

# 4) Flow control

- Logical operators,
- comparative operators

Instructions:

- IF/THEN/ELSE,
- DO/END – composite instruction.
- SELECT,
- NOP.

Resources: TSO REXX Reference

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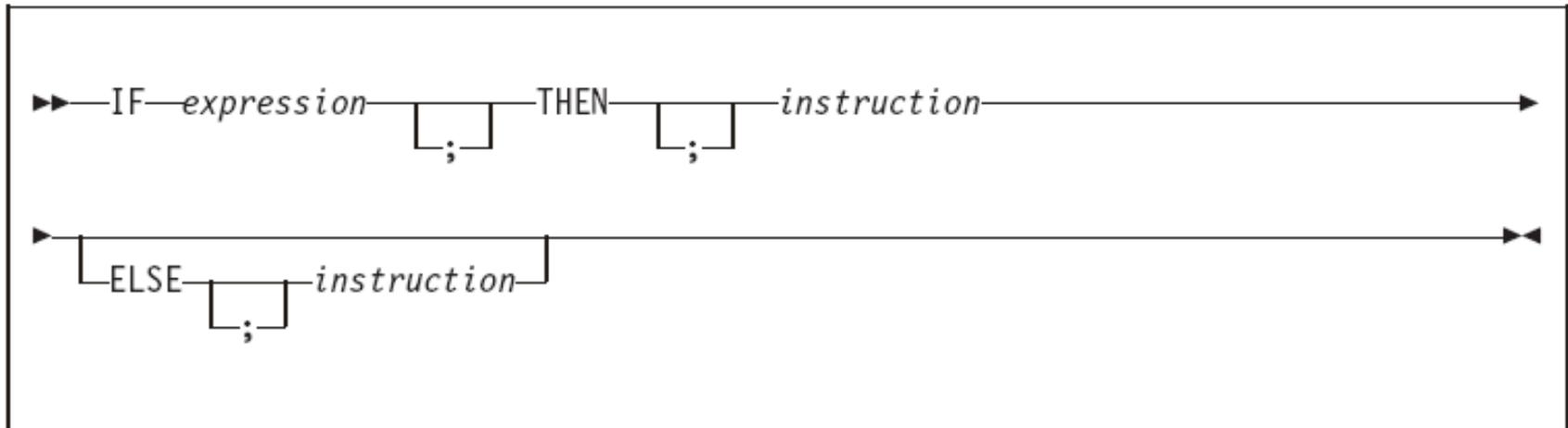
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# IF/THEN/ELSE

