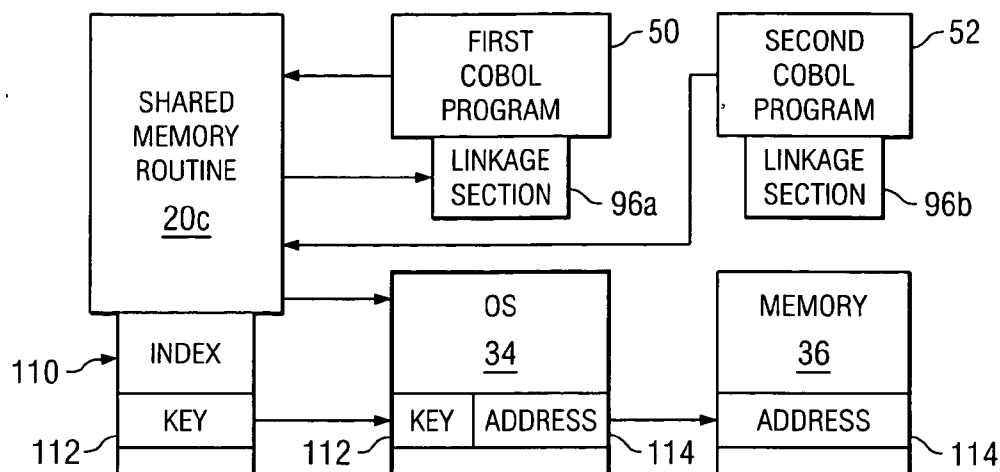


FIG. 8

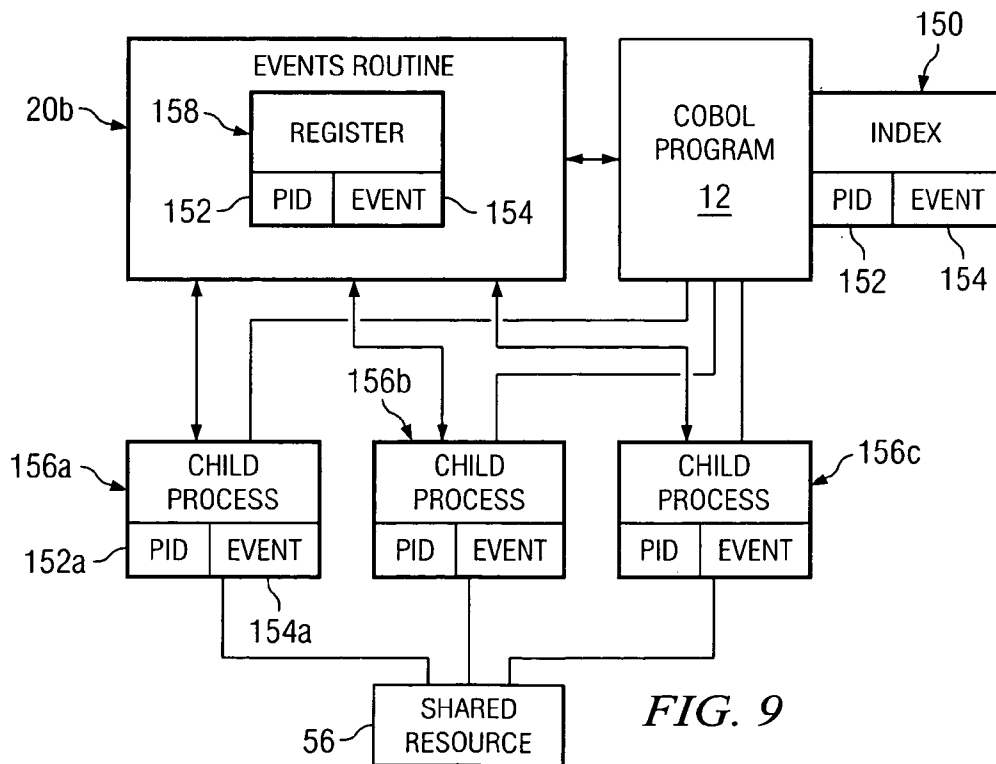
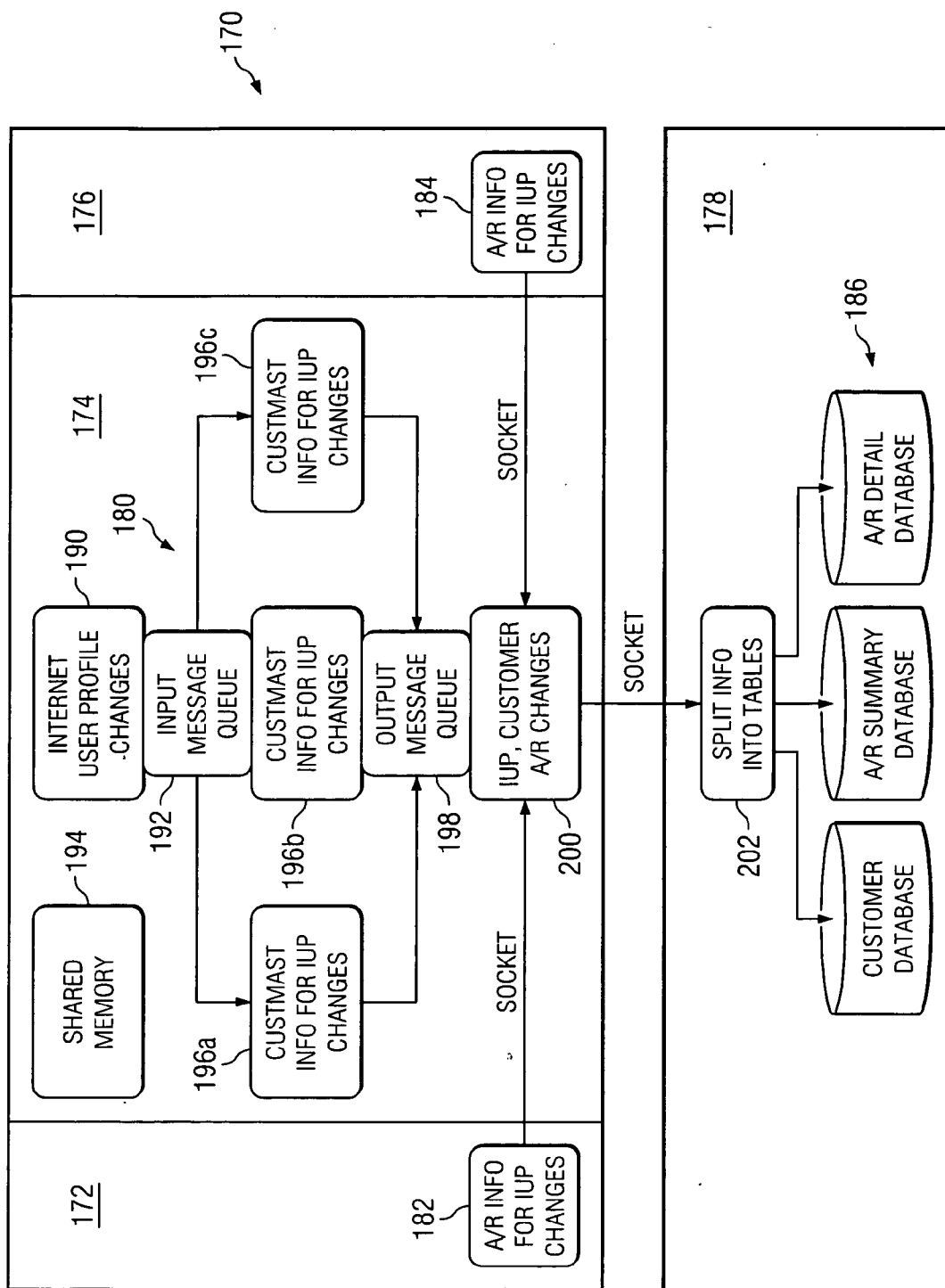


FIG. 9

FIG. 10



SYSTEM AND METHOD FOR DISTRIBUTED PROCESSING IN COBOL

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This application is related to U.S. patent application Ser. No. _____ entitled SYSTEM AND METHOD FOR COBOL TO PROVIDE SHARED MEMORY AND MEMORY AND MESSAGE QUEUES, inventor Joseph G. Laura, filed on even date herewith, U.S. patent application Ser. No. _____, entitled SYSTEM AND METHOD FOR ASYNCHRONOUS PROCESSING IN COBOL, inventor Joseph G. Laura, filed on even date herewith, and U.S. patent application Ser. No. _____ entitled IMPLEMENTATION OF DISTRIBUTED AND ASYNCHRONOUS PROCESSING IN COBOL, inventor Joseph G. Laura, filed on even date herewith, all of which are incorporated herein by reference for all purposes.

