

GNU Cobol C++ Manual

for GNU Cobol C++ 2.0

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GNU Cobol C++ is a free and open-source COBOL compiler, which translates COBOL programs to C++ code and compiles it using a native C++ compiler.

This manual corresponds to GNU Cobol C++ 2.0.

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1 Getting Started

1.1 Hello World!

This is a sample program that displays “Hello World”:

```
----- hello.cob -----
      * Sample COBOL program
      IDENTIFICATION DIVISION.
      PROGRAM-ID. hello.
      PROCEDURE DIVISION.
      DISPLAY "Hello World!".
      STOP RUN.
-----
```

The compiler is `cobc`, which is executed as follows:

```
$ cobc -x hello.cob
$ ./hello
Hello World!
```

The executable file name (i.e., ‘`hello`’ in this case) is determined by removing the extension from the source file name.

You can specify the executable file name by specifying the compiler option `-o` as follows:

```
$ cobc -x -o hello-world hello.cob
$ ./hello-world
Hello World!
```

Using more modern sources.

```
----- hellonew.cob -----
*> Sample GNU Cobol program
identification division.
program-id. hellonew.
procedure division.
display
    "Hello New World!"
end-display
goback.
-----

$ cobc -x -free hellonew.cob
$ ./hellonew
Hello New World!
```

Showing the use of free format, to end of line comments, the `goback` verb, and proper use of terminator with `end-display`.

2 Compile

This chapter describes how to compile COBOL programs using GNU Cobol.

2.1 Compiler Options

The compiler `cobc` accepts the options described in this section.

General syntax -

`cobc [options] file [file ..]`

A complete list of options can be displayed by using the help option.

2.1.1 Help Options

The following switches can be used for informational displays:

- `--help` Display help screen (see [Appendix A \[cobc -help\]](#), page 14). `-h` will also display the help. No further actions will be taken except for further display options.
- `--version` Display compiler version, author package date and executable build date. `-V` will also display version. No further actions will be taken except for further display options.
- `--info` Display build information (see [Appendix B \[cobc -info\]](#), page 17). No further actions will be taken except for further display options.
- `-v` Verbosely displays the programs invoked during compilations.
- `--list-reserved` Display reserved words(see [Appendix C \[cobc -list-reserved\]](#), page 18). A Y/N field shows if the word is supported.¹ No further actions will be taken except for further display options.
- `--list-intrinsics` Display intrinsic functions (see [Appendix D \[cobc -list-intrinsics\]](#), page 30). A Y/N field shows if the function is implemented. No further actions will be taken except for further display options.
- `--list-system` Display system routines (see [Appendix E \[cobc -list-system\]](#), page 33). No further actions will be taken except for further display options.
- `--list-mnemonics` Display mnemonic names (see [Appendix F \[cobc -list-mnemonics\]](#), page 35). No further actions will be taken except for further display options.

2.1.2 Built Target

The `cobc` compiler can handle `*.cob`, `*.cbl` as COBOL source code, `*.cpp` for C++ source code, `*.o` for object code, `*.i` for preprocessed code and `*.so` for dynamic modules and will do the right thing in terms of generation, compilation, or link.

The following options specify the target type produced by the compiler:

- `-E` Preprocess only. Compiler directives are executed. Comment lines are removed. COPY statements are expanded. The output is saved in file `*.i`.
- `-C` Translation only. COBOL source files are translated into C++ files. The output is saved in file `*.cpp`.

¹ Support may be partial or complete

- S** Compile only. Translated C++ files are compiled by the C++ compiler to assembler code. The output is saved in file `'*.s'`.
- c** Compile and assemble. This is equivalent to `cc -c`. The output is saved in file `'*.o'`.
- m** Compile, assemble, and build a dynamically loadable module (i.e., a shared library). The output is saved in file `'*.so'`. This is the default behaviour if not other options are given.².
- b** Compile, assemble, and combine all input files into a single dynamically loadable module. Unless `-o` is also used, the output is saved using the first filename as `'*.so'`.
- x** Include the main function in the output, creating an executable image. The main entry point being the outermost `PROGRAM-ID`.
This option takes effect at the translation stage. If you give this option with `-C`, you will see the main function at the end of the generated C++ file.
- I <directory>**
Add <directory> to copy/include search path
- L <directory>**
Add <directory> to library search path
- l <lib>** Link the library <lib>
- D <define>**
Pass <define> to the COBOL compiler
- o <file>** Place the output into <file>

Without any options above, the compiler builds a dynamically loadable module.

2.1.3 Source Format

GNU Cobol supports both fixed and free source format.

The default format is the fixed format. This can be explicitly overwritten by one of the following options:

- free** Free format. The program-text area starts in column 1 and continues till the end of line. Effectively 255 characters in GNU Cobol.
- fixed** Fixed format. Source code is divided into a 1-6 column sequence number area, column 7 indicator area, columns 8-72 program-text area, with columns 72-80 as a reference area. Historically this format is based on 80 character punch cards. FIXED format is the default used by the compiler unless overridden by compiler switch or source code directive, `>>SOURCE [FORMAT] [IS] {FIXED|FREE}`.

2.1.4 Warning Options

- W** Enable every possible warning. This includes more information than `-Wall` would normally provide.
- Wall** Enable all common warnings
- Warchaic**
Warn if archaic features are used
- Wcall-params**
Warn non 01/77 items for CALL params (NOT set with `-Wall`)

² The extension varies depending on your host.

- `-Wcolumn-overflow`
Warn if text after column 72 in FIXED format (NOT set with `-Wall`)
- `-Wconstant`
Warn inconsistent constant
- `-Wimplicit-define`
Warn implicitly defined data items
- `-Wlinkage`
Warn dangling LINKAGE items (NOT set with `-Wall`)
- `-Wobsolete`
Warn if obsolete features are used
- `-Wparentheses`
Warn lack of parentheses around AND within OR
- `-Wredefinition`
Warn incompatible redefinition of data items
- `-Wstrict-typing`
Warn type mismatch strictly
- `-Wterminator`
Warn lack of scope terminator END-XXX (NOT set with `-Wall`)
- `-Wtruncate`
Warn possible field truncation (NOT set with `-Wall`)
- `-Wunreachable`
Warn unreachable statements (NOT set with `-Wall`)

2.1.5 Configuration Options

- `-std=<dialect>`
Compiler uses the given dialect to determine certain compiler features and warnings.
See [Appendix G \[config/default.conf\]](#), [page 37](#), and `'config/*.conf'`.
- `-std=cobol2002`
Cobol 2002
- `-std=cobol85`
Cobol 85
- `-std=ibm` IBM Compatible
- `-std=mvs` MVS Compatible
- `-std=bs2000`
BS2000 Compatible
- `-std=mf` Micro Focus Compatible
- `-std=default`
When not specified
- `-conf=<file>`
User defined dialect configuration. See `-std=` above.
See [Appendix G \[config/default.conf\]](#), [page 37](#), and `'config/*.conf'`.