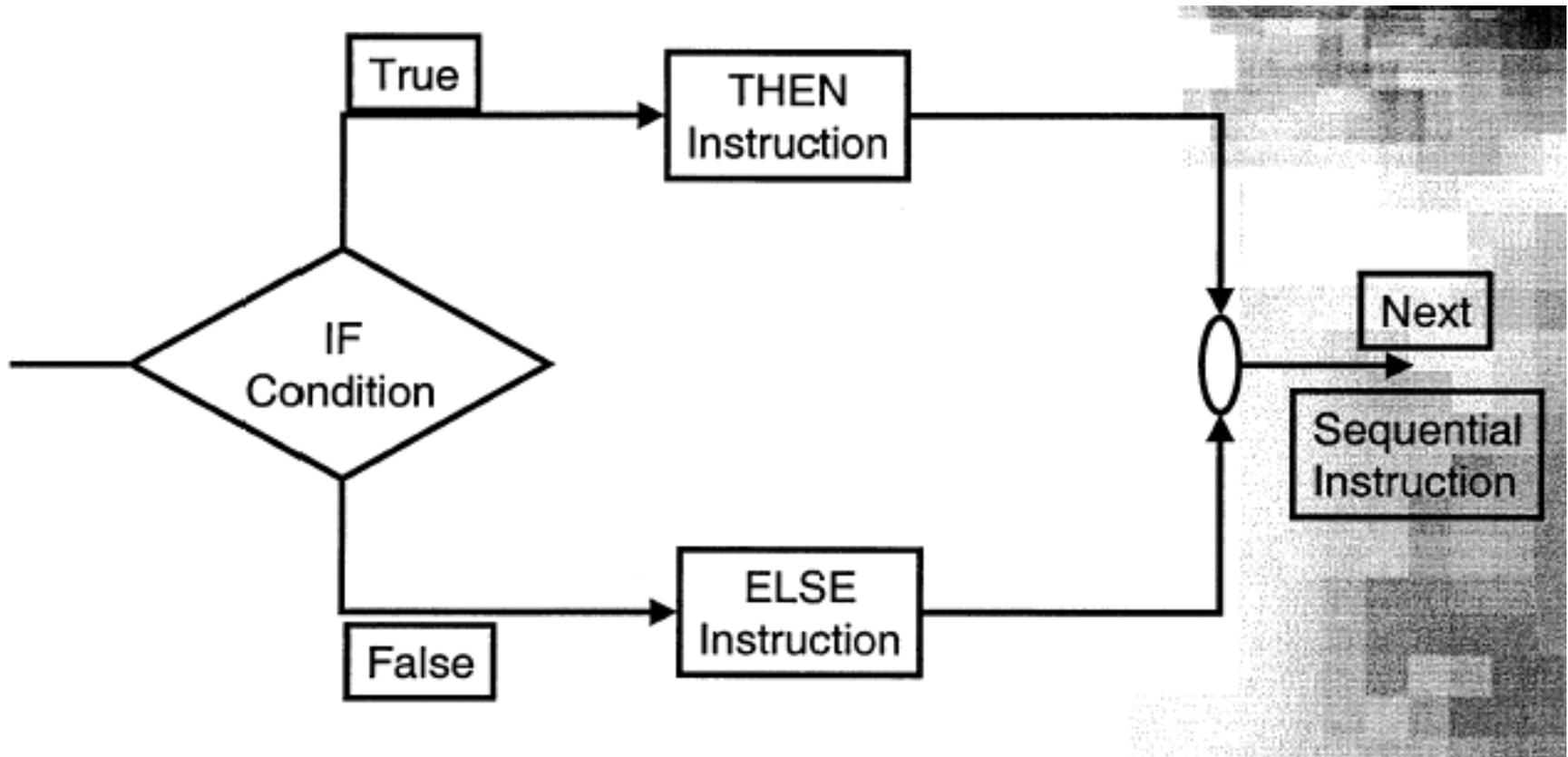


IF conditionally processes an instruction or group of instructions depending on the evaluation of the *expression*. The *expression* is evaluated and must result in 0 or 1.

The instruction after the THEN is processed only if the result is 1 (true). If you specify an ELSE, the instruction after the ELSE is processed only if the result of the evaluation is 0 (false).

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# IF/THEN/ELSE



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# IF/THEN/ELSE

- Example

```
job_name = "PAYROLL"  
system = "UP"  
IF job_name = "PAYROLL" THEN  
    SAY "Load payroll cheques"  
IF system = "UP" THEN  
    SAY "System is up"  
ELSE  
    SAY "System is down"
```

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# Test Exercise 41

- Write a REXX program to test the statements below.
- Correct the code where necessary

```
test_value = 1
IF test_value = 1 SAY "Yes"
IF test_value = 1
    THEN SAY "Yes"
IF test_value = 1 THEN SAY "Yes" ELSE SAY "No"
IF test_value = 1 ELSE SAY "No"
IF test_value = 1
    THEN
        SAY "Yes"
    ELSE
        SAY "No"
```

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# Nested IF statement

- IF statements also may be nested within IF statements

```
PARSE ARG age
IF age < 65 THEN
  IF age > 21 THEN
    SAY "Over 21 and under 65"
  ELSE
    IF age >= 16 THEN
      SAY "Between 16 and 21"
    ELSE
      SAY "Under 16"
ELSE
  SAY "65 or over"
```

