

OS/VS2 Development Series

Sample S/370 Assembler Programs

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Contents

INTRODUCTION.....	3
About This Series.....	3
About This Document.....	3
Intended Readership.....	3
About the Author.....	3
SAMPLE PROGRAMS - PART ONE	4
ASM001.....	4
ASM001 - Source Code	4
ASM001 - Job-Control Language.....	4
ASM001 - System Log.....	5
ASM001 Assembler Listing	7
ASM001 - Notes	8
ASM002.....	9
ASM002 - Job Control	9
ASM002 - System Log.....	10
ASM002 - Assembler Listing	11
ASM002 - Notes	14
ASM003.....	15
ASM003 - Source Code	15
ASM003 - Job Control	18
ASM003 - System Log.....	18
ASM003 - Assembler Listing	19
ASM003 - Notes	28

Introduction

About This Series

This series of documents describes the installation, configuration and use of an OS/VS2 Release 3.8 computing environment for software development, suitable for adapting to later generations of this operating system while retaining backward compatibility with older systems.

About This Document

This document provides several beginning sample programs that illustrate core concepts in structuring S/380 Assembly language programs for OS/VS2.

Intended Readership

This document is intended for those interested in developing software for the mainframe using contemporary operating systems descended from OS/VS2 or legacy operation systems such as version 3.8. This document may also be of use to those interested in learning more about how OS/VS2 is installed, configured and maintained.

About the Author

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Sample Programs - Part One

The following three sample programs introduce S/370 Assembler programming styles.

ASM001

ASM001 - Source Code

```
000001 *****
000002 *
000003 *      PROGRAM      ASM001
000004 *
000005 *      SAMPLE ASSEMBLY-LANGUAGE PROGRAM ILLUSTRATING THE USE OF
000006 *      THE USING, CSECT AND END STATEMENTS. THIS PROGRAM ISSUES
000007 *      A 'WTO' MACRO TO SEND A MESSAGE TO THE OPERATOR CONSOLE
000008 *      AND RETURNS TO THE CALLING PROGRAM (MVS).
000009 *
000010 *      ENTRY        1      PROGRAM ARGUMENTS ADDRESS
000011 *                  13     CALLER SAVE AREA ADDRESS
000012 *                  14     RETURN ADDRESS
000013 *                  15     CONTROL SECTION ADDRESS
000014 *
000015 *      EXIT        14     RETURN ADDRESS
000016 *
000017 *****
000018          USING $CODE,15          RESOLVE CODE TO REG 15
000019 $CODE  CSECT          PROGRAM ENTRY
000020          WTO  'HELLO, WORLD!'    DISPLAY MESSAGE TO SYSOP
000021          BR   14              RETURN TO CALLER
000022          END  $CODE
```

This sample S/370 program issues a WTO macro to display a message on the operator console. Our source-code samples will begin with a "flower-box" of comments that includes a description of the program's function and the contents of general purpose registers on entry and exit.

ASM001 - Job-Control Language

The JCL to assemble, link and execute the sample program ASM001 is shown below. The job is named JASM001. The three job steps are named JS010, JS020 and JS030. Note that the source, object and executable names are all ASM001. We will see, later, how to define this JCL as a catalogued procedure and pass the name of the source member as a parameter in order to reuse this JCL for assembling any program.

Note also that the EXEC statements for JS020 and JS030 are both given a COND parameter with a value of '(0,LT)'. This will instruct the Job Entry System (JES) to run JS020 unless JS010 completes with a result code greater than 0. Similarly, JES will run JS030 unless either JS010 or JS020 complete with a result code greater than 0.

```

000001 //JASM001 JOB (001), 'DWALL01', CLASS=A, MSGCLASS=A,
000002 // MSGLEVEL=(1,1), NOTIFY=DWALL01
000003 /**
000004 /** ASSEMBLE THE PROGRAM
000005 /**
000006 //JS010 EXEC PGM=IFOX00, REGION=256K,
000007 // PARM= 'OBJ, RENT, XREF'
000008 //SYSLIB DD DISP=SHR, DSN=SYS1.MACLIB
000009 // DD DISP=SHR, DSN=DWALL01.SEVYN.MACLIB
000010 //SYSUT1 DD DSN=&&SYSUT1, UNIT=SYSSQ,
000011 // SPACE=(1700, (600, 100)), SEP=(SYSLIB)
000012 //SYSUT2 DD DSN=&&SYSUT2, UNIT=SYSSQ,
000013 // SPACE=(1700, (300, 50)), SEP=(SYSUT1)
000014 //SYSUT3 DD DSN=&&SYSUT3, UNIT=SYSSQ,
000015 // SPACE=(1700, (300, 40))
000016 //SYSPRINT DD SYSOUT=A, DCB=BLKSIZE=1089
000017 //SYSPUNCH DD SYSOUT=B
000018 //SYSGO DD DISP=SHR, DSN=DWALL01.SEVYN.OBJLIB(ASM001)
000019 //SYSIN DD DISP=SHR, DSN=DWALL01.SEVYN.SORLIB(ASM001)
000020 /**
000021 /** LINK THE PROGRAM
000022 /**
000023 //JS020 EXEC PGM=IEWL, REGION=256K, COND=(0, LT),
000024 // PARM= 'XREF, LET, LIST, NCAL, RENT'
000025 //SYSUT1 DD DSN=&&SYSUT1, UNIT=(SYSDA, SEP=(SYSLIN, SYSLMOD)),
000026 // SPACE=(1024, (50, 20))
000027 //SYSPRINT DD SYSOUT=A
000028 //SYSLMOD DD DISP=SHR, DSN=DWALL01.SEVYN.MODLIB(ASM001)
000029 //SYSLIN DD DISP=SHR, DSN=DWALL01.SEVYN.OBJLIB(ASM001)
000030 //SYSIN DD *
000031 NAME ASM001(R)
000032 /**
000033 /**
000034 /** RUN THE PROGRAM
000035 /**
000036 //JS030 EXEC PGM=ASM001, REGION=256K, COND=(0, LT)
000037 //STEPLIB DD DISP=SHR, DSN=DWALL01.SEVYN.MODLIB
000038 //SYSPRINT DD SYSOUT=*
000039 //SYSUDUMP DD SYSOUT=*
000040 //SYSABEND DD SYSOUT=*
000041 //