2.1.6 Debug Switches

- `-debug` Enable all run-time error checking
- `-g` Produce debugging information in the output
- `-O` Enable optimization of code size and execution speed. See `man gcc` for details.
- `-O2` Optimize even more.
- `-Os` Optimize for size. Optimizer will favour code size over execution speed.
- `-ftrace` Generate trace code (Executed SECTION/PARAGRAPH)
- `-ftraceall` Generate trace code (Executed SECTION/PARAGRAPH/STATEMENTS)
- `-fsyntax-only` Syntax error checking only; don't emit any output
- `-fdebugging-line` Enable debugging lines ('D' in indicator column)
- `-fsource-location` Generate source location code (Turned on by `-debug` or `-g`)
- `-fimplicit-init` Do automatic initialization of the Cobol runtime system
- `-fstack-check` PERFORM stack checking (Turned on by `-debug` or `-g`)
- `-fnotrunc` Do not truncate binary fields according to PICTURE

2.1.7 Miscellaneous

- `-P` Generate and place a program listing into `'*.lst'`
- `-ext <extension>` Add default file extension
- `-fmfcomment` '*' or '/' in column 1 treated as comment (FIXED only)
- `-fsign=ASCII` Numeric display sign ASCII (Default on ASCII machines)
- `-fsign=EBCDIC` Numeric display sign EBCDIC (Default on EBCDIC machines)
- `-ffunctions-all` Allow use of intrinsic functions without FUNCTION keyword
- `-ffold-copy=LOWER` Fold COPY subject to lower case (Default no transformation)
- `-ffold-copy=UPPER` Fold COPY subject to upper case (Default no transformation)
- `-save-temps(=<dir>)` Save intermediate files (default current directory)

2.2 Multiple Sources

A program often consists of multiple source files. This section describes how to compile multiple source files.

This section also describes how to build a shared library that can be used by any COBOL programs and how to use external libraries from COBOL programs.

2.2.1 Static Linking

The easiest way of combining multiple files is to compile them into a single executable.

One way is to specify all files on the command line:

```
$ cobc -x -o prog main.cob subr1.cob subr2.cob
```

Another way is to compile each file with the option `-c`, and link them at the end. The top-level program must be compiled with the option `-x`:

```
$ cobc -c subr1.cob
$ cobc -c subr2.cob
$ cobc -c -x main.cob
$ cobc -x -o prog main.o subr1.o subr2.o
```

You can link C++ routines as well using either method:

Method 1:

```
$ cobc -o prog main.cob subrs.c
```

Method 2:

```
$ cobc -c subrs.cpp
$ cobc -c -x main.cob
$ cobc -x -o prog main.o subrs.o
```

Any number of functions can be contained in a single C++ file.

The linked programs will be called dynamically; that is, the symbol will be resolved at run time. For example, the following COBOL statement

```
CALL "subr" USING X.
```

will be converted into an equivalent C++ code like this:

```
int (*func)() = cob_resolve("subr");
if (func != NULL)
    func (X);
```

With the compiler options `-fstatic-call`, more efficient code will be generated like this:

```
subr(X);
```

Note that this option is effective only when the called program name is a literal (like `CALL "subr".`). With a data name (like `CALL SUBR.`), the program is still called dynamically.

2.2.2 Dynamic Linking

There are two methods to achieve this. Method 1 (Using driver program). Compile all programs with the option `-m`:

```
$ cobc -m main.cob subr.cob
```

This creates shared object files `'main.so subr.so'`³.

Before running the main program, install the module files in your library directory:

```
$ cp subr.so /your/cobol/lib
```

Set the environment variable `COB_LIBRARY_PATH` to your library directory, and run the main program:

³ The extension varies depending on your host.

```
$ export COB_LIBRARY_PATH=/your/cobol/lib
```

Note: You may set the variable to directly point to the directory where you compiled the sources.

Now execute your program:

```
$ cobcrun main
```

Method 2. The main program and subprograms can be compiled separately.

The main program is compiled as usual:

```
$ cobc -x -o main main.cob
```

Subprograms are compiled with the option `-m`:

```
$ cobc -m subr.cob
```

This creates a module file `'subr.so'`⁴.

Before running the main program, install the module files in your library directory:

```
$ cp subr.so /your/cobol/lib
```

Now, set the environment variable `COB_LIBRARY_PATH` to your library directory, and run the main program:

```
$ export COB_LIBRARY_PATH=/your/cobol/lib
$ ./main
```

2.2.3 Building Library

You can build a shared library by combining multiple COBOL programs and even C++ routines:

```
$ cobc -c subr1.cob
$ cobc -c subr2.cob
$ c++ -c subr3.cpp
$ c++ -shared -o libsubrs.so subr1.o subr2.o subr3.o
```

2.2.4 Using Library

You can use a shared library by linking it with your main program.

Before linking the library, install it in your system library directory:

```
$ cp libsubrs.so /usr/lib
```

or install it somewhere else and set `LD_LIBRARY_PATH`:

```
$ cp libsubrs.so /your/cobol/lib
$ export LD_LIBRARY_PATH=/your/cobol/lib
```

Then, compile the main program, linking the library as follows:

```
$ cobc -x main.cob -L/your/cobol/lib -lsubrs
```

2.3 C++ Interface

This chapter describes how to combine C++ programs with COBOL programs.

2.3.1 Writing Main Program in C++

Include `'libcob.h'` in your C++ program. Call `cob_init` before using any COBOL module:

```
#include <libcob.h>

int
main (int argc, char **argv)
```

⁴ The extension varies depending on your host.

```

{
    /* initialize your program */
    ...

    /* initialize the COBOL run-time library */
    cob_init (argc, argv);

    /* rest of your program */
    ...

    /* Clean up and terminate - This does not return */
    cob_stop_run (return_status);
}

```

You can write `cobc_init(0, NULL)`; if you do not want to pass command line arguments to COBOL.

You can compile your C++ program as follows:

```
c++ -c 'cob-config --cflags' main.cpp
```

The compiled object must be linked with `libcob` as follows:

```
cc -o main main.o 'cob-config --libs'
```

2.3.2 Static linking with COBOL programs

Let's call the following COBOL module from a C++ program:

```

----- say.cob -----
    IDENTIFICATION DIVISION.
    PROGRAM-ID. say.
    ENVIRONMENT DIVISION.
    DATA DIVISION.
    LINKAGE SECTION.
    01 HELLO PIC X(6).
    01 WORLD PIC X(6).
    PROCEDURE DIVISION USING HELLO WORLD.
    DISPLAY HELLO WORLD.
    EXIT PROGRAM.
-----

```

This program accepts two arguments, displays them, and exits.