STATEMENT REGARDING FEDERALLY SPONSORED RESEARCH OR DEVELOPMENT

[0002] Not applicable.

REFERENCE TO A MICROFICHE APPENDIX

[0003] Not applicable.

FIELD OF THE INVENTION

[0004] The present invention relates to the field of computer programs and computer programming languages and more specifically, but not by way of limitation, to implementation of distributed and asynchronous processing in COBOL.

BACKGROUND OF THE INVENTION

[0005] Common Business Oriented Language, or COBOL as it is more commonly known, is a computer programming language that has been in use for decades. COBOL is widely used for business applications on mainframe computer systems. COBOL was created to address the needs of business computing and is not generally used for writing system or low-level programs. COBOL applications can be hundreds of thousands or more lines of code that are used for years and evolve with periodic modifications and maintenance. Due to the huge investment in these large, business critical, COBOL applications, it is difficult for businesses to justify abandoning the COBOL applications for newer technologies.

[0006] Unfortunately, COBOL is severely limited in a number of areas compared to the processing techniques available to developers that use other languages such as C or JAVA. POSIX, or Portable Operating System Interface uniX, is a standard UNIX interface for applications to ensure interoperability on equipment from various vendors. POSIX includes well know functionality available in programming languages such as C and JAVA for accomplishing distributed and asynchronous processing, such as shared memory, memory and message queues, threads, semaphores and mutexes, events, signal handlers, and sockets.

[0007] Shared memory and memory and message queues provide functionality to enable multiple C or JAVA programs, for example, to share resources. Threads refer to functionality to enables asynchronous processing to allow a

program or application to be split into multiple paths to improve efficiency. Semaphores and mutexes relate to functionality to coordinate processing across jobs and threads, respectively. Events handle signals from other jobs, while signal handlers refer to the functionality for a program to manage exceptions, for example, from the operating system. Sockets provide programs the capability to share information across machines.

[0008] The processing techniques described above are examples of useful functionality widely available to programmers using distributed and asynchronous processing languages, such as C and JAVA, but unavailable in COBOL. Frequently, it is desirable for business processes employing COBOL applications to accomplish distributed and asynchronous processing. Although the COBOL language has limitations, it is difficult for businesses with a significant investment in COBOL programs to justify abandoning the COBOL applications and redeveloping the applications using a more modern and flexible language, such as C or JAVA. Instead, COBOL systems are typically provided with an interface or "hook" to enable the COBOL program to cooperate with, for example, C or JAVA programs. The C or Java program then performs the distributed and asynchronous processing tasks that the COBOL application is otherwise incapable of handling independently.

SUMMARY OF THE INVENTION

[0009] A system for enabling socket communication in COBOL program is provided. The system includes a memory block, a COBOL program communicating with the memory block, a socket and a COBOL routine callable from the COBOL program. The COBOL routine is operable to read information from the socket and write the information read from the socket to the memory block in response to the COBOL program call. A method for socket and pipe communication in COBOL is also provided. The method includes reading, by a routine, information from a socket or pipe and writing, by the routine, the information to an area. The method provides for reading, by a COBOL program, the information from the area. The COBOL program and the routine operating in the same runtime environment.

[0010] These and other features and advantages will be more clearly understood from the following detailed description taken in conjunction with the accompanying drawings and claims.

BRIEF DESCRIPTION OF THE DRAWINGS

[0011] For a more complete understanding of the presentation and the advantages thereof, reference is now made to the following brief description, taken in connection with the accompanying drawings in detailed description, wherein like reference numerals represent like parts.

[0012] FIG. 1 is a block diagram illustrating one embodiment of a system for implementing distributed and asynchronous processing using a COBOL program.

[0013] FIG. 2 is a block diagram illustrating one embodiment of a technical layer having a plurality of routines to enable distributed and asynchronous processing in COBOL programs.

[0014] FIG. 3 illustrates one embodiment of a socket routine of the technical layer for enabling socket communications by COBOL programs.

[0015] FIG. 4 is a block diagram illustrating one embodiment of a thread routine of the technical layer for enabling threads in COBOL programs.

[0016] FIG. 5 is a block diagram illustrating one embodiment of a semaphore routine of the technical layer for enabling semaphores in COBOL programs.

[0017] FIG. 6 is a block diagram, according to one embodiment, of a memory queue routine for enabling memory queues in COBOL programs.

[0018] FIG. 7 illustrates one embodiment of a shared memory routine of the technical layer for enabling shared memory in COBOL programs.

[0019] FIG. 8 is a block diagram illustrating a signal handler routine for implementation in COBOL programs, according to one embodiment.

[0020] FIG. 9 illustrates one embodiment of an events routine of the technical layer for enabling events in COBOL programs.

[0021] FIG. 10 is a block diagram of an exemplary system illustrating implementation of various distributed and asynchronous processes for COBOL, according to another embodiment.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0022] It should be understood at the outset that although an exemplary implementation of one embodiment is illustrated below, the present system may be implemented using any number of techniques, whether currently known or in existence. The present disclosure should in no way be limited to the exemplary implementations, drawings, and techniques illustrated below, including the exemplary design and implementation illustrated and described herein, but may be modified within the scope of the appended claims along with their full scope of equivalents.

[0023] FIG. 1 is a block diagram illustrating one embodiment for implementing distributed and asynchronous processing in COBOL. To the domestic and international COBOL programming community, enabling distributed and asynchronous processing for the COBOL programming language is a significant achievement that enables a new paradigm for COBOL applications and programmers, whether for mainframe or PC COBOL systems.

[0024] The exemplary embodiment enables distributed and asynchronous processing by employing a technical layer 10. A COBOL program 12 is provided, along with the technical layer 10, on a computer 14. The COBOL program 12 may be any type of computer program written in the COBOL programming language, regardless of the version, vendor, level of compliance with the COBOL ANSI standard, specific compiler or operating system features of the COBOL system. The COBOL program 12, in this embodiment, is a COBOL application or program, or may be a COBOL routine, paragraph, subroutine, subtask or other instructions coded in the COBOL programming language. The computer 14, in this embodiment, is a mainframe computer system. The present disclosure, however, should not be limited to mainframe computers and may be implemented, in other embodiments, on a mid-range computer system, network server or workstation, or desktop or other computers.

[0025] The COBOL program 12 is programmed to execute a call to one or more callable modules or routines (not shown) of the technical layer 10 to perform distributed and asynchronous processing tasks 16 on the computer 14. The computer 14 is shown in communication with a second computer 18, which may be similar to the computer 14. In this manner, the COBOL program 12 using the technical layer 10 is operable to enable the distributed and asynchronous processing tasks 16 on the second computer 18 as well.

[0026] In this embodiment, the technical layer 10, which will be described in greater detail hereinafter with regard to FIG. 2, is implemented as a library having one or more callable modules, routines or subroutines usable by the COBOL program 12, such as by being linked into the COBOL program 12. In other embodiments, the callable modules or routines of the technical layer 10 may be integral or incorporated into the COBOL program 12. In yet other embodiments, the technical layer 10 may be employed as a pre-compiler, such that routines or functions enabling the distributed and asynchronous processing functionality are enabled prior to the COBOL program 12 being compiled. In still other embodiments, the technical layer 10 may be enabled as part of a COBOL compiler, such that the asynchronous and distributed processing functionality for the COBOL program 12 are enabled by the COBOL compiler during compilation.

[0027] As discussed above, distributed and asynchronous processing is intended to describe a variety of functionality that is not native to COBOL or was not previously available to in the COBOL programming language, but which is available in distributed and asynchronous processing environments and programming languages such as C and Java. The terms distributed and/or asynchronous processing, as used herein, are intended to include, but not be limited to, one or more of the programming techniques and functionality for programming, enabling, and managing sockets and pipes, shared memory, threads, memory and message queues, signal handlers, events, semaphores and mutexes.

Technical Layer

[0028] FIG. 2 is a block diagram illustrating one embodiment of the technical layer 10 for enabling distributed and asynchronous processing by COBOL language programs, such as the COBOL program 12. The technical layer 10, when enabled as a COBOL library, may be written in the COBOL programming language as a plurality of paragraphs, routines, or modules callable by the COBOL program 12 and linked to the COBOL program 12 at the appropriate time. However in other embodiments, the technical layer 10 may be written in a variety of other languages, such as, but not limited to, assembly language. Nothing in this disclosure should be regarded as limiting or restricting the particular construction or techniques used to implement the technical layer 10. As previously discussed, the technical layer 10 may be implemented, in other embodiments, as a compiler that enables distributed and asynchronous processing routines, functions, or program code of the COBOL program 12 or its sub-programs.