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# Simple DO END

- This groups several statements together so that REXX will treat them as one instruction
- Often you need to execute more than one instruction in a THEN or ELSE clause

```
system_state = "UP"  
IF system_state = "UP" THEN DO  
    SAY "The system should be down"  
    system_state = "DOWN"  
END
```

# Comparative operators

- Compare two terms and return 1 if the result is true and 0 if then result is false
- Normal comparison
  - = equal
  - \= not equal (can also use not sign, X'5F')
  - > greater than
  - < less than
  - >< greater than or less than (same as not equal)
  - >= greater than or equal to
  - <= less than or equal to
  - \< not less than
  - \> no greater than

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# Comparative operators - sample

- When REXX compares two non-numeric values, it ignores leading and trailing spaces
  - " REXX " = "REXX"
    - Would evaluate as true
- When REXX compares two numeric values it ignores leading and trailing zeros.
  - 00000000012 = 12
  - 12 = 12.000
    - Would evaluate to true

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# Comparative operators - strict comparison

<code>==</code>	True if terms are strictly equal (identical)
<code>\==, \neq, /==</code>	True if the terms are NOT strictly equal (inverse of <code>==</code> )
<code>&gt;&gt;</code>	Strictly greater than
<code>&lt;&lt;</code>	Strictly less than
<code>&gt;&gt;=</code>	Strictly greater than or equal to
<code>\&lt;&lt;, \&lt;&lt;&lt;</code>	Strictly NOT less than
<code>&lt;&lt;=</code>	Strictly less than or equal to
<code>\&gt;&gt;, \&gt;&gt;&gt;</code>	Strictly NOT greater than

**Guideline:** Throughout the language, the **not** character, `¬`, is synonymous with the backslash (`\`). You can use the two characters interchangeably, according to

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# Comparative operators - strict comparison - sample

- Strictly means that the two values must match each other.
  - `000000000000012 == 12`
    - Would be false
  - `" REXX " == "REXX"`
    - Would evaluate as false

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# Logical Operator

- Logical operators combine two comparisons return 0 or 1.
- Types of logical operators.

&	AND
	OR
&&	EXCLUSIVE OR
\	NOT

## Priorities:

Arithmetic operators

Concatenation operators

Comparative

Logical operators

\

&

|, &&

# Logical Operator

**&** AND - returns a 1 (true) if both comparisons are true, and a 0 (false) otherwise - performs a logical AND operation

**|** OR - returns a 1 (true) if at least one comparison of several is true, and a 0 (false) otherwise - performs a logical or operation

**&&** EXCLUSIVE OR - returns a 1 (true) if ONLY one of a group of comparisons is true, and a 0 (false) otherwise - performs a logical exclusive OR function

**\** NOT - returns the reverse logical value for an expression returns false if expression resolves to true, and true if the expression resolves to false