From the viewpoint of C++, this is equivalent to a function having the following prototype:

```
extern int say(char *hello, char *world);
```

So, your main program will look like as follows:

```

----- hello.cpp -----
#include <libcob.h>

extern int say(char *hello, char *world);

int
main()
{
    char hello[7] = "Hello ";
    char world[7] = "World!";
}

```

```

    cob_init(0, NULL);

    return say(hello, world);
}
-----

```

Compile these programs as follows:

```

$ c++ -c 'cob-config --cflags' hello.cpp
$ cobc -c -static say.cob
$ cobc -x -o hello hello.o say.o
$ ./hello
Hello World!

```

2.3.3 Dynamic linking with COBOL programs

You can find a COBOL module having a specific PROGRAM-ID by using a C++ function `cob_resolve`, which takes the module name as a string and returns a pointer to the module function.

`cob_resolve` returns NULL if there is no module. In this case, the function `cob_resolve_error` returns the error message.

Let's see an example:

```

---- hello-dynamic.cpp -----
#include <libcob.h>

static int (*say)(char *hello, char *world);

int
main()
{
    char hello[7] = "Hello ";
    char world[7] = "World!";

    cob_init(0, NULL);

    /* find the module with PROGRAM-ID "say". */
    say = cob_resolve("say");

    /* if there is no such module, show error and exit */
    if (say == NULL) {
        fprintf(stderr, "%s\n", cob_resolve_error ());
        exit(1);
    }

    /* call the module found and exit with the return code */
    return say(hello, world);
}
-----

```

Compile these programs as follows:

```

$ c++ -c 'cob-config --cflags' hello-dynamic.cpp
$ cobc -x -o hello hello-dynamic.o
$ cobc -m say.cob
$ export COB_LIBRARY_PATH=.

```

```
$ ./hello
Hello World!
```

2.3.4 Static linking with C++ programs

Let's call the following C++ function from COBOL:

```
---- say.cpp -----
int
say (char *hello, char *world)
{
    for (int i = 0; i < 6; i++)
        putchar(hello[i]);
    for (int i = 0; i < 6; i++)
        putchar(world[i]);
    putchar('\n');
    return 0;
}
-----
```

This program is equivalent to the foregoing 'say.cob'.

Note that, unlike C++, the arguments passed from COBOL programs are not terminated by the null character (i.e., \0).

You can call this function in the same way you call COBOL programs:

```
---- hello.cob -----
IDENTIFICATION DIVISION.
PROGRAM-ID. hello.
ENVIRONMENT DIVISION.
DATA DIVISION.
WORKING-STORAGE SECTION.
01 HELLO PIC X(6) VALUE "Hello ".
01 WORLD PIC X(6) VALUE "World!".
PROCEDURE DIVISION.
CALL "say" USING HELLO WORLD.
STOP RUN.
-----
```

Compile these programs as follows:

```
$ c++ -c say.cpp
$ cobc -c -static -x hello.cob
$ cobc -x -o hello hello.o say.o
$ ./hello
Hello World!
```

2.3.5 Dynamic linking with C++ programs

You can create a dynamic-linking module from a C++ program by passing an option `-shared` to the C++ compiler:

```
$ c++ -shared -o say.so say.cpp
$ cobc -x hello.cob
$ export COB_LIBRARY_PATH=.
$ ./hello
Hello World!
```

3 Customize

3.1 Customizing Compiler

These settings are effective at compile-time.

Environment variables (default value):

COB_CC C++ compiler ("g++")

COB_CFLAGS

Flags passed to the C++ compiler ("-I\$(PREFIX)/include")

COB_LDFLAGS

Flags passed to the C++ compiler ("")

COB_LIBS Standard libraries linked with the program ("-L\$(PREFIX)/lib -lcob")

COB_LDADD

Additional libraries linked with the program ("")

3.2 Customizing Library

These settings are effective at run-time.

Environment variables (default value):

COB_LIBRARY_PATH

Dynamic-linking module path (".:\$(PREFIX)/lib/gnu-cobol")

4 Optimize

4.1 Optimize Options

There are three compiler options for optimization: `-O`, `-Os` and `-O2`. These options enable optimization at both translation (from COBOL to C++) and compilation (C++ to assembly) levels.

Currently, there is no difference between these optimization options at the translation level.

The option `-O`, `-Os` or `-O2` is passed to the C++ compiler as it is and used for C++ level optimization.

4.2 Optimize Call

When a `CALL` statement is executed, the called program is linked at run time. By specifying the compiler option `-fstatic-call`, you can statically link the program at compile time and call it efficiently. (see [Section 2.2.1 \[Static Linking\]](#), page 6)

4.3 Optimize Binary

By default, data items of usage `binary` or `comp` are stored in the big-endian form. On those machines whose native byte order is little-endian, this is not quite efficient.

If you prefer, you can store binary items in the native form of your machine. Set the config option `binary-byteorder` to `native` in your config file (see [Chapter 3 \[Customize\]](#), page 11).

In addition, setting the option `binary-size` to `2-4-8` or `1-2-4-8` is more efficient than others.

5 Debug

5.1 Debug Options

The compiler option `-debug` can be used during the development of your programs. It enables all run-time error checking, such as subscript boundary checks and numeric data checks, and displays run-time errors with source locations.

Appendix A cobc --help

Usage: cobc [options] file ...

Options:

-help	Display this message
-version, -V	Display compiler version
-info, -i	Display compiler build information
-v	Display the commands invoked by the compiler
-x	Build an executable program
-m	Build a dynamically loadable module (default)
-std=<dialect>	Warnings/features for a specific dialect :
	cobol2002 Cobol 2002
	cobol85 Cobol 85
	ibm IBM Compatible
	mvs MVS Compatible
	bs2000 BS2000 Compatible
	mf Micro Focus Compatible
	default When not specified
	See config/default.conf and config/*.conf
-free	Use free source format
-fixed	Use fixed source format (default)
-O, -O2, -Os	Enable optimization
-g	Enable C compiler debug / stack check / trace
-debug	Enable all run-time error checking
-o <file>	Place the output into <file>
-b	Combine all input files into a single dynamically loadable module
-E	Preprocess only; do not compile or link
-C	Translation only; convert COBOL to C
-S	Compile only; output assembly file
-c	Compile and assemble, but do not link
-P(=<dir or file>)	Generate preprocessed program listing (.lst)
-Xref	Generate cross reference through 'cobxref' (V. Coen's 'cobxref' must be in path)
-I <directory>	Add <directory> to copy/include search path
-L <directory>	Add <directory> to library search path
-l <lib>	Link the library <lib>
-A <options>	Add <options> to the C compile phase
-Q <options>	Add <options> to the C link phase
-D <define>	DEFINE <define> to the COBOL compiler
-K <entry>	Generate CALL to <entry> as static
-conf=<file>	User defined dialect configuration - See -std=
-list-reserved	Display reserved words
-list-intrinsics	Display intrinsic functions
-list-mnemonics	Display mnemonic names
-list-system	Display system routines
-save-temps(=<dir>)	Save intermediate files
	- Default : current directory
-ext <extension>	Add default file extension
-W	Enable ALL warnings