[0029] Based on the present disclosure, one skilled in the art would readily identify a number of ways to enable distributed and asynchronous processing in COBOL language programs. Thus, although the technical layer 10 in the

present embodiment is provided as a COBOL language program library, each of the various routines and instructions for enabling each of the distributed and asynchronous processes may be implemented as individual programs or systems or separated into different combinations, all of which are within the spirit and scope of the present disclosure.

[0030] In addition, the technical layer **10** may be embodied as one or more layers or sub-layers, systems or sub-systems, which may be beneficial in some aspects for ease of maintenance and for adaptation to other systems for reasons of compatibility, performance or efficiency. For example the technical layer **10** may include an operating system calls layer (not shown). Such an operating system layer may be provided for handling specific operating system calls from the technical layer **10** to a particular mainframe or computer operating system. Thus, an operating system layer allows the technical layer **10** to be independent of any particular operating system. This implementation simplifies migration to different mainframe or other computer operating systems without the need to completely replace or rewrite the technical layer **10** for operation on another operating system. Whether or not an operating system layer is employed, the technical layer **10** insulates the COBOL program **12** from the operating system, making the COBOL program **12** operating system independent and readily portable to other operating systems and platforms.

[0031] The technical layer **10** has a plurality of routines **20** including, but not limited to, routines for enabling distributed and asynchronous processing by COBOL language programs, such as POSIX functionality available in other languages. The plurality of routines **20** of the technical layer **10** are designated alphanumerically for purposes of clarity for this disclosure. The plurality of routines **20** include a signal handler routine **20a**, an events routine **20b**, a shared memory routine **20c**, a threads routine **20d**, a sockets routine **20e**, a pipes routine **20f**, a memory queue routine **20g**, a message queue routine **20h**, a semaphore routine **20i**, and a mutex routine **20j**.

[0032] Briefly, the signal handler routine **20a** provides functionality to enable the COBOL program **12** to work with operating system generated events. The events routine **20b** enables the COBOL program **12** to manage signals from other jobs. The shared memory routine **20c** provides the COBOL program **12** with the functionality to enable memory sharing on the computer **14**, or other computers, with other COBOL programs. The threads routine **20d** enables COBOL applications to be split into multiple paths. The sockets routine **20e** enables the COBOL program **12** to communicate information between, for example, the computer **14** and the second computer **18**, via a socket connection. The pipes routine **20f** provides functionality to enable the COBOL program **12** to communicate via pipe connections on the computer system **14**.

[0033] The memory queue routine **20g** and message queue routine **20h** provide functionality to enable the COBOL program **12** to use memory queues on the computer **14**, as well as message queues employed by and between computer systems. The semaphore routine **20i** provides functionality to coordinate processing across jobs, while the mutex routine **20j** enables COBOL language programs to coordinate processing across threads. The term job includes instructions

sent in a batch manner to a computer as a unit of work to be accomplished by the computer. The term threads includes a sequence of computer instructions that make up a program such that multiple threads can be executed independently to improve program efficiency.

[0034] Each of the routines **20** of the technical layer **10** may be employed individually or in various combinations or in the combination illustrated in **FIG. 2**. As such, each of the individual routines **20** or combination of routines **20** may be enabled in a number of ways including, but not limited to: provided as a library linkable to the COBOL program **12**; provided as routines that are nested, embedded or otherwise included in the COBOL program **12**; provided in a pre-compiler configuration where the functionality of the routine **20** is enabled in the COBOL program **12** during a process prior to compilation; or provided as a COBOL language compiler where the functionality provided by the routine **20** is enabled during compilation of the COBOL program **12**. In any case, the present disclosure enables asynchronous and distributed processing by one or more COBOL programs or routines either independently or employing associated systems, such as but not limited to the above described list, within the COBOL programming language or the same runtime environment. Other methods of enabling one or more of the distributed and asynchronous processing capabilities disclosed herein will readily suggest themselves to one skilled in the art.

[0035] In the present embodiment, the routines **20** are provided as part of the technical layer **10** in a library that is easy to maintain and adapt as necessary. Such implementation allows for the library to be readily packaged for use by other COBOL language developers and may be distributed including the source code or may be distributed only as object code. In either case, the COBOL language programmers can easily employ the technical layer **10** as a library without changes to the underlying COBOL language system and quickly begin using the distributed and asynchronous processing functionality provided in the present disclosure.

[0036] Sockets and Pipes

[0037] **FIG. 3** is a diagram illustrating the functionality of the socket routine **20e** for enabling the COBOL program **12** for communication with a socket **30**. The socket **30** may represent a communication channel established between one or more computer systems, such as the first computer **14** and the second computer **18** (illustrated in **FIG. 1**). Functionally, the COBOL program **12** requests communication, via a socket, from the socket routine **20e**. The socket routine **20e** establishes the socket connection with the socket **30**, such as by a call to an operating system **34**. The operating system **34** may be any operating system operable on the computer **14**. In the present embodiment, the COBOL program **12** is operable on an IBM mainframe computer system using a zOS operating system.

[0038] The COBOL program **12** may, for example, initiate a call to a function of the operating system **34** to accept a connection request from a client. Examples of such calls are provided in the operating system's callable services reference manual. It may be necessary to refer to the specific documentation for the operating system where the technical layer **10** and COBOL program **12** will be employed to determine the correct syntax and functionality. The operating system calls, including the syntax and techniques for the

COBOL program **12** to communicate with the operating system **34** via the technical layer **10**, may vary greatly depending upon the desired operating system. As previously described, the technical layer **10** may be separated into multiple layers including an operating system layer that maintains each of the operating system calls for compatibility with specific operating systems. As such, the technical layer **10** would require little or no modification to enable compatibility with other operating systems. By abstracting the specific calls to a single layer, the technical layer **10** and COBOL program **12** remain substantially the same regardless of the operating system, thus eliminating or reducing the need to maintain different versions of the technical layer **10** or COBOL program **12** for different operating systems. Regardless, any change in the technical layer **10** to accommodate different operating systems would be transparent to the COBOL programs using the technical layer **10**.

[0039] In the present embodiment, and referring to the above described operating system documentation, the "accept (BPX1ACP)" is the appropriate call to accept a connection request from a client. This operating system function extracts the first connection on the queue of pending connections, creates a new socket with the same properties as the specified socket and allocates a new descriptor for that socket, as provided in the documentation. If there are no connections pending, the service either blocks until a connection request is received, or fails with an EWOULD-BLOCK, depending upon whether the specified socket is marked as blocking or non-blocking. Thus, the socket routine **20e** is operable, via the operating system **34**, to establish and communicate via the socket **30**. It will be appreciated that a number of operating system calls and communications are employed by the routines **20** of the technical layer **10**. For purposes of clarity and brevity of disclosure, only the above operating system call and function is described. The specifics for additional operating system calls and functions may be obtained by referring to the above or desired operating system documentation and relevant COBOL programming language support materials.

[0040] The operating system call is made from the socket routine **20e**, which, in the present embodiment, is a program written in COBOL having a routine or paragraph wherein a call is made in the COBOL code to the operating system **34** as described above. The called operating system function returns information used by the socket routine **20e** for these purposes. For example, the above call is described in the documentation as follows:

```
CALL BPX1ACP,
(Socket_descriptor, Sockaddr_length, Sockaddr, Return_value,
Return_code, Reason_code)
```

[0041] The actual implementation of the operating system calls will vary depending upon the different functionality enabled in various portions of the technical layer **10**. Regardless of the specific operating system call, technique for making the call, and whether or not the call is made from a COBOL language program, it is readily apparent that enabling a technical layer **10** for use by a COBOL program allows the COBOL program to accomplish communication with the socket **30**. In light of the above description, one

skilled in the art can see that using operating system calls from COBOL programs or routines could also be used to make other calls to the operating system **34**, as well as other operating systems, and for brevity only the above call will be described in detail.

[0042] When the technical layer **10** is programmed in COBOL, as is the case in the present embodiment, the operating system calls require bit level mapping of the calls, parameters and returned information to complete a COBOL programming language call to the operating system **34**. Some operating system calls may be accomplished otherwise. However, the present embodiment employs the bit level calls to communicate with the operating system to enable the COBOL program to look like an assembler call, as necessitated by the operating system. As such, the call to the operating system **34** has the correct bits, offsets and memory mapping to sufficiently interface with the operating system **34**. As previously discussed, these specific bit level calls, including offsets, will depend upon the particular operating system **34** that is being employed.