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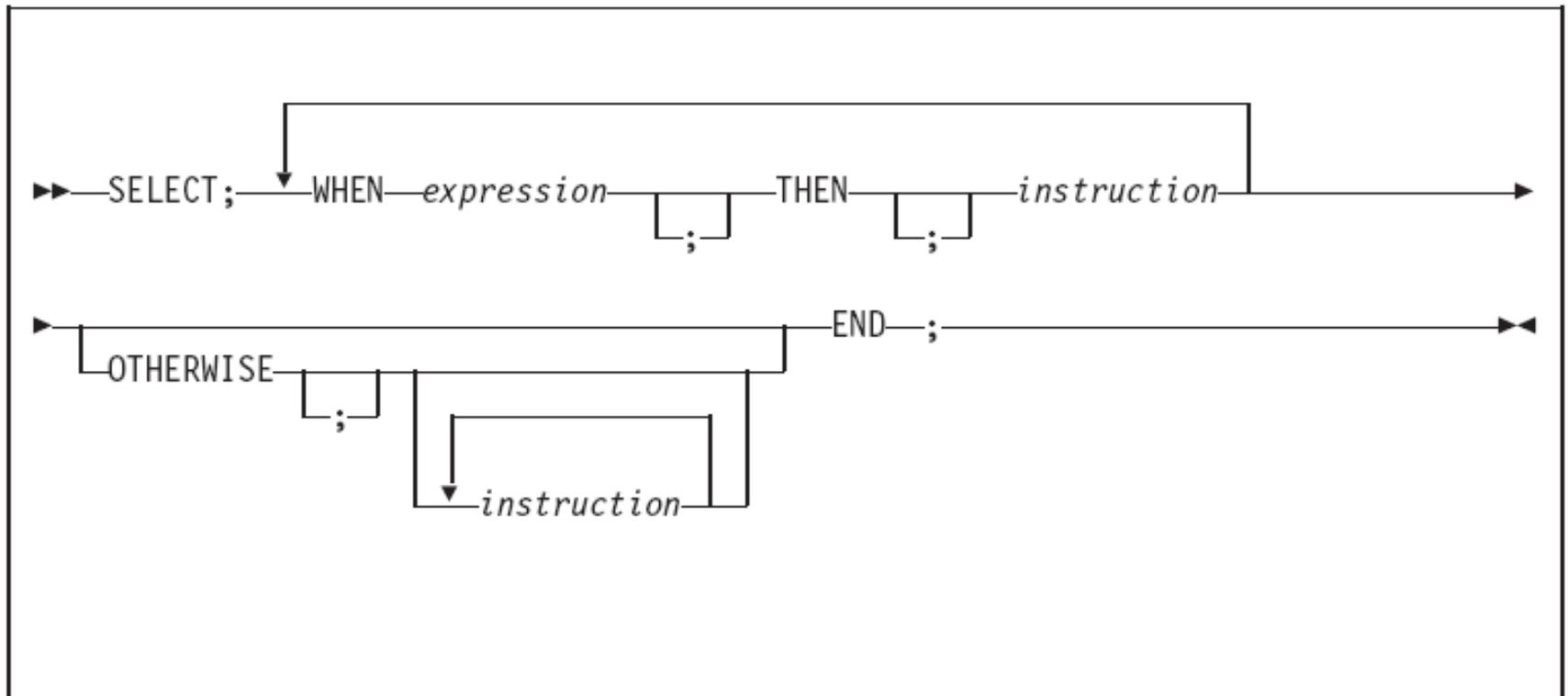
# Multiple Logical Operator

- When multiple logical operators are used, &s are evaluated before |s.

```
test_value = 1
old_value = 2000
new_value = 3
IF test_value = 1 & (old_value = 2 | new_value = 3) THEN
  SAY "All ok"
```

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# SELECT



SELECT conditionally calls one of several alternative instructions.

Unlike IF with ELSE, the SELECT statement requires the OTHERWISE for all false conditions.

# SELECT Sample

- Format
  - SELECT
    - WHEN
    - OTHERWISE
  - END

```
system_state = "UP"
SELECT
  WHEN system_state = "UP" THEN
    system_state = "DOWN"
  WHEN system_state = "DOWN" THEN
    system_state = "UP"
  WHEN system_state = "FAIL" THEN
    system_state = "DOWN"
  WHEN system_state = "WARNING" THEN
    system_state = "ERROR"
  OTHERWISE SAY "System state invalid"
END
```

# NOP

- Dummy instruction that has no effect
- Often used with and IF and SELECT

```
system_state = "UP"
SELECT
  WHEN system_state = "UP" THEN
    system_state = "DOWN"
  WHEN system_state = "DOWN" THEN
    system_state = "UP"
  WHEN system_state = "FAIL" THEN
    system_state = "DOWN"
  WHEN system_state = "WARNING" THEN
    system_state = "ERROR"
  OTHERWISE NOP
END
```

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# Work section 4.1

- Re-Write the "AGE" nested IF as four separate IF statements in order to perform the same function, in a REXX program. Assign the value AGE as an argument.

```
ex 'clcs.iulc00.rexx(rx10141)' '65'
```

```
65 or over  
***
```

AGE =	Result
10	
21	
65	
70	
Your age	

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# Work section 4.1 (Continued)

```
IF age < 65 THEN
  IF age > 21 THEN
    SAY "Over 21 and under 65"
  ELSE
    IF age >= 16 THEN
      SAY "Between 16 and 21"
    ELSE
      SAY "Under 16"
  ELSE
    SAY "65 or over"
```

Enter the results in the table above.