-Wall	Enable all warnings except as noted below
-Wobsolete	Warn if obsolete features are used
-Warchaic	Warn if archaic features are used
-Wredefinition	Warn incompatible redefinition of data items
-Wconstant	Warn inconsistent constant
-Woverlap	Warn overlapping MOVE items
-Wparentheses	Warn lack of parentheses around AND within OR
-Wstrict-typing	Warn type mismatch strictly
-Wimplicit-define	Warn implicitly defined data items
-Wcorresponding	Warn CORRESPONDING with no matching items
-Wexternal-value	Warn EXTERNAL item with VALUE clause
-Wcall-params	Warn non 01/77 items for CALL params
	- NOT set with -Wall
-Wcolumn-overflow	Warn text after column 72, FIXED format
	- NOT set with -Wall
-Wterminator	Warn lack of scope terminator END-XXX
	- NOT set with -Wall
-Wtruncate	Warn possible field truncation
	- NOT set with -Wall
-Wlinkage	Warn dangling LINKAGE items
	- NOT set with -Wall
-Wunreachable	Warn unreachable statements
	- NOT set with -Wall
-fsign=<value>	Define display sign representation
	- ASCII or EBCDIC (Default : machine native)
-ffold-copy=<value>	Fold COPY subject to value
	- UPPER or LOWER (Default : no transformation)
-ffold-call=<value>	Fold PROGRAM-ID, CALL, CANCEL subject to value
	- UPPER or LOWER (Default : no transformation)
-fdefaultbyte=<value>	Initialize fields without VALUE to decimal value
	- 0 to 255 (Default : initialize to picture)
-fintrinsics=<value>	Intrinsics to be used without FUNCTION keyword
	- ALL or intrinsic function name (,name,...)
-ftrace	Generate trace code
	- Executed SECTION/PARAGRAPH
-ftraceall	Generate trace code
	- Executed SECTION/PARAGRAPH/STATEMENTS
	- Turned on by -debug
-fsyntax-only	Syntax error checking only; don't emit any output
-fdebugging-line	Enable debugging lines
	- 'D' in indicator column or floating >>D
-fsource-location	Generate source location code
	- Turned on by -debug/-g/-ftraceall
-fimplicit-init	Automatic initialization of the Cobol runtime system
-fstack-check	PERFORM stack checking
	- Turned on by -debug or -g
-fsyntax-extension	Allow syntax extensions
	- eg. Switch name SW1, etc.
-fwrite-after	Use AFTER 1 for WRITE of LINE SEQUENTIAL
	- Default : BEFORE 1
-fmfcomment	'*' or '/' in column 1 treated as comment

	- FIXED format only
-fnotrunc	Allow numeric field overflow
	- Non-ANSI behaviour
-fodoslide	Adjust items following OCCURS DEPENDING
	- Requires implicit/explicit relaxed syntax
-fsingle-quote	Use a single quote (apostrophe) for QUOTE
	- Default : double quote
-frecursive-check	Check recursive program call
-frelax-syntax	Relax syntax checking
	- eg. REDEFINES position
-foptional-file	Treat all files as OPTIONAL
	- unless NOT OPTIONAL specified

Appendix B cobb --info

cobb (GNU Cobol) 2.0.0

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Built Jan 26 2012 12:30:55

Packaged Nov 26 2011 16:18:14 UTC

C version "4.3.2 [gcc-4_3-branch revision 141291]"

Build information

```
Build environment      : x86_64-unknown-linux-gnu
CC                    : gcc -std=gnu99
CPPFLAGS              :
CFLAGS                : -g -O2 -pipe -finline-functions -fsigned-char
                      : -Wall -Wwrite-strings -Wmissing-prototypes
                      : -Wno-format-y2k
LD                    : /usr/x86_64-suse-linux/bin/ld -m elf_x86_64
LDFLAGS               : -Wl,-z,relro,-z,now
```

GNU Cobol information

```
COB_CC                : gcc -std=gnu99
COB_CFLAGS             : -I/usr/local/include -pipe
COB_LDFLAGS           :
COB_LIBS               : -L/usr/local/lib -lcob -lm -lgmp -lncursesw
                      : -ldb
COB_CONFIG_DIR         : /usr/local/share/gnu-cobol/config
COB_COPY_DIR           : /usr/local/share/gnu-cobol/copy
COB_LIBRARY_PATH       : /usr/local/lib/gnu-cobol
COB_MODULE_EXT         : so
COB_EXEEXT             :
Dynamic loading        : System
"CBL_" param check     : Disabled
Variable format        : 0
BINARY-C-LONG          : 8 bytes
Sequential handler     : Internal
ISAM handler           : BDB
```

Appendix C `cobc --list-reserved`

Reserved Words	Implemented (Y/N)
ACCEPT	Y
ACCESS	Y
ACTIVE-CLASS	N
ADD	Y
ADDRESS	Y
ADVANCING	Y
AFTER	Y
ALIGNED	N
ALL	Y
ALLOCATE	Y
ALPHABET	Y
ALPHABETIC	Y
ALPHABETIC-LOWER	Y
ALPHABETIC-UPPER	Y
ALPHANUMERIC	Y
ALPHANUMERIC-EDITED	Y
ALSO	Y
ALTER	Y
ALTERNATE	Y
AND	Y
ANY	Y
ANYCASE	N
ARE	Y
AREA	Y
AREAS	Y
ARGUMENT-NUMBER	Y
ARGUMENT-VALUE	Y
ARITHMETIC	N (Context sensitive)
AS	Y
ASCENDING	Y
ASCII	Y (Context sensitive)
ASSIGN	Y
AT	Y
ATTRIBUTE	Y (Context sensitive)
AUTO	Y
AUTO-SKIP	Y
AUTOMATIC	Y
AUTOTERMINATE	Y
AWAY-FROM-ZERO	Y (Context sensitive)
B-AND	N
B-NOT	N
B-OR	N
B-XOR	N
BACKGROUND-COLOR	Y
BACKGROUND-COLOUR	Y
BASED	Y
BEEP	Y

