# **Blocks and Scopes -**Understanding the foundations of good code **Michael Lonski President - Allegro** AllegroConsultants.com

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# Who I Am...

Started working with Progress® v3 (1986)
Founded Allegro in 1993
Internationally recognized speaker
Author of "Coding Smart" book on ADM2
PUG Challenge committee

# ...And Why I Am Here

A block by any other name
What scope through yonder window
Who started it, who controlled it
Proving it with examples
Are you sure?
Nested buckets



#### What's Next...

#### A block by any other name

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# Blocks

- Definition: a sequence of one or more statements, including any nested blocks, that share a single context
- Typically closed with the "END." statement
- Differing default properties depending on type of block
- Most blocks can be nested

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#### **Control Blocks**

&FOR [ EACH | FIRST | LAST ]
& REPEAT
& DO
& EDITING



### **Procedure Blocks**

External Procedure
TRIGGER
PROCDURE (internal)
FUNCTION (user defined)



# **Block Properties**

#### Some examples are:

- Transaction
- Record scoping
- Iteration
- Undo

Some blocks control some properties implicitly

Control blocks can be modified to explicitly control properties Allearo

# **Block Properties (Details)**

	R	REPEAT		FOR		DO		Proc/Trigger	
Property	Imp	Exp	Imp	Exp	Imp	Exp	Imp	Exp	
Record Reading	No	No	Yes	Record Phrase	No	No	No	No	
Frame Scoping	Yes	WITH FRAME	Yes	WITH FRAME	No	WITH FRAME	Yes	No	
Record Scoping	Yes	FOR	Yes	No	No	FOR	Yes	No	
UNDO	Yes	TRANSACTION	Yes	TRANSACTION	No	TRANSACTION	Yes	No	
Looping	Yes	WHILE TO/BY	Yes	WHILE TO/BY	No	WHILE TO/BY	No	No	
Transaction	Yes	TRANSACTION	Yes	TRANSACTION	No	TRANSACTION	Yes	No	

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# Some Examples

#### ✤ REPEAT:

- Implicitly scopes transactions, records and frames
- Scoping is weak
- REPEAT FOR customer WITH FRAME x:
  - Explicitly scopes record and frame
  - Record scoping is strong
  - Transaction scoping still implicit (weak)

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# **Working With Blocks**

- Gives structure to execution flow
  - LEAVE
  - NEXT
  - RETURN
- Label blocks to remove doubt
  - Same rules as variable name
  - Immediately precedes block statement
  - Self-documentation

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# **Impacting Transactions**

#### Explicitly manipulate transactions

- UNDO, <action>
  - LEAVE
  - NEXT
  - RETRY
  - RETURN
  - THROW

Use block labels to remove doubt

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#### What's Next...

# A block by any other name What scope through yonder window



# Scope

 Definition: the duration that a resource is available to an application
 Prime component when discussing buffers and transactions
 Variables/Objects scoped where defined

# Scope Types

Record
Transaction
Frame
Object



# **Seeing The Scope**

 TRANSACTION function MESSAGE "Trans Active?:" TRANSACTION.
 COMPILE ... LISTING COMPILE demo1a.p LISTING demo1a.lst.



# **Listing Contents**

File Name	Line	Blk. Type	Tran	Blk.	Label
.\demola.p	0	Procedure	No		
Buffers:	sports	s.Customer			
Frames:	Unname	ed			
.\demola.p	19	Repeat	Yes	order	r-rpt
Buffers:	sports	s.Order			
Frames:	a-frm				

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### What's Next...

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# Cause vs. Control

Specific statements cause record or transaction scope Blocks control (or not) the scope of items started within them Scope can be explicitly increased and sometimes decreased programmatically Can both cause and control

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# **Record Scope**

 Smallest enclosing block that encompasses all references to the record
 Determines when...

- The record buffer is active/available
- Progress clears the record from the buffer
- Writes the record to the database
- How long a record lock is in effect
- When to validate the record

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# **Types of Record References**

Strong-scoped reference - buffers <u>explicitly</u> referenced in REPEAT FOR or DO FOR

Weak-scoped reference - buffers <u>implicitly</u> referenced in FOR EACH or PRESELECT EACH block

Free reference - All other references to records are free references

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#### **Record Reference Causes**

FIND
FOR EACH
REPEAT FOR
INSERT/CREATE
DEFINE QUERY



## **Transaction Scope**

Set of changes to the database that is either executed completely or leaves no modification to the database

Transaction scope does <u>\*not\*</u> equal Record scope

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#### **Transaction Causes**

EXCLUSIVE-LOCK
CREATE/INSERT
DELETE
ASSIGN
UPDATE
TRANSACTION keyword



# **Transaction GT Record**

- Transaction started
- Reference to record is invalid

•If before record retrieval, record is NOT AVAILABLE

- •Record has EXCLUSIVE-LOCK
- Record available until end of record scope

- Record returns to SHARE-LOCK
- Reference to record is invalid but lock \*IS\* held
- Transaction prevents full release of record

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# **Record GT Transaction**

- Record is NOT AVAILABLE until reference.
- Record is retrieved with SHARE-LOCK and now AVAILABLE
  - Transaction started
  - SHARE-LOCK upgraded to EXCLUSIVE-LOCK
  - Record updates occur
  - Nothing written out to database until end of transaction
- Record returns to SHARE-LOCK
- Transaction effectively bleeds out to record scope

