

How to set switches with isCOBOL

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A common practice in COBOL programming is to manage switches to change the behavior of the program. In isCOBOL there are four ways to accomplish this task:

1. In your configuration file using the "iscobol.switches=" configuration variable

You can pass switches to your program from the configuration file. For instance:

`iscobol.switches=1`

will activate only switch 1,

`iscobol.switches=3`

will activate only switch 3,

`iscobol.switches=1,3`

will activate switches 1 and 3

The runtime will set these switches when you pass the configuration file in your execution line. For instance:

`iscrun -c switch.properties MAIN`

2. In the command line using -J-D syntax

The configuration variable in #1 above can also be set in your command line by prefacing the variable with "-J-D". For instance, to run a program called "MAIN";

`iscrun -J-Discobol.switches=1 MAIN`

will activate only switch 1

`iscrun -J-Discobol.switches=3 MAIN`

will activate only switch 3

`iscrun -J-Discobol.switches=1,3 MAIN`

will activate switches 1 and 3

2. Setting 'switches' in the environment

Set the environment variable from a system shell. In this case, you would remove the "iscobol." from the variable. For instance, on Windows;

`set switches=3`

will activate only switch 3

`set switches=1, 3`

will activate switches 1 and 3

And in Linux, you would use the export command:

`export switches=1`

will activate only switch 1

`export switches=3`

will activate only switch 1

`export switches=1, 3`

will activate switches 1 and 3

With the switches set in the environment, you don't need to pass them to the runtime from the command line, so your command line is simply:

`set sw-2 to on`

If you want to clear the switches at the end of the process, you can set the switches to blank or space. For example:

```
set SWITCHES=
```

Attached to this KB article is a .zip file containing two sample programs and a configuration file that show how to work with switches.

You can use them to test the 4 ways to set switches outlined above.

Unzip the files, and compile them with

```
iscc *.cbl
```