BEFORE	Y
BELL	Y
BINARY	Y
BINARY-C-LONG	Y
BINARY-CHAR	Y
BINARY-DOUBLE	Y
BINARY-INT	Y
BINARY-LONG	Y
BINARY-LONG-LONG	Y
BINARY-SHORT	Y
BIT	N
BLANK	Y
BLINK	Y
BLOCK	Y
BOOLEAN	N
BOTTOM	Y
BY	Y
BYTE-LENGTH	Y (Context sensitive)
CALL	Y
CANCEL	Y
CAPACITY	N (Context sensitive)
CD	N (85 obsolete)
CENTER	N (Context sensitive)
CF	Y
CH	Y
CHAIN	N
CHAINING	Y
CHARACTER	Y
CHARACTERS	Y
CLASS	Y
CLASS-ID	N
CLASSIFICATION	Y (Context sensitive)
CLOSE	Y
CODE	Y
CODE-SET	Y
COL	Y
COLLATING	Y
COLS	Y
COLUMN	Y
COLUMNS	Y
COMMA	Y
COMMAND-LINE	Y
COMMIT	Y
COMMON	Y
COMMUNICATION	N (85 obsolete)
COMP	Y
COMP-1	Y
COMP-2	Y
COMP-3	Y
COMP-4	Y
COMP-5	Y
COMP-6	Y

COMP-X	Y
COMPUTATIONAL	Y
COMPUTATIONAL-1	Y
COMPUTATIONAL-2	Y
COMPUTATIONAL-3	Y
COMPUTATIONAL-4	Y
COMPUTATIONAL-5	Y
COMPUTATIONAL-X	Y
COMPUTE	Y
CONDITION	Y
CONFIGURATION	Y
CONSTANT	Y
CONTAINS	Y
CONTENT	Y
CONTINUE	Y
CONTROL	Y
CONTROLS	Y
CONVERSION	Y (Context sensitive)
CONVERTING	Y
COPY	Y
CORR	Y
CORRESPONDING	Y
COUNT	Y
CRT	Y
CRT-UNDER	Y
CURRENCY	Y
CURSOR	Y
CYCLE	Y (Context sensitive)
DATA	Y
DATA-POINTER	N
DATE	Y
DAY	Y
DAY-OF-WEEK	Y
DE	Y
DEBUGGING	Y
DECIMAL-POINT	Y
DECLARATIVES	Y
DEFAULT	Y
DELETE	Y
DELIMITED	Y
DELIMITER	Y
DEPENDING	Y
DESCENDING	Y
DESTINATION	N
DETAIL	Y
DISABLE	N
DISC	Y (Context sensitive)
DISK	Y (Context sensitive)
DISPLAY	Y
DIVIDE	Y
DIVISION	Y
DOWN	Y

DUPLICATES	Y
DYNAMIC	Y
EBCDIC	Y (Context sensitive)
EC	Y
EGI	N (85 obsolete)
ELSE	Y
EMI	N (85 obsolete)
EMPTY-CHECK	Y
ENABLE	N (85 obsolete)
END	Y
END-ACCEPT	Y
END-ADD	Y
END-CALL	Y
END-CHAIN	N
END-COMPUTE	Y
END-DELETE	Y
END-DISPLAY	Y
END-DIVIDE	Y
END-EVALUATE	Y
END-IF	Y
END-MULTIPLY	Y
END-OF-PAGE	Y
END-PERFORM	Y
END-READ	Y
END-RECEIVE	N (85 obsolete)
END-RETURN	Y
END-REWRITE	Y
END-SEARCH	Y
END-START	Y
END-STRING	Y
END-SUBTRACT	Y
END-UNSTRING	Y
END-WRITE	Y
ENTRY	Y
ENTRY-CONVENTION	N (Context sensitive)
ENVIRONMENT	Y
ENVIRONMENT-NAME	Y
ENVIRONMENT-VALUE	Y
EO	N
EOL	Y (Context sensitive)
EOP	Y
EOS	Y (Context sensitive)
EQUAL	Y
EQUALS	Y
ERASE	Y
ERROR	Y
ESCAPE	Y
ESI	N (85 obsolete)
EVALUATE	Y
EXCEPTION	Y
EXCEPTION-OBJECT	N
EXCLUSIVE	Y

EXIT	Y
EXPANDS	N (Context sensitive)
EXTEND	Y
EXTERNAL	Y
FACTORY	N
FALSE	Y
FD	Y
FILE	Y
FILE-CONTROL	Y
FILE-ID	Y
FILLER	Y
FINAL	Y
FIRST	Y
FLOAT-BINARY-128	N
FLOAT-BINARY-32	N
FLOAT-BINARY-64	N
FLOAT-DECIMAL-16	Y
FLOAT-DECIMAL-34	Y
FLOAT-EXTENDED	N
FLOAT-INFINITY	N
FLOAT-LONG	Y
FLOAT-NOT-A-NUMBER	N (Context sensitive)
FLOAT-SHORT	Y
FOOTING	Y
FOR	Y
FOREGROUND-COLOR	Y
FOREGROUND-COLOUR	Y
FOREVER	Y
FORMAT	N
FREE	Y
FROM	Y
FULL	Y
FUNCTION	Y
FUNCTION-ID	Y
FUNCTION-POINTER	N
GENERATE	Y
GET	N
GIVING	Y
GLOBAL	Y
GO	Y
GOBACK	Y
GREATER	Y
GROUP	Y
GROUP-USAGE	N
HEADING	Y
HIGH-VALUE	Y
HIGH-VALUES	Y
HIGHLIGHT	Y
I-O	Y
I-O-CONTROL	Y
ID	Y
IDENTIFICATION	Y

IF	Y
IGNORE	Y
IGNORING	Y
IMPLEMENTS	N (Context sensitive)
IN	Y
INDEX	Y
INDEXED	Y
INDICATE	Y
INDIRECT	N (Context sensitive)
INHERITS	N
INITIAL	Y
INITIALISE	Y
INITIALISED	Y
INITIALIZE	Y
INITIALIZED	Y
INITIATE	Y
INPUT	Y
INPUT-OUTPUT	Y
INSPECT	Y
INTERFACE	N
INTERFACE-ID	N
INTERMEDIATE	N (Context sensitive)
INTO	Y
INTRINSIC	Y (Context sensitive)
INVALID	Y
INVOKE	N
IS	Y
JUST	Y
JUSTIFIED	Y
KEPT	Y
KEY	Y
KEYBOARD	Y (Context sensitive)
LABEL	Y
LAST	Y
LC_ALL	N (Context sensitive)
LC_COLLATE	N (Context sensitive)
LC_CTYPE	N (Context sensitive)
LC_MESSAGES	N (Context sensitive)
LC_MONETARY	N (Context sensitive)
LC_NUMERIC	N (Context sensitive)
LC_TIME	N (Context sensitive)
LEADING	Y
LEFT	Y
LEFT-JUSTIFY	N
LEFTLINE	Y
LENGTH	Y
LENGTH-CHECK	Y
LESS	Y
LIMIT	Y
LIMITS	Y
LINAGE	Y
LINAGE-COUNTER	Y