Hint do not use any else statements.

# Work section 4.2

- Re-Write Work section 4.1 "AGE" Using the select Statement

```
ex 'clcs.iulc00.rexx(rx10131)' '65'
```

```
65 or over
```

```
***
```

AGE =	Result
10	
21	
65	
70	
Your age	

# Additional Program

- Write a REXX program to display the tax paid for each of the codes below given entered at the screen:

Tax Code as a Percent	Result
10	
20	
50	
70	
80	

```
Please enter your salary.  
12000  
Please enter your TAX band.  
70  
Your tax for : 12000 : is : 8400.0  
***
```

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## 4) Flow control

- Logical operators,
- comparative operators

### Instructions:

- IF/THEN/ELSE,
- DO/END – composite instruction.
- SELECT,
- NOP.

### Resources: TSO REXX Reference

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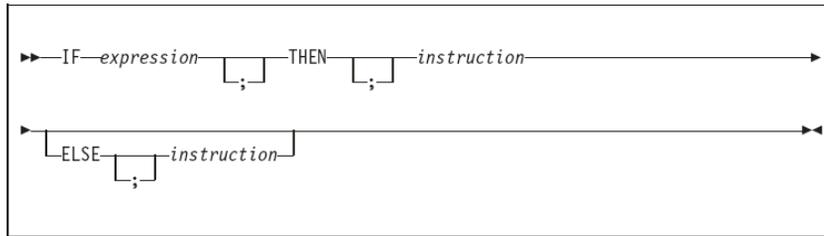
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# IF/THEN/ELSE

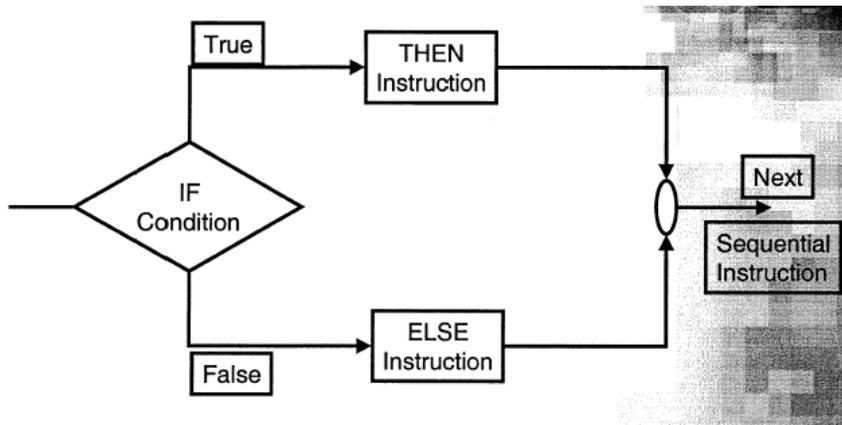


IF conditionally processes an instruction or group of instructions depending on the evaluation of the *expression*. The *expression* is evaluated and must result in 0 or 1.

The instruction after the THEN is processed only if the result is 1 (true). If you specify an ELSE, the instruction after the ELSE is processed only if the result of the evaluation is 0 (false).

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## IF/THEN/ELSE



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- Expression must evaluate to 1 or 0 (true or false).
- Every IF must have THEN and instruction indicating what to do if the expression is true.
- The ELSE clause indicates what to do if the expression is false, optional.

