The C/C++ compiler supports object-oriented programming (OOP) with C++ on BS2000 business servers.

Topics

Product characteristic

Depending on the selected language mode, the C/C++ V3.2 compiler in BS2000 supports:

- C code conforming to the Kernighan & Ritchie C definition,
- C code conforming to the ANSI/ISO C Standard 9899:1990 with Amendment 1:1994(E),
- C++ code conforming to the Stroustrup C++ definition (C/C++ V3.0B or later),
- C++ code conforming to the ANSI/ISO C++ Draft.

C++ is a powerful programming language which supports the principles of object-oriented programming, such as encapsulation, inheritance, and polymorphism. C++ is particularly suitable for use in the development of reusable software building blocks in the form of class libraries.

C/C++ permits selective use of the advantages of object-oriented programming. The C language set is also available. The C/C++ V3.2 programming system is available in the following selectable units:

C/C++ full configuration for OSD /390:

- with AID support,
- with /390 code generator,
- without x86 code generator.

The language set of the C++ compiler supports the following elementary functions for object-oriented programming:

- Templates
- Exception handling
- Run-time type information
- New-style casts
- Abstract data types
- Hidden information
- Classes
- Overloading
- Multiple inheritance.
C/C++-RS (shipment via special release only):
Full configuration for business servers with x86 processor architecture:
- with AID support,
- with /390 code generator,
- with x86 code generators for business servers with x86 processor architecture (SQ- and SE-series).

C/C++ V3.2 supports the POSIX functionality and the POSIX file system in BS2000.
CRTE is the common runtime environment for C/C++, COBOL85 and COBOL2000. CRTE is a software requirement for use of the C/C++ compiler and for running C/C++ applications.
CRTE is not shipped in combination with the C/C++ compiler and must be ordered separately.

Functional description

C++ supports object-oriented programming, which is based on the following principles:
Encapsulation:
Objects encapsulate states and functions. In C++, objects are described by means of class definitions. A class definition collectively defines data and the functions that operate on this data.
Software produced according to this principle is more robust, easier to maintain and easier to extend, since there are fewer dependencies between the modules and the details of the implementation are encapsulated in classes.
Inheritance:
Classes can inherit attributes from other classes. Inheritance permits better structuring of the software and helps reduce the amount of code, as common sections of code can be reused.
Polymorphism:
Objects of different types can share a common function interface, enabling a developer to use the various objects without needing to know their type. The use of polymorphism produces software that is more general-purpose, more flexible and more reusable.
C++ supports the creation of class libraries. Class libraries are reusable software building blocks.
C++ avoids runtime errors by strict type checking. This greatly improves the stability of the programs.

C/C++ supports the POSIX functionality in BS2000 OSD/BC V2.0 or higher.
The C/C++ compiler can be invoked under the POSIX shell in accordance with XPG4 specifications. Sources and includes can be read from the POSIX file system UFS. Generated objects and compiler listings can be stored in UFS.
Input/output operations on UFS files are possible via the C/C++ POSIX RTS. This is particularly useful for processing unstructured data streams, which are a common feature in UNIX-systems environments.
AID can be used for symbolic and non-symbolic debugging of C++ programs in BS2000.
This provides the same test environment for C/C++ that many developers are familiar with from ASSEMBH, COBOL85, COBOL2000, FORTRAN or PL/I.

Program description

The C/C++ development system comprises the C/C++ compiler and the Common Runtime Environment CRTE.
This includes templates, exception handling, new-style casts, namespaces, and run-time type information (RTTI).
The C language set as defined by Kernighan & Ritchie and C ANSI/ISO incl. Amendment 1 is also supported. Code is generated directly as machine code for business servers with /390 instruction architecture. The generated /390 format guarantees object compatibility for the execution of BS2000 customer applications even in the event of future changes in architecture.
CRTE includes language-specific and language-neutral libraries, e.g., for program linking, mathematics, standardized event and error handling, as well as for storage and I/O management.
The header files for the C and C++ library functions are also included in CRTE. Some CRTE libraries are shareable and can be preloaded as a subsystem.
With CRTE the standard C++ library conforming to the ANSI C++ Draft and the Tools.h++ © Rogue Wave library are also shipped.

The standard C++ library includes a string class, container classes, iterators, generic algorithms, numeric classes, and operations, as well as input/output classes.

The Tools.h++ library contains general-purpose “Foundation Classes”. These include string classes with pattern matching mechanisms, classes for handling date and time, virtual streams, container classes and internationalization classes.

The following functions can be used in BS2000 versions in which a POSIX subsystem is available:

- Input/output of POSIX files during compilation
- Use of POSIX library functions conforming to XPG4
- Control of the C/C++ compiler via the POSIX shell

CRTE is required as the runtime environment for the C/C++ compiler and programs generated with it. CRTE is the common runtime environment for C/C++, COBOL85 and COBOL2000 programs.
# Technical Details

## Requirements

### Technical Requirements Hardware

BS2000 Business Server

### Technical Requirements Software

- BS2000 OSD/BC V11.0, OSD/XC V11.0
- CRTE V11.0 or higher
- SDF V41 or higher
- BINDER V2.3 or higher
- BUILDER V1.0 or higher
- LLMAM V3.4 or higher
- PLAM ab V31 or higher

**Optional software:**

- EDT V16.6 or higher
- AID for symbolic debugging
- POSIX-BC for the C/C++ compiler under POSIX
- DAB to speed up load times

## User Requirements

Knowledge of C/C++ and BS2000

## Installation

### Operating Mode

Batch and interactive dialog

### Implementation Language

C/C++, SPL4 and Assembler

### User Interface

- Commands in English
- Messages in English or German

## Documentation and Training

### Documentation

**Documentation in English and German:**

- C/C++ Compiler User Guide
- POSIX Commands of the C/C++ Compiler User Guide
- CRTE User Guide
- AID Debugger for C/C++ User Guide

**Documentation in English only:**

- Standard C++ Library User Guide and Reference
- Tools.h++ © User Guide
- Tools.h++ © Class Reference
- Tools.h++ Copyright © Rogue Wave Software, Inc.

These manuals are available on the manual server.

### Training

See course offer (German only)

## Purchase and Delivery
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