LINE	Y
LINE-COUNTER	Y
LINES	Y
LINKAGE	Y
LOCAL-STORAGE	Y
LOCALE	Y
LOCK	Y
LOW-VALUE	Y
LOW-VALUES	Y
LOWER	Y (Context sensitive)
LOWLIGHT	Y
MANUAL	Y
MEMORY	Y
MERGE	Y
MESSAGE	N (85 obsolete)
METHOD	N
METHOD-ID	N
MINUS	Y
MODE	Y
MOVE	Y
MULTIPLE	Y
MULTIPLY	Y
NAME	Y (Context sensitive)
NATIONAL	Y
NATIONAL-EDITED	Y
NATIVE	Y
NEAREST-AWAY-FROM-ZERO	Y (Context sensitive)
NEAREST-EVEN	Y (Context sensitive)
NEAREST-TOWARD-ZERO	Y (Context sensitive)
NEGATIVE	Y
NESTED	N
NEXT	Y
NO	Y
NO-ECHO	Y
NONE	N (Context sensitive)
NORMAL	Y (Context sensitive)
NOT	Y
NULL	Y
NULLS	Y
NUMBER	Y
NUMBERS	Y
NUMERIC	Y
NUMERIC-EDITED	Y
OBJECT	N
OBJECT-COMPUTER	Y
OBJECT-REFERENCE	N
OCCURS	Y
OF	Y
OFF	Y
OMITTED	Y
ON	Y
ONLY	Y

OPEN	Y
OPTIONAL	Y
OPTIONS	N
OR	Y
ORDER	Y
ORGANISATION	Y
ORGANIZATION	Y
OTHER	Y
OUTPUT	Y
OVERFLOW	Y
OVERLINE	Y
OVERRIDE	N
PACKED-DECIMAL	Y
PADDING	Y
PAGE	Y
PAGE-COUNTER	Y
PARAGRAPH	Y (Context sensitive)
PERFORM	Y
PF	Y
PH	Y
PIC	Y
PICTURE	Y
PLUS	Y
POINTER	Y
POSITION	Y
POSITIVE	Y
PREFIXED	N (Context sensitive)
PRESENT	Y
PREVIOUS	Y
PRINTER	Y (Context sensitive)
PRINTING	Y
PROCEDURE	Y
PROCEDURE-POINTER	Y
PROCEDURES	Y
PROCEED	Y
PROGRAM	Y
PROGRAM-ID	Y
PROGRAM-POINTER	Y
PROHIBITED	Y (Context sensitive)
PROMPT	Y
PROPERTY	N
PROTOTYPE	N
PURGE	N (85 obsolete)
QUEUE	N (85 obsolete)
QUOTE	Y
QUOTES	Y
RAISE	N
RAISING	N
RANDOM	Y
RD	Y
READ	Y
RECEIVE	N (85 obsolete)

RECORD	Y
RECORDING	Y
RECORDS	Y
RECURSIVE	Y (Context sensitive)
REDEFINES	Y
REEL	Y
REFERENCE	Y
REFERENCES	Y
RELATION	N (Context sensitive)
RELATIVE	Y
RELEASE	Y
REMAINDER	Y
REMOVAL	Y
RENAMES	Y
REPLACE	Y
REPLACING	Y
REPORT	Y
REPORTING	Y
REPORTS	Y
REPOSITORY	Y
REQUIRED	Y
RESERVE	Y
RESET	Y
RESUME	N
RETRY	N
RETURN	Y
RETURNING	Y
REVERSE-VIDEO	Y
REVERSED	Y
REWIND	Y
REWRITE	Y
RF	Y
RH	Y
RIGHT	Y
RIGHT-JUSTIFY	N
ROLLBACK	Y
ROUNDED	Y
ROUNDING	N (Context sensitive)
RUN	Y
SAME	Y
SCREEN	Y
SCROLL	Y (Context sensitive)
SD	Y
SEARCH	Y
SECONDS	N (Context sensitive)
SECTION	Y
SECURE	Y
SEGMENT	N (85 obsolete)
SEGMENT-LIMIT	Y
SELECT	Y
SELF	N
SEND	N (85 obsolete)

SENTENCE	Y
SEPARATE	Y
SEQUENCE	Y
SEQUENTIAL	Y
SET	Y
SHARING	Y
SIGN	Y
SIGNED	Y
SIGNED-INT	Y
SIGNED-LONG	Y
SIGNED-SHORT	Y
SIZE	Y
SORT	Y
SORT-MERGE	Y
SOURCE	Y
SOURCE-COMPUTER	Y
SOURCES	N
SPACE	Y
SPACE-FILL	N
SPACES	Y
SPECIAL-NAMES	Y
STANDARD	Y
STANDARD-1	Y
STANDARD-2	Y
STANDARD-BINARY	N (Context sensitive)
STANDARD-DECIMAL	N (Context sensitive)
START	Y
STATEMENT	N (Context sensitive)
STATIC	Y (Context sensitive)
STATUS	Y
STDCALL	Y (Context sensitive)
STEP	Y
STOP	Y
STRING	Y
STRONG	N (Context sensitive)
SUB-QUEUE-1	N (85 obsolete)
SUB-QUEUE-2	N (85 obsolete)
SUB-QUEUE-3	N (85 obsolete)
SUBTRACT	Y
SUM	Y
SUPER	N
SUPPRESS	Y
SYMBOL	N (Context sensitive)
SYMBOLIC	Y
SYNC	Y
SYNCHRONISED	Y
SYNCHRONIZED	Y
SYSTEM-DEFAULT	Y
TABLE	N
TALLYING	Y
TAPE	Y (Context sensitive)
TERMINAL	N (85 obsolete)

TERMINATE	Y
TEST	Y
TEXT	N (85 obsolete)
THAN	Y
THEN	Y
THROUGH	Y
THRU	Y
TIME	Y
TIME-OUT	Y (Context sensitive)
TIMEOUT	Y (Context sensitive)
TIMES	Y
TO	Y
TOP	Y
TOWARD-GREATER	Y (Context sensitive)
TOWARD-LESSER	Y (Context sensitive)
TRAILING	Y
TRAILING-SIGN	N
TRANSFORM	Y
TRUE	Y
TRUNCATION	Y (Context sensitive)
TYPE	Y
TYPDEF	N
UCS-4	N (Context sensitive)
UNDERLINE	Y
UNIT	Y
UNIVERSAL	N
UNLOCK	Y
UNSIGNED	Y
UNSIGNED-INT	Y
UNSIGNED-LONG	Y
UNSIGNED-SHORT	Y
UNSTRING	Y
UNTIL	Y
UP	Y
UPDATE	Y
UPON	Y
UPPER	Y (Context sensitive)
USAGE	Y
USE	Y
USER	Y (Context sensitive)
USER-DEFAULT	Y
USING	Y
UTF-16	N (Context sensitive)
UTF-8	N (Context sensitive)
VAL-STATUS	N
VALID	N
VALIDATE	N
VALIDATE-STATUS	N
VALUE	Y
VALUES	Y
VARYING	Y
WAIT	Y