# IF/THEN/ELSE

- Example

```
job_name = "PAYROLL"  
system = "UP"  
IF job_name = "PAYROLL" THEN  
    SAY "Load payroll cheques"  
IF system = "UP" THEN  
    SAY "System is up"  
ELSE  
    SAY "System is down"
```

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Write it and test it.

## Test Exercise 41

- Write a REXX program to test the statements below.
- Correct the code where necessary

```
test_value = 1
IF test_value = 1 SAY "Yes"
IF test_value = 1
  THEN SAY "Yes"
IF test_value = 1 THEN SAY "Yes" ELSE SAY "No"
IF test_value = 1 ELSE SAY "No"
IF test_value = 1
  THEN
    SAY "Yes"
  ELSE
    SAY "No"
```

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Write it and test it.

**then** is missing on the second line and **then say "Yes"** on the sixth line.

# Nested IF statement

- IF statements also may be nested within IF statements

```
PARSE ARG age
IF age < 65 THEN
  IF age > 21 THEN
    SAY "Over 21 and under 65"
  ELSE
    IF age >= 16 THEN
      SAY "Between 16 and 21"
    ELSE
      SAY "Under 16"
  ELSE
    SAY "65 or over"
```

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## Simple DO END

- This groups several statements together so that REXX will treat them as one instruction
- Often you need to execute more than one instruction in a THEN or ELSE clause

```
system_state = "UP"  
IF system_state = "UP" THEN DO  
  SAY "The system should be down"  
  system_state = "DOWN"  
END
```

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# Comparative operators

- Compare two terms and return 1 if the result is true and 0 if then result is false
- Normal comparison
  - = equal
  - \= not equal (can also use not sign, X'5F')
  - > greater than
  - < less than
  - >< greater than or less than (same as not equal)
  - >= greater than or equal to
  - <= less than or equal to
  - \< not less than
  - \> no greater than

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## Comparative operators - sample

- When REXX compares two non-numeric values, it ignores leading and trailing spaces

- " REXX " = "REXX"
  - Would evaluate as true

- When REXX compares two numeric values it ignores leading and trailing zeros.
  - 00000000012 = 12
  - 12 = 12.000
    - Would evaluate to true

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## Comparative operators - strict comparison

<code>==</code>	True if terms are strictly equal (identical)
<code>\==, \neq, !=</code>	True if the terms are NOT strictly equal (inverse of <code>==</code> )
<code>&gt;&gt;</code>	Strictly greater than
<code>&lt;&lt;</code>	Strictly less than
<code>&gt;&gt;=</code>	Strictly greater than or equal to
<code>\&lt;&lt;, \&lt;</code>	Strictly NOT less than
<code>&lt;&lt;=</code>	Strictly less than or equal to
<code>\&gt;, \&gt;&gt;</code>	Strictly NOT greater than

**Guideline:** Throughout the language, the **not** character, `¬`, is synonymous with the backslash (`\`). You can use the two characters interchangeably, according to

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## Comparative operators - strict comparison - sample

- Strictly means that the two values must match each other.

- `00000000000012 == 12`

- Would be false

- `" REXX " == "REXX"`

- Would evaluate as false

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# Logical Operator

- Logical operators combine two comparisons return 0 or 1.
- Types of logical operators.

&	AND
	OR
&&	EXCLUSIVE OR
\	NOT

## Priorities:

Arithmetic operators  
Concatenation operators  
Comparative  
Logical operators

\  
&  
|, &&

# Logical Operator

**&** AND - returns a 1 (true) if both comparisons are true, and a 0 (false) otherwise - performs a logical AND operation

**|** OR - returns a 1 (true) if at least one comparison of several is true, and a 0 (false) otherwise - performs a logical or operation

**&&** EXCLUSIVE OR - returns a 1 (true) if ONLY one of a group of comparisons is true, and a 0 (false) otherwise - performs a logical exclusive OR function

**\** NOT - returns the reverse logical value for an expression returns false if expression resolves to true, and true if the expression resolves to false