[0043] Source code for the socket interface call from a COBOL language program, according to the present embodiment, is provided below. A number of interesting aspects of the code are apparent, including that the code provides a nested program called GETADDR that provides the address of an internal area into a pointer variable. This address moved into an external area prior to making the socket call. This is one method for circumventing a limitation of the COBOL compiler that restricts setting pointer addresses to areas that are in linkage. Using the external area to communicate the address of the requesting program's socket communication area allows the program to be used in either 24 or 32 bit mode, which may also be referred to as above or below the line.

```
01 WS-SOCKET-AREA.
02 WS-SOCKET-ACTION          PIC X(1).
02 WS-SOCKET-FD.
05 WS-SOCKET-FD-NUM          PIC 9(9) COMP.
02 WS-SOCKET-IPADDR.
05 WS-SOCKET-IPADDR-N        PIC 9(9) COMP.
02 WS-SOCKET-OCTETS REDEFINES WS-SOCKET-IPADDR.
05 WS-SOCKET-IPADDR-B OCCURS 4 TIMES
   INDEXED BY WS-SOK-IP-IDX PIC X(1).
02 WS-SOCKET-PORT             PIC 9(9) COMP.
02 WS-SOCKET-INPUT-LEN        PIC 9(4) COMP.
02 WS-SOCKET-INPUT-NAME-AREA.
05 WS-SOCKET-INPUT-NAME      PIC X(10).
05 FILLER                     PIC X(1) VALUE 'I'.
05 WS-SOCKET-INPUT-PID        PIC 9(09).
02 WS-SOCKET-OUTPUT-LEN       PIC 9(4) COMP.
02 WS-SOCKET-OUTPUT-NAME-AREA.
05 WS-SOCKET-OUTPUT-NAME     PIC X(10).
05 FILLER                     PIC X(1) VALUE 'O'.
05 WS-SOCKET-OUTPUT-PID       PIC 9(09).
02 WS-SOCKET-IN               PIC S9(9) COMP.
02 WS-SOCKET-OUT              PIC S9(9) COMP.
02 WS-CLIENT-FD              PIC S9(9) COMP.
02 WS-SOCKET-CHARS-IO         PIC S9(9) COMP.
02 WS-SOCKET-REC-LEN          PIC S9(9) COMP.
02 WS-SOCKET-REC.
05 WS-SOCK-CHAR OCCURS 2000000 TIMES
   PIC X(1).
01 WS-POINTERS.
02 WS-SOCKET-INTF-PTR POINTER.
02 CL-CLIENT-INTF-PTR POINTER.
02 SZ-CLIENT-INTF-PTR POINTER.
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-continued

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02 RM-CLIENT-INTF-PTR POINTER.
01 EX-SOCKET-INTF-AREA EXTERNAL.
02 EX-SOCKET-INTF-PTR          POINTER.
CALL 'GETADDR' USING WS-SOCKET-AREA,
                    WS-SOCKET-INTF-PTR.
SET EX-SOCKET-INTF-PTR TO WS-SOCKET-INTF-PTR.
PERFORM V1000-CALL-SOCKET-INTERFACE.
PERFORM C1000-CHECK-RETURN-CODE.
*****
* CALL SOCKET INTERFACE ROUTINE
*****
V1000-CALL-SOCKET-INTERFACE.
  CALL 'HHABSSOK'.
LINKAGE SECTION.
01 WS-AREA      PIC X(1).
01 WS-ADDR      POINTER.
PROCEDURE DIVISION USING WS-AREA
                        WS-ADDR.

MAIN.
  SET WS-ADDR TO ADDRESS OF WS-AREA.
  GOBACK.
END PROGRAM GETADDR.

```

[0044] In other embodiments, the technical layer 10 may be implemented wherein the specific syntax from the COBOL language program is separated with the EXEC/END-EXEC and the syntax is stripped out of the source COBOL language program in a pre-compile step and replaced with calls to the technical layer 10. In addition, the operating calls and/or routines 20 may be provided in a COBOL language compiler as previously discussed.

[0045] Once the socket routine 20e establishes the connection with the socket 30, via the operating system 34, the socket routine 20e is then operable to read and write information from the socket 30. The socket routine 20e receives information from the socket 30 and writes the information to a memory 36, such as a block of memory of the computer 14. In the present embodiment where the computer 14 is a mainframe, the socket routine 20e receives the information from the socket 30 and is operable to convert the information based on the formats of the sending and receiving platforms. For example, the socket routine 20e may receive the information in ASCII format and convert the information to EBCDIC format for use on a mainframe, or vice-versa.

[0046] The COBOL program 12 then reads the information from the memory 36 thus enabling the COBOL program 12 to communicate via the socket 30. In some embodiments, the COBOL program 12 allocates the memory 36, and thus obtains the address of the memory 36. In the present embodiment, the socket routine 20e establishes the memory 36 and the COBOL program 12 obtains the address of the memory 36 from the socket routine 20e. In either case, the COBOL program 12 uses the address of the memory 36 and lays a map over the memory 36 to read the information from the memory 36. One method of accomplishing this technique is for the COBOL program 12 to employ a copybook for reading the memory 36 information into the COBOL program 12.

[0047] In the present embodiment, the socket routine 20e creates the socket 30 and may be thought of as providing a file descriptor that describes a stream. The socket routine 20e obtains or is provided the address or the target where the

data or information coming off the socket 30 should be provided. The COBOL program 12 maps the address of the memory location 36 to the working storage section of the COBOL program 12. The COBOL program 12 can then analyze the information obtained from the socket 30 in any desirable manner. Thus, the socket routine 20e reads the data streaming off the socket 30 and writes the data to a file or memory for access by the COBOL program 12. The socket routine 20e and the COBOL program 12, in this embodiment, cooperate to synchronize this activity by the COBOL program 12 requesting that the socket routine 20e read additional data off the socket 30 each time the COBOL program 12 finishes reading or manipulating the data previously written to the file or memory from the socket routine 20e. The present embodiment illustrates the additional functionality and flexibility provided by this socket routine 20e, and which is also provided by the pipes routine 20f that will be described hereinafter, to enable COBOL programmers the ability to accomplish, for example, messaging in a distributed environment.

[0048] To write to the socket 30, the COBOL program 12 may, in one embodiment, write the information or data to the memory 36 or provide the information directly to the socket routine 20e. After receiving the information, the socket routine 20e writes, via the operating system 34, the information to the socket 30. To accomplish the various socket 30 related functions, the socket routine 20e is provided with a number of functions callable from the COBOL program 12 or enabled by the technical layer 10, including a create function to create a new socket, an attach function to attach to existing sockets, and an open function to open the socket 30.

[0049] Other functions of in the socket routine 20e include a write function to write data into the socket 30 and a block function to prevent writing to the socket 30 when the socket 30 is full. The socket routine 20e includes a read function to read data from the socket 30, substantially as described above. A remove function enables the socket routine 20e to remove sockets 30 from the system, and a delete function is operable to delete sockets where the socket 30 has not yet been opened. In the present embodiment, the socket routine 20e also includes a listening port function that allows the socket routine 20e to monitor the socket 30 for communications and additional functionality for managing the connection of the socket 30. A number of the socket functions described above may be enabled via operating system calls, for example, from the socket routine 20e to enable socket communications.

[0050] The pipes routine 20f functions and operates in a manner substantially similar to that of the socket routine 20e. Sockets are essentially communications between separate machines whereas pipes are essentially communications on the same or local machine. For reasons of brevity, the pipes routine 20f will not be described in detail due to the similarities in construction and function of the pipes routine 20f and the socket routine 20e. The modifications necessary to enable the pipes routine 20f are based on the local nature of pipes and will be apparent to one skilled in the art. The pipes routine 20f also includes functionality, for example, to prevent reading from an empty pipe, prevent writing to a full pipe, and waiting before writing to a full pipe as well as balancing where one or more of the pipes are full.

[0051] The pipes routine **20f** provides COBOL programmers the ability to accomplish asynchronous processing by reading and writing to multiple pipes and enabling multiple child processes to simultaneously read information from pipes. The pipes and sockets functionality was heretofore unavailable to COBOL programmers. Previously COBOL programs were only able to read from a file, such as a database or an index sequential file or VSAM file, and were not provided with the functionality to read, manage and write information from socket and pipe connections.

Threads

[0052] FIG. 4 is a block diagram illustrating the threads routine **20d** of the technical layer **10**. Threads provide for asynchronous processing by multiple processes simultaneously. The threads routine **20d** achieves the functionality of native threads, as used in C and Java, and enables them for the COBOL language by employing and managing subtasks, as described below, which were not previously used by COBOL programs in this manner. The threads routine **20d** enables COBOL applications to be split into multiple paths. FIG. 4 illustrates a first COBOL program **50** and a second COBOL program **52**, which are both similar to the COBOL program **12** illustrated in FIG. 1. The threads routine **20d** allows the first and second COBOL programs **50** and **52** to use a shared memory **54** to enable threads for COBOL. The operation and function of shared memory will be discussed in greater detail hereinafter with regard to FIG. 7.