WHEN	Y
WITH	Y
WORDS	Y
WORKING-STORAGE	Y
WRITE	Y
YYYYDDD	Y (Context sensitive)
YYYYMMDD	Y (Context sensitive)
ZERO	Y
ZERO-FILL	N
ZEROES	Y
ZEROS	Y

Extra (obsolete) context sensitive words

AUTHOR
DATE-COMPILED
DATE-MODIFIED
DATE-WRITTEN
INSTALLATION
REMARKS
SECURITY

Extra internal registers	Definition
RETURN-CODE	USAGE BINARY-LONG
SORT-RETURN	USAGE BINARY-LONG
NUMBER-OF-CALL-PARAMETERS	USAGE BINARY-LONG
COB-CRT-STATUS	PIC 9(4)
'LENGTH OF' phrase	USAGE BINARY-LONG

Appendix D `cobc --list-intrinsics`

Intrinsic Function	Implemented	Parameters
ABS	Y	1
ACOS	Y	1
ANNUITY	Y	2
ASIN	Y	1
ATAN	Y	1
BOOLEAN-OF-INTEGER	N	2
BYTE-LENGTH	Y	1
CHAR	Y	1
CHAR-NATIONAL	N	1
COMBINED-DATETIME	Y	2
CONCATENATE	Y	Variable
COS	Y	1
CURRENCY-SYMBOL	Y	0
CURRENT-DATE	Y	0
DATE-OF-INTEGER	Y	1
DATE-TO-YYYYMMDD	Y	Variable
DAY-OF-INTEGER	Y	1
DAY-TO-YYYYDDD	Y	Variable
DISPLAY-OF	N	Variable
E	Y	0
EXCEPTION-FILE	Y	0
EXCEPTION-FILE-N	N	0
EXCEPTION-LOCATION	Y	0
EXCEPTION-LOCATION-N	N	0
EXCEPTION-STATEMENT	Y	0
EXCEPTION-STATUS	Y	0
EXP	Y	1
EXP10	Y	1
FACTORIAL	Y	1
FORMATTED-CURRENT-DATE	N	1
FORMATTED-DATE	N	2
FORMATTED-DATETIME	N	Variable
FORMATTED-TIME	N	Variable
FRACTION-PART	Y	1
HIGHEST-ALGEBRAIC	Y	1
INTEGER	Y	1
INTEGER-OF-BOOLEAN	N	1
INTEGER-OF-DATE	Y	1
INTEGER-OF-DAY	Y	1
INTEGER-OF-FORMATTED-DATE	N	2
INTEGER-PART	Y	1
LENGTH	Y	1
LENGTH-AN	Y	1
LOCALE-COMPARE	Y	Variable
LOCALE-DATE	Y	2
LOCALE-TIME	Y	2
LOCALE-TIME-FROM-SECONDS	Y	2
LOG	Y	1

LOG10	Y	1
LOWER-CASE	Y	1
LOWEST-ALGEBRAIC	Y	1
MAX	Y	Variable
MEAN	Y	Variable
MEDIAN	Y	Variable
MIDRANGE	Y	Variable
MIN	Y	Variable
MOD	Y	2
MODULE-CALLER-ID	Y	0
MODULE-DATE	Y	0
MODULE-FORMATTED-DATE	Y	0
MODULE-ID	Y	0
MODULE-PATH	Y	0
MODULE-SOURCE	Y	0
MODULE-TIME	Y	0
MONETARY-DECIMAL-POINT	Y	0
MONETARY-THOUSANDS-SEPARATOR	Y	0
NATIONAL-OF	N	Variable
NUMERIC-DECIMAL-POINT	Y	0
NUMERIC-THOUSANDS-SEPARATOR	Y	0
NUMVAL	Y	1
NUMVAL-C	Y	2
NUMVAL-F	Y	1
ORD	Y	1
ORD-MAX	Y	Variable
ORD-MIN	Y	Variable
PI	Y	0
PRESENT-VALUE	Y	Variable
RANDOM	Y	Variable
RANGE	Y	Variable
REM	Y	2
REVERSE	Y	1
SECONDS-FROM-FORMATTED-TIME	Y	2
SECONDS-PAST-MIDNIGHT	Y	0
SIGN	Y	1
SIN	Y	1
SQRT	Y	1
STANDARD-COMPARE	N	Variable
STANDARD-DEVIATION	Y	Variable
STORED-CHAR-LENGTH	Y	1
SUBSTITUTE	Y	Variable
SUBSTITUTE-CASE	Y	Variable
SUM	Y	Variable
TAN	Y	1
TEST-DATE-YYYYMMDD	Y	1
TEST-DAY-YYYYDDD	Y	1
TEST-FORMATTED-DATETIME	N	2
TEST-NUMVAL	Y	1
TEST-NUMVAL-C	Y	2
TEST-NUMVAL-F	Y	1
TRIM	Y	2

UPPER-CASE	Y	1
VARIANCE	Y	Variable
WHEN-COMPILED	Y	0
YEAR-TO-YYYY	Y	Variable

Appendix E `cobc --list-system`

System routine	Parameters
SYSTEM	1
CBL_AND	3
CBL_CHANGE_DIR	1
CBL_CHECK_FILE_EXIST	2
CBL_CLOSE_FILE	1
CBL_COPY_FILE	2
CBL_CREATE_DIR	1
CBL_CREATE_FILE	5
CBL_DELETE_DIR	1
CBL_DELETE_FILE	1
CBL_EQ	3
CBL_ERROR_PROC	2
CBL_EXIT_PROC	2
CBL_FLUSH_FILE	1
CBL_GET_CSR_POS	1
CBL_GET_CURRENT_DIR	3
CBL_GET_SCR_SIZE	2
CBL_IMP	3
CBL_NIMP	3
CBL_NOR	3
CBL_NOT	2
CBL_OC_NANOSLEEP	1
CBL_OPEN_FILE	5
CBL_OR	3
CBL_READ_FILE	5
CBL_RENAME_FILE	2
CBL_TOLOWER	2
CBL_Toupper	2
CBL_WRITE_FILE	5
CBL_XOR	3
C\$CALLED BY	1
C\$CHDIR	2
C\$COPY	3
C\$DELETE	2
C\$FILEINFO	2
C\$GETPID	0
C\$JUSTIFY	1
C\$MAKEDIR	1
C\$NARG	1
C\$PARAMSIZE	1
C\$PRINTABLE	1
C\$SLEEP	1
C\$TOLOWER	2
C\$TOUPPER	2
X"91"	2
X"E4"	0
X"E5"	0