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# **Record EQ Transaction**





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## **Listing Examples**



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# **The Prime Directives**

All scopes are defined in terms of their containing blocks

- Transaction scope and record scope are not automatically identical but do affect each other.
- Beware of bleeding locks

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## **RELEASE Statement**

Probably one of the most misunderstood and misused Progress 4GL statements
Too often used as a band-aid to "fix" scoping issues



### **Actual Effects**

Validates mandatory fields
Validates unique index constraints
Clears the record from the buffer
If changed, writes back to the database

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## Misunderstandings

Not a tool for releasing record locks

Does <u>\*not\*</u> magically fix transaction or scoping issues

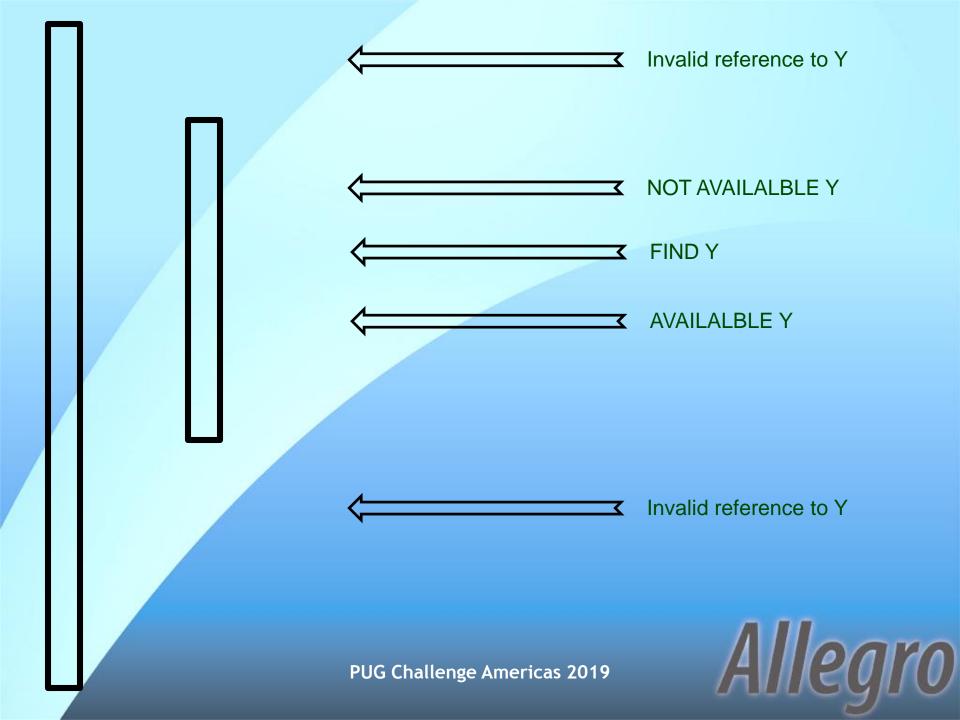
Will not release a SHARE-LOCK if still inside of a transaction

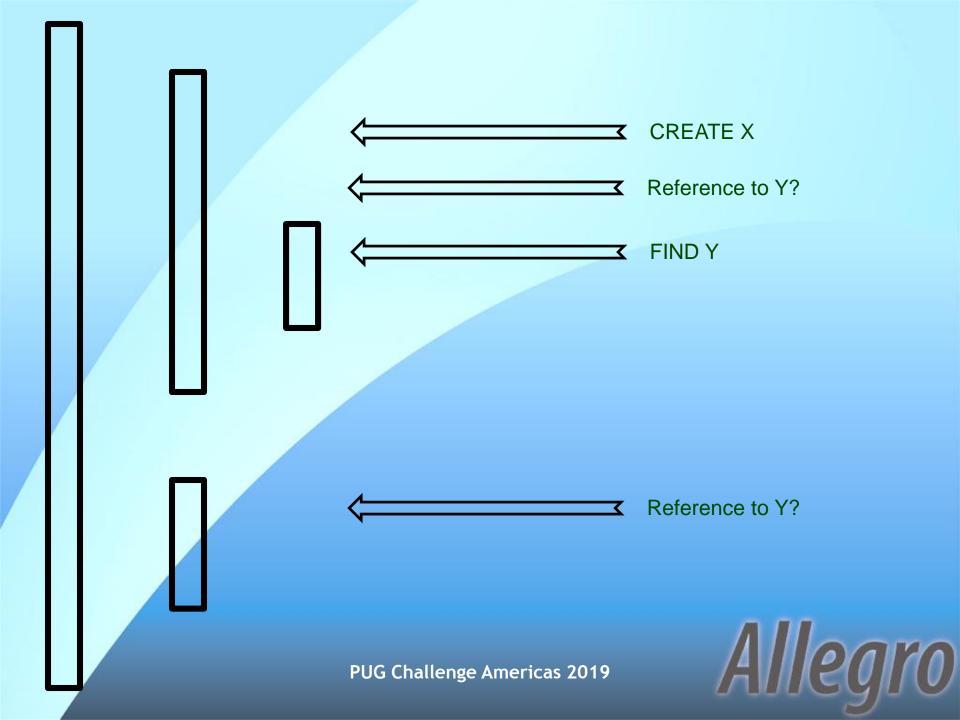
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# Now that I've rambled on, are there any questions?





## **Final Notes**

# Examples bundled with the presentation. AllegroConsultants.com/about/downloads

#### Thanks for attending!

#### Please fill out your evaluations!