[0053] In the present embodiment, the first and second COBOL programs **50** and **52** write an output to the shared memory **54**. The threads routine **20d** is operable to read the information written to the shared memory **54** by the first and second COBOL programs **50** and **52** and write the information to a shared resource **56**. Using COBOL language program calls to the operating system **34**, for example, the threads routine **20d** enables the first and second COBOL programs **50** and **52** to operate as asynchronous subtasks wherein both the first and second COBOL programs **50** and **52** use the same address space, but employ distinct process ID numbers. Distinct process ID numbers would be used in the present embodiment where the system is operating on a mainframe computer system. In this environment, only one of the first and second COBOL programs **50** and **52** would be able to write to the shared resource **56** without causing a conflict. The present system resolves this potential for conflicts by employing the mutex routine **20j**, which will be discussed in greater detail hereafter. The mutex routine **20j** protects the shared memory **54** so that both the first and second COBOL programs **50** and **52** can write information to the shared memory **54**, which is eventually written to the shared resource **56** by the threads routine **20d**. This function allows the first and second COBOL programs **50** and **52** to both output, although indirectly, to the shared resource **56**. The mutex routine **20j** also functions to serialize the transfer of the information written to the shared memory **54** out to the shared resource **56**, eliminating the potential for conflicts when outputting to the shared resource **56**.

[0054] In addition, the threads routine **20d** is operable to detect when a subtask goes down, or has some other type of failure. The thread routine **20d** is further operable to restart the subtask. In a mainframe environment when a subtask abruptly ends, no messages or events provide notice or

warning to indicate that the subtask has ended. The threads routine **20d** monitors and detects when a subtask, such as the first and second COBOL programs **50** and **52**, ends and is further operable to restart the subtask, by using the process ID assigned to the subtask. In addition the threads routine **20d** is operable to maintain a log to track information, such as but not limited to, the information written from the first and second COBOL programs **50** and **52** to the shared memory **54**. The log may also maintain the process ID's of the first and second COBOL programs **50** and **52** and the information and data written by the threads routine **20d** to the shared resource **56**. This information is useful for operation of the threads routine **20d**, as well as for developers and administrators to track program events.

[0055] The threads routine **20d**, using some of the functionality of the mutex routine **20j**, enables COBOL language programmers to operate COBOL programs as threads by employing them as subtasks. Further, the threads routine **20d** eliminates the negative effects of autonomous subtasks writing to the shared resource **56**, such as SYSOUT, which would otherwise create potential for system errors and instability. The threads routine **20d** allows for asynchronous processing simultaneously as opposed to the traditional COBOL tops-down programming approach.

[0056] Employing the threads routine **20d**, COBOL programmers can now break-up large database file reading operations into multiple threads to read through large files and databases much more rapidly and efficiently. Enabling this functionality required, among other things, identifying the differences between mainframe COBOL programming and threads as natively used in languages such as C or Java. For example, threads natively share, for example, address space, process, memory and file space as well as returning a message in the event a thread abruptly terminates. To enable threads for COBOL, the technical layer **10** uses subtasks. COBOL was not previously operable to support subtasks in this manner. Subtasks use the same address space, have distinct process IDs, and share memory, but not file space. As discussed above, subtasks do not provide notification when they abnormally terminate. The threads routine **20d** must manage these and other aspects of subtasks. In the present embodiment, the threads routine **20d** of the technical layer **10** uses, among other techniques, subtasks to accomplish the thread functionality that is natively supported in computer languages such as C or Java.

Semaphores and Mutexes

[0057] FIG. 5 illustrates a portion of the technical layer **10** operable for coordinating processing in COBOL programs using semaphores and mutexes. Semaphores allow processing across jobs, such as between or across separate programs, while mutexes allow processing across threads, or inside of programs. These functions are further operable to synchronize these processes. The semaphore routine **20i** is illustrated communicating with the first and second COBOL programs **50** and **52** which may be independent programs or routines. In the present embodiment, the first and second COBOL programs **50** and **52** are subroutines or subtasks of a parent COBOL program **70**.

[0058] The technique for coordinating processing in COBOL programs includes the first and second COBOL programs **50** and **52** having a first and second routines **72a**

and 72*b*, respectively, for processing. The semaphore routine 20*i* is callable by the first and second COBOL programs 50 and 52 and maintains a shareable state 74 to coordinate the processing of the first and second routines 72*a* and 72*b*. For example, the first COBOL program 50 calls the semaphore routine 20*i* with an argument to lock the semaphore or state 74. Provided that the state 74 does not indicate that the semaphore is already locked, the semaphore routine 20*i* locks the semaphore. The state 74 may be a flag or other method for indicating that a shared process is in use.

[0059] Certain operations may only be accomplished in a serial manner without causing system errors or instability. For example, writing to the shared resource 56 by multiple programs simultaneously may cause errors. The semaphore routine 20*i* addresses this problem, according to the present embodiment, by associating the particular operation or job with a state or flag that is shareable between programs. Thus, when the second COBOL program 52 initiates the same process and attempts to lock the semaphore related to a particular operation, the semaphore routine 20*i* will indicate that the state 74 is locked and the processing of the second routine 72*b* goes into an event wait state.

[0060] The second COBOL program 52 and/or second routine 72*b* polls the semaphore routine 20*i* to determine the status of the shareable state 74. Once the semaphore is unlocked, as indicated by the shareable state 74, then the second routine 72*b* begins processing. In this manner, the semaphore routine 20*i* prevents multiple routines from processing to the shared resource 56 to prevent conflicts, errors, or other instabilities caused when multiple processes simultaneously write to an output or shared resource, such as SYSOUT.

[0061] Once the semaphore is locked, the semaphore then processes the job to the shared resource 56, such as shared memory, a file, a block of memory that is not shareable, a database, or other shared resource 56. In the present embodiment, the semaphore routine 20*i*, when called by the first or second COBOL programs 50 and 52, creates the shared semaphore and associates a shareable state 74 with the created semaphore. The semaphore routine 20*i* is operable to create and manage a plurality of semaphores related to various operations and maintain multiple shareable states 74 each associated with one of the created semaphores. In addition, the semaphore routine 20*i* is operable to create and share semaphores between a plurality of COBOL programs such as a third and fourth COBOL programs (not shown), while the first and second COBOL programs 50 and 52 use the same or another semaphore.

[0062] The semaphore routine 20*i* is provided with a plurality of functionality for maintaining semaphores including: creating a semaphore, obtaining an identifier related to the semaphore, identifying the semaphore, querying to determine whether the shareable state 74 indicates that the semaphore is locked, changing the status of the shareable state 74 to indicate that the semaphore is locked, as well as changing the status of the shareable state 74 to indicate the semaphore is unlocked and available. Additional functionality includes obtaining a process identification or ID number to determine the process associated with the semaphore and removing the semaphore from the computer system.

[0063] In other embodiments, the first and second COBOL programs 50 and 52 are operable to independently determine

the status of the shareable state 74, as well as other processes associated with semaphore routine 20*i*. In still other embodiments, the first and second COBOL programs 50 and 52 only process a request to the semaphore routine 20*i*, which in turn returns the information requested by the first and second COBOL programs 50 and 52.

[0064] The construction and function of the mutex routine 20*j* is substantially similar to that of the semaphore routine 20*i* and the differences are based primarily on the characteristics of mutexes. Specifically, the semaphore routine 20*i* manages jobs which are processed in separate address space and which work across various jobs. The mutex routine 20*j*, on the other hand, manages the coordination of processing within subtasks using the same address space. In any event, the semaphore and mutex routines 20*i* and 20*j* provide a mutually exclusive capability to lock the semaphore or mutex by a first process which causes the second process to suspend or wait until the semaphore or mutex becomes available. This functionality prevents multiple jobs from simultaneously updating the shared resource 56.

[0065] The semaphores and mutexes routines 20*i* and 20*j* provide the COBOL language and COBOL developers additional programming capabilities by managing asynchronous processes to prevent multiple process, tasks, or jobs from updating the same shared resource 56 at the same time. In the present embodiment, the semaphore routine 20*i* and mutex routine 20*j* enable this functionality by making the appropriate calls to the operating system. In the present embodiment, the semaphores and mutexes routines 20*i* and 20*j* are computer programs written in the COBOL programming language and the operating system calls are accomplished substantially as described above with respect to sockets.