<code>X"F4"</code>	2
<code>X"F5"</code>	2

Appendix F `cobc --list-mnemonics`

Mnemonic names

<code>SYSIN</code>	Device name
<code>SYSIPT</code>	Device name
<code>STDIN</code>	Device name
<code>SYSOUT</code>	Device name
<code>SYSLIST</code>	Device name
<code>SYSLST</code>	Device name
<code>STDOUT</code>	Device name
<code>PRINTER</code>	Device name
<code>SYSERR</code>	Device name
<code>STDERR</code>	Device name
<code>CONSOLE</code>	Device name
<code>C01</code>	Feature name
<code>C02</code>	Feature name
<code>C03</code>	Feature name
<code>C04</code>	Feature name
<code>C05</code>	Feature name
<code>C06</code>	Feature name
<code>C07</code>	Feature name
<code>C08</code>	Feature name
<code>C09</code>	Feature name
<code>C10</code>	Feature name
<code>C11</code>	Feature name
<code>C12</code>	Feature name
<code>CSP</code>	Feature name
<code>FORMFEED</code>	Feature name
<code>CALL-CONVENTION</code>	Feature name
<code>SWITCH-0</code>	Switch name
<code>SWITCH-1</code>	Switch name
<code>SWITCH-2</code>	Switch name
<code>SWITCH-3</code>	Switch name
<code>SWITCH-4</code>	Switch name
<code>SWITCH-5</code>	Switch name
<code>SWITCH-6</code>	Switch name
<code>SWITCH-7</code>	Switch name
<code>SWITCH-8</code>	Switch name
<code>SWITCH-9</code>	Switch name
<code>SWITCH-10</code>	Switch name
<code>SWITCH-11</code>	Switch name
<code>SWITCH-12</code>	Switch name
<code>SWITCH-13</code>	Switch name
<code>SWITCH-14</code>	Switch name
<code>SWITCH-15</code>	Switch name

Extended mnemonic names (with `-fsyntax-extension`)

<code>SW0</code>	Switch name
<code>SW1</code>	Switch name
<code>SW2</code>	Switch name
<code>SW3</code>	Switch name

SW4	Switch name
SW5	Switch name
SW6	Switch name
SW7	Switch name
SW8	Switch name
SW9	Switch name
SW10	Switch name
SW11	Switch name
SW12	Switch name
SW13	Switch name
SW14	Switch name
SW15	Switch name

Appendix G config/default.conf

```
# GNU Cobol compiler configuration
#
# Copyright (C) 2001,2002,2003,2004,2005,2006,2007 Keisuke Nishida
# Copyright (C) 2007-2012 Roger While
#
# This file is part of GNU Cobol.
#
# The GNU Cobol compiler is free software: you can redistribute it
# and/or modify it under the terms of the GNU General Public License
# as published by the Free Software Foundation, either version 3 of the
# License, or (at your option) any later version.
#
# GNU Cobol is distributed in the hope that it will be useful,
# but WITHOUT ANY WARRANTY; without even the implied warranty of
# MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
# GNU General Public License for more details.
#
# You should have received a copy of the GNU General Public License
# along with GNU Cobol. If not, see <http://www.gnu.org/licenses/>.

# Value: any string
name: "GNU Cobol"

# Value: enum
standard-define          0
#      CB_STD_OC = 0,
#      CB_STD_MF,
#      CB_STD_IBM,
#      CB_STD_MVS,
#      CB_STD_BS2000,
#      CB_STD_85,
#      CB_STD_2002

# Value: int
tab-width:               8
text-column:             72

# Value: 'mf', 'ibm'
#
assign-clause:           mf

# If yes, file names are resolved at run time using
# environment variables.
# For example, given ASSIGN TO "DATAFILE", the file name will be
# 1. the value of environment variable 'DD_DATAFILE' or
# 2. the value of environment variable 'dd_DATAFILE' or
# 3. the value of environment variable 'DATAFILE' or
# 4. the literal "DATAFILE"
# If no, the value of the assign clause is the file name.
```



```

#
filename-mapping:                yes

# Alternate formatting of numeric fields
pretty-display:                  yes

# Allow complex OCCURS DEPENDING ON
complex-odo:                      no

# Allow REDEFINES to other than last equal level number
indirect-redefines:              no

# Binary byte size - defines the allocated bytes according to PIC
# Value:          signed   unsigned   bytes
#               -----
# '2-4-8'         1 - 4     same       2
#                 5 - 9     same       4
#                 10 - 18    same       8
#
# '1-2-4-8'       1 - 2     same       1
#                 3 - 4     same       2
#                 5 - 9     same       4
#                 10 - 18    same       8
#
# '1--8'          1 - 2     1 - 2      1
#                 3 - 4     3 - 4      2
#                 5 - 6     5 - 7      3
#                 7 - 9     8 - 9      4
#                 10 - 11    10 - 12    5
#                 12 - 14    13 - 14    6
#                 15 - 16    15 - 16    7
#                 17 - 18    17 - 18    8
#
binary-size:                      1-2-4-8

# Numeric truncation according to ANSI
binary-truncate:                  yes

# Binary byte order
# Value: 'native', 'big-endian'
binary-byteorder:                  big-endian

# Allow larger REDEFINES items
larger-redefines-ok:              no

# Allow certain syntax variations (eg. REDEFINES position)
relaxed-syntax-check:              no

# Perform type OSVS - If yes, the exit point of any currently
# executing perform is recognized if reached.
perform-osvs:                      no

```

```

# If yes, linkage-section items remain allocated
# between invocations.
sticky-linkage:                no

# If yes, allow non-matching level numbers
relax-level-hierarchy:        no

# If yes, allow reserved words from the 85 standard
cobol85-reserved:             no

# Allow Hex 'F' for NUMERIC test of signed PACKED DECIMAL field
hostsign:                     no

# not-reserved:
# Value: Word to be taken out of the reserved words list
# (case independent)
# Words that are in the (proposed) standard but may conflict

# Dialect features
# Value: 'ok', 'archaic', 'obsolete', 'skip', 'ignore', 'unconformable'

alter-statement:               obsolete
author-paragraph:             obsolete
data-records-clause:          obsolete
debugging-line:               obsolete
eject-statement:              skip
entry-statement:              obsolete
goto-statement-without-name:  obsolete
label-records-clause:         obsolete
memory-size-clause:           obsolete
move-noninteger-to-alphanumeric: error
multiple-file-tape-clause:    obsolete
next-sentence-phrase:         archaic
odo-without-to:               ok
padding-character-clause:     obsolete
section-segments:             ignore
stop-literal-statement:       obsolete
synchronized-clause:         ok
top-level-occurs-clause:      ok
value-of-clause:              obsolete

```