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## Multiple Logical Operator

- When multiple logical operators are used, &s are evaluated before |s.

```
test_value = 1
old_value = 2000
new_value = 3
IF test_value = 1 & (old_value = 2 | new_value = 3) THEN
  SAY "All ok"
```

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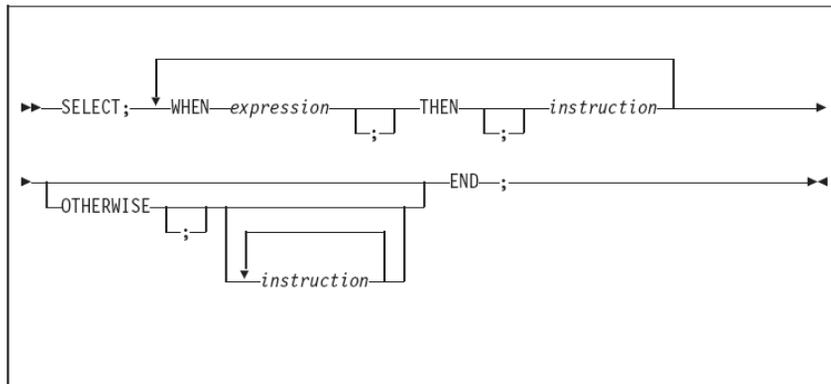
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Write it and test it.

See 'MCOE.REXA.REXX(RX201411)'

# SELECT



SELECT conditionally calls one of several alternative instructions.

Unlike IF with ELSE, the SELECT statement requires the OTHERWISE for all false conditions.

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Only the first true choice is evaluated.

# SELECT Sample

- Format
  - SELECT
    - WHEN
    - OTHERWISE
  - END

```
system_state = "UP"
SELECT
  WHEN system_state = "UP" THEN
    system_state = "DOWN"
  WHEN system_state = "DOWN" THEN
    system_state = "UP"
  WHEN system_state = "FAIL" THEN
    system_state = "DOWN"
  WHEN system_state = "WARNING" THEN
    system_state = "ERROR"
  OTHERWISE SAY "System state invalid"
END
```

See 'MCOE.REXA.REXX(RX201413)'

# NOP

- Dummy instruction that has no effect
- Often used with and IF and SELECT

```
system_state = "UP"
SELECT
  WHEN system_state = "UP" THEN
    system_state = "DOWN"
  WHEN system_state = "DOWN" THEN
    system_state = "UP"
  WHEN system_state = "FAIL" THEN
    system_state = "DOWN"
  WHEN system_state = "WARNING" THEN
    system_state = "ERROR"
  OTHERWISE NOP
END
```

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# Work section 4.1

- Re-Write the "AGE" nested IF as four separate IF statements in order to perform the same function, in a REXX program. Assign the value AGE as an argument.

```
ex 'clcs.iulc00.rexx(rx10141)' '65'  
  
65 or over  
***
```

AGE =	Result
10	
21	
65	
70	
Your age	

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See „Nested IF statement“ on slide 7.

## Work section 4.1 (Continued)

```
IF age < 65 THEN
  IF age > 21 THEN
    SAY "Over 21 and under 65"
  ELSE
    IF age >= 16 THEN
      SAY "Between 16 and 21"
    ELSE
      SAY "Under 16"
  ELSE
    SAY "65 or over"
```

Enter the results in the table above.

Hint do not use any else statements.

# Work section 4.2

- Re-Write Work section 4.1 "AGE" Using the select Statement

```
ex 'clcs.iulc00.rexx(rx10131)' '65'  
  
65 or over  
***
```

AGE =	Result
10	
21	
65	
70	
Your age	

## Additional Program

- Write a REXX program to display the tax paid for each of the codes below given entered at the screen:

Tax Code as a Percent	Result
10	
20	
50	
70	
80	

```
Please enter your salary.  
12000  
Please enter your TAX band.  
70  
Your tax for : 12000 : is : 8400.0  
***
```

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