Memory Queues and Message Queues

[0066] FIG. 6 illustrates one embodiment of the memory queue routine 20*g* of the technical layer 10 for enabling queues in COBOL programs. The memory queue routine 20*g* maintains an index 90 having one or more keys 92 to manage the memory 36 of the computer 14. The memory queue routine 20*g* communicates with the operating system 34 to retrieve an address 94 in memory 36 based on the key 92. The operating system 34 maintains the key 92 related to the address 94 of the memory 36 wherein the relevant information and data is stored. The COBOL program 12 includes a linkage section 96, which is a standard portion of a COBOL program that is ordinarily used to receive data that is passed in from other programs. The COBOL program 12 communicates with the memory queue routine 20*g* to receive the address 94 of the memory 36.

[0067] In the present embodiment, the COBOL program 12 includes an identifier associated with the key 92, such as an alphanumeric identifier or name used by the COBOL program 12 to call the memory queue routine 20*g*. The memory queue routine 20*g* looks up the identifier or name in the index 90 and obtains the associated key 92. In the manner described above, the memory queue routine 20*g* obtains the address 94 in memory 36 related to the key 92 and returns the address 94 to the COBOL program 12.

[0068] In one embodiment, the COBOL program 12 makes a linkage call by name to the memory queue routine 20*g* requesting the address 94 in memory 36 for a particular

memory queue to be used. The memory queue routine **20g** looks up the name in the index to return the address **94** to the linkage section **96** of the COBOL program **12**. By mapping the linkage section **96** of the COBOL program **12** to the address **94**, the COBOL program **12** resolves the data at the address **94** of the memory **36** to the linkage section **96** of the COBOL program **12**. Thus, the COBOL program **12** considers the information stored in memory at the address **94** as local and accessible to the COBOL program **12**. This technique is effective to enable memory queues for the COBOL programming language.

[**0069**] The memory queue routine **20g** is operable to serialize the information in the memory queue in various orders, including in last-in-first-out order. In some instances, it may be useful for the memory queue routine **20g** to coordinate reading and writing information in a first-in-first-out order. The memory space at the address **94** is operable for a memory queue and the memory queue routine **20g** coordinates, or in some instances may directly or exclusively control, the reading and writing of information to prevent conflicts in the memory queue.

[**0070**] In the present embodiment, the memory queue routine **20g** is programmed in the COBOL programming language and the memory queue is enabled via a call to the operating system by the memory queue routine **20g**. As such, the operating system **34** creates and enables the memory queue for use by the COBOL program, via the memory queue routine **20g**.

[**0071**] The construction and function of the message queue routine **20h** is substantially similarly to that of the memory queue routine **20g** illustrated in **FIG. 6**. When the message queue routine **20h** is employed in lieu of the memory queue routine **20g**, the memory space located at the address **94** is operable for a message queue. In this embodiment, the message queue routine **20h** receives the request from the COBOL program **12** to read and write information to the message queue. In one embodiment, the message queue routine **20h** coordinates the reading and writing of information to the message queue in a last-in-first-out order, while in still other embodiments the order is first-in-first-out.

[**0072**] The message queue functionality is enabled by the message queue routine **20h** via a call to the operating system **32**, as discussed above. As is the case with the memory queue routine **20g**, the message queue routine **20h** includes a plurality of functions to manage message queues including a create function to create new queues such as by initiating an appropriate operating system call. Other functions include an attach function for connecting to existing queues and a query function to determine whether a queue exists and obtain the size of the queue in terms of the number of rows as well as additional information related to the queue. Some other functions of the message queue routine **20h** include a push function to add a row to the queue and a block function to block when the queue is full. A pop function removes the top row from the queue and also prevents this operation when no more rows exist on the queue. Additional functions provide for detaching from an existing queue and removing the queue from the system.

[**0073**] The functions of the message queue routine **20h** and memory queue routine **20g** may be called directly from the COBOL program **12**, or routines **20** in the technical layer **10** provided as a library linkable to the COBOL program **12**,

as previously discussed above. In another embodiment, the functionality of the memory queue routine **20g** may be enabled as a message queue by providing a socket layer around the memory queue. Also, the message queue routine **20h** is operable to maintain the address **94** of memory **36** as a fixed size and block when the memory **36** is full, such as by employing semaphores. Similarly, pushing data onto the queue may require serialization so that processes, such as multiple subtasks do not simultaneously insert data into the same point in the queue, or address space **94** of memory **36**. This serialization may be enabled as part of the message queue routine **20h**, for example.

[**0074**] In the present embodiment, it may be useful on the input side for records to be maintained by only one job or process at a time as opposed to multiple jobs. While on the output side, data may be preferably coming out of only one process as opposed to multiple processes for the purposes of serializing the process. The message queue routine **20h** and memory queue routine **20g** provide new capability to the COBOL programming language and COBOL developers, by providing queue functionality for multiple COBOL programs and processes.

Shared Memory

[**0075**] **FIG. 7** illustrates one embodiment of the shared memory routine **26** for sharing memory between COBOL programs. The shared memory routine **20c** is provided with an index **110** for maintaining a plurality of keys **112** related to an address **114** in memory **26** that is used as shared memory by the first and second COBOL programs **50** and **52**. The first COBOL program **50** requests shared memory from the shared memory routine **20c**. The shared memory routine **20c** includes a plurality of functions operable for managing shared memory, including a create function for creating a shared memory block. In the present embodiment, the shared memory routine **20c** is a COBOL program that issues a call to the operating system **34** to allocate the appropriate amount of memory.

[**0076**] By providing the shared memory routine **20c** as a COBOL library, the first COBOL program **50** may be compiled to enable this functionality. The amount of memory needed by the first COBOL program **50** is designated by the first COBOL program **50** at compile time. Based on the call from the shared memory routine **20c**, the operating system **34** allocates the memory required for the working storage section of the first COBOL program **50**. The operating system obtains the address **114** for the designated memory **36** to be shared between the COBOL programs. The first COBOL program **50** identifies the shared memory **36** using an identifier, such as an alphanumeric identifier or name, for example. Once the shared memory has been identified, the first COBOL program **50** can begin using the shared memory **36** via a request to the shared memory routine **20c**.

[**0077**] The shared memory routine **20c** maintains the identifier in the index **110** along with the associated key **112**. The shared memory routine **20c** uses the key **112** to issue a request to the operating system for the address **114** in memory **36** that will be shared. The operating system **34** passes the address **114** back to the shared memory routine **20c**, which in turn passes the address **114** back to the linkage section **96a** of the first COBOL program **50**.

[0078] As previously discussed, the linkage section **96a** of the first COBOL program **50** is typically used for passing information between subprograms or calling programs, but is employed in a novel manner in the present embodiment to map to the address **114** of the memory **26** that is used for shared memory. Mapping the address **114** to the linkage section **96a** of the first COBOL program **50** is useful since shared memory only needs to be loaded one time and does not require constant refreshing. For example, data space is known as a section of mainframe memory that stays resident when programs exit, but requires a task running to keep the memory refreshed. Core loads are another example of memory employed in mainframe computer systems, but when the program using the memory exits or closes, the memory is released and the data is no longer available. Employing the shared memory routine **20c** according to the present aspect, the memory is maintained by the shared memory routine **20c** even after the first COBOL program **50** terminates.

[0079] The second COBOL program **52**, using the same identifier or name, requests the address **114** in memory **36** where the shared memory is located. The shared memory routine **20c** returns the address **114**, in a similar manner, based on the use of the same identifier or name. The address **114** of the shared memory is mapped back to the linkage section **96b** of the second COBOL program **52** thereby creating a shared block of memory useable by both the first and second COBOL programs **50** and **52**.

[0080] The shared memory routine **20c** is operable to manage multiple shared memory blocks based on a unique name or identifier associated with the each address **114** of the array in memory **36**. The shared memory blocks can then be accessed by numerous COBOL programs, via the shared memory routine **20c**, by referencing the unique identifier. A number of techniques for managing the unique identifiers, or associating, organizing or referencing memory blocks by and between COBOL programs may be used since the present system is not limited to any particular implementation. In addition to those functions previously described, the shared memory routine **20c** includes an attach function to attach to an existing block of memory, a detach function to detach from an existing block of memory, a remove function to remove a shared memory block from the system, and a query function to determine whether a shared block of memory exists and obtain the size and other information about the shared memory block.

[0081] In other embodiments, the shared memory routine **20c** may be provided with one or more indexes **110** for maintaining identifiers and keys **112**, each of which may be queried by the COBOL programs. In one embodiment, the shared memory routine **20c** monitors the shared memory when the memory is protected to prevent the shared memory from being overwritten. In yet other embodiments, the memory may be unprotected and the shared memory routine **20c** may allow the COBOL programs to read and write from memory in an unrestricted manner. A number of techniques may be employed for managing the protection and privileges of shared memory and are within the spirit and scope of the present disclosure.

[0082] In the present embodiment, the shared memory routine **20c** manages the protected and unprotected aspects of the shared memory by virtue of the specific operating

system call. For example, the type of call dictates the way the operating system **34** will manage the protection of the block of memory **36** used for shared memory. In any event, the shared memory routine **20c** enables the COBOL language to be programmed for memory sharing between COBOL programs enabling a new level of functionality in COBOL language programs.

Signal Handlers

[0083] FIG. 8 is a block diagram illustrating the signal handler routine **20a** to enable COBOL programs to use signal handlers. The signal handler routine **20a** operably communicates with the COBOL program **12** to receive a signal handler **130** designated by the COBOL program **12** to execute based on an event. The signal handler routine **20a** registers the signal handler **130** with the operating system **34** so that the operating system **34** executes the signal handler **130** on the event.

[0084] When, for example, the operating system detects that a program ABENDS (abnormal end), or otherwise detects an error, the operating system issues an event. A number of handlers are operable to launch specific processes when these events occur. For example, specific programs such as the signal handler **130** can be registered with the operating system and executed on the registered event. The signal handler routine **20a** is operable to register programs, such as the signal handler **130**, with the operating system **34** for execution on such events. The signal handler routine **20a** is not limited to input-output error or events and may also register programs to be executed for memory exceptions, program protection violations, and other events.

[0085] The signal handler routine **20a** is further operable to initiate a separate thread for execution of the signal handler **130** when the event occurs. The signal handler routine **20a** identifies the program name or other identifier of the signal handler **130**. The signal handler routine **20a** registers this name with the operating system **34** and associates the name with a desired event. The signal handler routine **20a** enables the signal handler functionality for COBOL programs by, for example, an operating system call. In the present embodiment, the signal handler routine **20a** is a COBOL language program employed by the COBOL program **12** as a library that makes the operating system call, similar to that described above. In the present embodiment, the signal handler **130** may be any program, such as a notification program registered with the operating system that provides relevant notice on the registered event. The signal handler **130** may be programmed to correct, recover, terminate, or take other action based on the event.

[0086] The signal handler routine **20a** is operable to maintain a log of processes, such as in a shared block of memory, to track the processes operating on the computer **14**. When a particular event occurs the log can be queried to determine the last process or program operating. In this manner, the signal handler routine **20a** is operable to not only handle events from the operating system which executes signal handlers on the events, but also to track the processes to help identify the relevant processes or programs that triggered the event and the signal handler **130**. This functionality is useful for debugging programs, for example, since the program or process that generated the error is typically identifiable from the log. Further, programs that

generate erroneous data or output are also readily identifiable since the program and the output may be logged and reviewed.

[0087] In some embodiments, the signal handler routine **20a** is operable to register multiple signal handlers **130** related to one or more operating system events. The signal handler routine **20a** may be further operable to enable the COBOL program **12** to directly register the signal handlers **130** with the operating system **34**.

Events

[0088] FIG. 9 illustrates the function and operation of the events routine **20b** to enable events in COBOL programs. The events routine **20b** is operable to allow COBOL programs to perform asynchronous processing and further to coordinate request handling across multiple child processes. The COBOL program **12** maintains an index **150** including a process identification number or PID **152** and an event **154** associated with each of a plurality of child processes **156**. The child processes are designated alphanumerically as child processes **156a**, **156b**, and **156c**. The child processes are subtasks, subprograms, or subroutines of the parent program, such as COBOL program **12**. The child processes operate, in this embodiment, as threads which may be enabled by the threads routine **20d** discussed above.

Signals

[0089] When the COBOL program **12** initiates the child process **156**, such as child process **156a**, the COBOL program **12** puts the child process **156a** into an event wait. In this embodiment, the events routine **20b** may place the child process **156a** into the event wait. The child process **156a** registers with the COBOL program **12** such that the process ID **152** and event that the child process **156a** is waiting on are recorded in the index **150** of the COBOL program **12**. The COBOL program **12** may obtain a process ID **152** and event **154** associated with the child process **156a** on initializing or on starting the child process **156a** or may obtain this information subsequently from the events routine **20b**. In some cases, the child process **156a** would not be required to register with the COBOL program **12**.

[0090] In the present embodiment, the child process **156a** registers with a register **158** of the events routine **20b**. The register **158** maintains the process ID **152** and event **154** associated with the child process **156a**. The events routine **20b** maintains the functionality to place the child process **156a**, as well as the other child processes **156b** and **156c**, into the wait state upon request by the COBOL program **12**.

[0091] At the appropriate time, the COBOL program **12** initiates the child process **156a** by signaling the events routine **20b** using the process ID **152** and the event **154** associated with the desired process, such as the child process **156a**. In some cases, the COBOL program **12** may only signal the child process **156a** using the process ID **152**, via the events routine **20b**. The events routine **20b** receives the process ID **152** from the COBOL program **12** and associates the event **154** with the process ID **152** using the register **158**. The events routine **20b** then signals the appropriate child process, such as child process **156a**, based on the process ID **152**.

[0092] The child process **156a** is programmed to perform a process, such as outputting to a shared resource **56** or

writing to memory, for example. The COBOL program **12** and the events routine **20b**, via the index **150** and register **158**, respectively, are operable to maintain a plurality of process IDs **152** and a plurality of events **154** associated with the one or more child processes **156**. The events routine **20b** is operable to coordinate signaling and processing of the child processes **156** to the shared resource **56**.

[0093] The shared resource **56** may be, for example, a socket connection initially created by the COBOL program **12** via the sockets routine **20e**. In some operating systems, only the process that creates the socket connection is able to use that connection. In this case, it may be useful for the COBOL program **12** to pass or assign the socket connection to the child process **156**, for reasons of programming efficiency. To coordinate the transfer of, for example, a socket connection requires a synchronized transfer. The events routine **20b** is operable to synchronize such a transfer. In this example, the COBOL program **12** created the shared resource **56** or socket connection and has ownership of the socket connection until it is otherwise assigned.

[0094] Typically the operating system of a mainframe computer, for example, designates the shared resource **56**, or socket connection, to the COBOL program **12** based on the process ID of the COBOL program **12**. The COBOL program **12** gives, via the events routine **20b**, the shared resource **56** to the child process **156**. The COBOL program **12** then enters into an event wait until receiving a response from the child process **156**. The child process **156** receives or takes the shared resource **56** from the COBOL program **12** and signals the COBOL program **12** that the take has been completed. The giving and taking of the shared resource **56**, in this manner, may be accomplished via one or more operating system calls from the events routine **20b** to the operating system to transfer the process ID designated for the shared resource **56**.

[0095] Socket connections, as well as other shared resources **56** may be transferred between the creating resource and other subtasks, threads, routines, or subprograms to provide additional functionality to the COBOL programming language. In the present embodiment, the events routine **20b** is a COBOL program maintained in a library linkable to the COBOL program **12**. Similar to the manner described above, the calls to the operating system that accomplish the giving and taking of the shared resource are accomplished by COBOL language program calls to the operating system. It will be appreciated that, depending upon the particular operating system where the technical layer **10** is employed, coordination of taking and giving shared resources can be problematic and, if not synchronized properly, can cause errors and system instability.

[0096] In some other embodiments, the child process **156** signals the COBOL program **12**, via the events routine **20b**, to signal that the child process **156** has received or taken the shared resources. In alternate embodiments, the child process **156** signals the COBOL program **12** directly. The events routine **20b** of the technical layer **10** provides additional functionality to the COBOL language to allow for asynchronous and distributed processing and the coordination of event handling across various child processes which was not previously available to COBOL developers. This functionality also provides COBOL applications the ability to use both semaphores and mutexes in conjunction. For

example, the semaphore routine **20i** can be used to process, synchronize, stop, and start across jobs or programs, while the mutex routine **20j** can be used to process synchronize, stop and start across threads within these programs.

[0097] **FIG. 10** is a block diagram of an exemplary system illustrating use of distributed and asynchronous processing in COBOL to parallelize and distribute work. The system **170** is provided only as an exemplary implementation of the technical layer **10** using COBOL language programs. Alternative changes, modifications, and techniques may also be employed for systems requiring different or additional functionality. The system **10** includes a first machine **172**, a second machine **174**, a third machine **176** and a fourth machine **178**. The machines **172-178** may be computer systems such as mainframe computer systems, mid-range computer systems, networks and/or desktop computer systems.

[0098] In the present embodiment, the first through third machines **172-176** are mainframe computer systems and the fourth machine **178** is a mid-range computer system. The second machine **174** is provided with a customer interface **180** for managing, for example, internet user profiles. The information for the internet user profiles may be stored, for example, in a customer master file or CustMast file (not shown). Accounts receivable information for the internet user profile may be maintained in a first A/R file **182** provided on the first machine **172**. Additional account receivable information for the internet user profile may be maintained in a second A/R file **184** maintained on the third machine **176**. The first and second A/R files **182** and **184** may also represent applications having access to databases wherein the relevant information is stored.

[0099] A plurality of databases **186** stored on the fourth machine **178** maintain a more detailed record of customer information stored as one or more database files or databases. The customer interface **180** is a COBOL application, which may be one or more COBOL programs, routines, or subroutines enabled via the technical layer **10** for gathering customer data to be stored in the databases **186** on the fourth machine **178**. The customer interface **180** is operable to retrieve customer information for reporting and other purposes, for example, on thousands of customers whose information is maintained in the customer master file.

[0100] The customer interface **180** may be comprised of a plurality of COBOL programs including a profile changes program **190**. The profile changes program **190** is operable using the message queue routine **20h** of the technical layer **10** to employ a message queue **192**. The profile changes program **190** using the shared memory routine **20c** is operable to establish a shared memory **194** on the second machine **174**. To quickly and efficiently read thousands of records from the customer master file, the profile changes program **190** is operable, using the technical layer **10**, to spawn a plurality of jobs **196** designated alphanumerically **196a**, **196b**, and **196c**. Processing the separate jobs **196** may be accomplished, for example, using the semaphore routine **20i**, as described above. In this manner, the profile changes program **190** breaks up access to the customer master file into multiple jobs to improve the efficiency of accessing the customer master information.

[0101] Each of the jobs **196** operates in its own address space, but is able to share the shared memory **194**. As each

of the jobs **196** is started, the jobs **196** look at the shared memory **194** to obtain the key with the location to the message queue **192**, such as elsewhere in memory. The jobs **196** then take the first message off the message queue **192** and process the message or instruction. The job **196** then, for example, pulls or reads records off the customer master file and puts or writes the information to an output queue **198**. The profile changes program **190**, via the technical layer **10**, is operable to monitor and manage the message queue **192** to provide the jobs **196** with messages or work. The shared memory **196** is used to communicate across the jobs **196** any information to be shared between the jobs **196**.

[0102] An A/R changes program **200** is a COBOL program or routine that is operable to read information from the output queue **198** as written from the jobs **196**. The A/R changes program **200** may be a program or routine that is part of the customer interface **180**. The A/R changes program **200**, in this example, requires information from the first and second A/R files **182** and **184** to complete processing. Rather than route jobs one-at-a-time and waiting until the process is returned, the A/R changes program **200** is operable, using the technical layer **10**, to do a socket connection request directly to the relevant A/R customer data. Specifically, the A/R changes program **200**, using the sockets routine **20e**, is operable to enable socket communication to the first A/R file **182** on the first machine **172** and further operable to retrieve information from the second A/R file **184** on the third machine **176** via a socket request.

[0103] The A/R changes program **200** combines the information from the output queue **198** received from the jobs **196** with the associated data from the first and second A/R files, received via the socket connections. The A/R changes program **200** then outputs the combined information or data to program **202** or system on the fourth machine **178**, via an additional socket communication. The output to the fourth machine **178** may be performed using, among other functions, the semaphore routine **20i**. The program **202** is operable to appropriately divide and store the data into the databases **186**.

[0104] The system **170** illustrated in **FIG. 10** is an example of the functionality that the technical layer **10** provides to COBOL language programmers to enable asynchronous and distributed processing. Although the system **170** does not specifically employ all the routines **20** of the technical layer **10**, the system **170** is illustrated to provide insight into the vast new capabilities enabled for the COBOL language by the present disclosure. While the technical layer **10** is used as a library in this example, the asynchronous and distributed COBOL functions disclosed herein, as previously discussed, may also be enabled via a pre-compiler, a compiler, or by directly programming the system **170** for this functionality.

[0105] While several embodiments have been provided in the present disclosure, it should be understood that the implementation of distributed and asynchronous processing in COBOL may be embodied in many other specific forms without departing from the spirit or scope of the present disclosure. The present examples are to be considered as illustrative and not restrictive, and the intention is not to be limited to the details given herein, but may be modified within the scope of the appended claims along with their full scope of equivalents. For example, the various elements or

components may be combined or integrated in another system or certain features may be omitted, or not implemented.

[0106] Also, techniques, systems, subsystems and methods described and illustrated in the various embodiments as discrete or separate may be combined or integrated with other systems, modules, techniques, or methods without departing from the scope of the present disclosure. Other items shown as directly coupled or communicating with each other may be coupled through some interface or device, such that the items may no longer be considered directly coupled to each but may still be indirectly coupled and in communication with one another. Other examples of changes, substitutions, and alterations are ascertainable by one skilled in the art and could be made without departing from the spirit and scope disclosed herein.

What is claimed is:

1. A system for enabling socket communication in COBOL program, comprising:

a memory block;

a COBOL program communicating with the memory block;

a socket; and

a COBOL routine callable from the COBOL program, the COBOL routine operable to read information from the socket and write the information read from the socket to the memory block in response to the COBOL program call.

2. The system of claim 1, wherein the COBOL program further communicates with the COBOL routine to initiate the COBOL routine communication with the socket and the memory block.

3. The system of claim 1, wherein the COBOL routine is further defined as a subroutine of the COBOL program.

4. The system of claim 1, wherein the COBOL routine is further defined as a COBOL library having a plurality of routines callable by the COBOL program.

5. The system of claim 1, wherein the COBOL routine is further defined as a compiler enabled function usable by the COBOL program.

6. Method for enabling socket communication in COBOL program, comprising:

requesting, by a COBOL program, information from a socket;

retrieving, by a COBOL routine, information from the socket;

writing, by the COBOL routine, information read from the socket to a memory block; and

reading from the memory block, by the COBOL program, the information.

7. The method of claim 6, wherein the method further comprises managing, by the COBOL routine, a connection with the socket.

8. The method of claim 7, wherein managing includes listening on the socket connection.

9. The method of claim 7, wherein managing includes disconnecting the connection with the socket.

10. The method of claim 6, wherein the method further comprises, establishing, by the COBOL routine, a connection with the socket.

11. The method of claim 10, wherein the connection with the socket is established in response to a request from the COBOL program

12. The method of claim 6, wherein the COBOL routine provides an address to the COBOL program, the address identifying a location of the memory block where the information is written.

13. The method of claim 12, wherein the method further comprises mapping, by the COBOL program, the memory block into the COBOL program.

14. The method of claim 13, wherein the mapping is accomplished using a copybook.

15. The method of claim 6, wherein the information is provided in an EBCDIC format and wherein the method further comprises converting the information from the EBCDIC format to an ASCII format.

16. The method of claim 15, wherein the conversion is accomplished by the COBOL routine.

17. The method of claim 6, wherein the COBOL routine further includes a coordination module to coordinate such that the COBOL routine only reads when the socket has information and only writes when the socket is not full.

18. The method of claim 6, further comprising initiating a call to the operating system by the COBOL routine to establish a socket connection.

19. The method of claim 18, wherein the call to the operating system is further defined as a bit-level call to the operation system of a mainframe computer system.

20. The method of claim 19, wherein the COBOL routine is further defined as written in COBOL programming language.

21. A system for enabling pipe communication in COBOL program, comprising:

a memory block;

a COBOL program communicating with the memory block;

a pipe; and

a COBOL routine callable from the COBOL program, the COBOL routine operable to read information from the pipe and write the information read from the pipe to the memory block in response to the COBOL program call.

22. The system of claim 21, wherein the memory block is further defined as a mainframe memory block and wherein the COBOL program and COBOL routine are operable on a mainframe computer system.

23. The system of claim 22, wherein the COBOL routine is further defined as a COBOL technical layer having a plurality of routines callable by the COBOL program, the COBOL technical layer including:

a create module communicating with a computer system and operable to create a pipe connection;

a connect module operable to promote attachment to the pipe connection;

an open module operable to open the pipe connection to promote communication via the pipe connection;

a write module operable to write information to the pipe connection, the write module operable to verify that the

pipe connection is not full prior to writing information and further operable to block when the pipe connection is full;

a read module coupleable to the pipe connection to read information from the pipe connection;

a release module to release the pipe connection;

a remove module to remove the pipe connection from the computer system; and

a delete module to delete the pipe connection wherein the pipe connection is closed.

24. A method for socket communication in COBOL, comprising:

reading, by a routine, information from a socket;

writing, by the routine, the information to an area; and

reading, by a COBOL program, the information from the area, the COBOL program and the routine operating in the same runtime environment.

25. The method of claim 24, wherein the area is a file.

26. The method of claim 24, wherein the area is a memory area.

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