```

ASM001 - System Log

```

16.14.35 JOB 37 $HASP100 JASM001 ON INTRDR DWALL01
16.14.35 JOB 37 $HASP373 JASM001 STARTED - INIT 1 - CLASS A - SYS BSP1
16.14.35 JOB 37 IEF403I JASM001 - STARTED - TIME=16.14.35
16.14.35 JOB 37 IEFACRT - Stepname Procstep Program Retcode
16.14.35 JOB 37 JASM001 JS010 IFOX00 RC= 0000
16.14.35 JOB 37 JASM001 JS020 IEWL RC= 0000
16.14.35 JOB 37 +HELLO, WORLD!
16.14.35 JOB 37 JASM001 JS030 ASM001 RC= 0000
16.14.35 JOB 37 IEF404I JASM001 - ENDED - TIME=16.14.35
16.14.35 JOB 37 $HASP395 JASM001 ENDED
16.14.35 $HASP309 INIT 1 INACTIVE ***** C=A
16.14.35 JOB 37 $HASP150 JASM001 ON PRINTER1 214 LINES
16.14.35 $HASP160 PRINTER1 INACTIVE - CLASS=A

```

The system log for JASM001 is shown above. JES assigns the job number 37 and places the job on the initiator reader. Initiator 1 accepts the job in class A and starts the job. JS010 and JS020 complete with return code 0000. JS030 then executes and issues the SVC 35 call to send the message, "HELLO, WORLD!" to the operator console. JS030 completes with return code 0000.

JES reaches the end of the JCL stream. Initiator 1 becomes inactive until the next job is available. 214 output lines from the job stream are directed to the PRINTER1 device.

ASM001 Assembler Listing

```

1 *****
2 *
3 *      PROGRAM      ASM001
4 *
5 *      SAMPLE ASSEMBLY-LANGUAGE PROGRAM ILLUSTRATING THE USE OF
6 *      THE USING, CSECT AND END STATEMENTS. THIS PROGRAM ISSUES
7 *      A 'WTO' MACRO TO SEND A MESSAGE TO THE OPERATOR CONSOLE
8 *      AND RETURNS TO THE CALLING PROGRAM (MVS).
9 *
10 *      ENTRY      1      PROGRAM ARGUMENTS ADDRESS
11 *              13      CALLER SAVE AREA ADDRESS
12 *              14      RETURN ADDRESS
13 *              15      CONTROL SECTION ADDRESS
14 *
15 *      EXIT      14      RETURN ADDRESS
16 *
17 *****
18          00000      USING $CODE,15      RESOLVE CODE TO REG 15
19          00000      CSECT      PROGRAM ENTRY
20          00000      WTO      'HELLO, WORLD!'      DISPLAY MESSAGE TO SYSOP
21          00000      CNOP      0,4
22          00000      BAL      1,IHB0001A      BRANCH AROUND MESSAGE
23          00004      DC      AL2(17)      TEXT LENGTH
24          00006      DC      B'0000000000000000' MCS FLAGS
25          00008      DC      C'HELLO, WORLD!'
26          00016      DS      0H
27          00016      SVC      35
28          00018      BR      14      RETURN TO CALLER
29          00000      END      $CODE
          00000
          00000
          00000      4510      F016      00016
          00004      0011
          00006      0000
          00008      C8C5D3D3D66B40E6
          00016
          00016      0A23
          00018      07FE
          00000
          09800002
          09850002
          13200002
          13250002
          13350002
          15850002
          15950002

```

ASM001 - Notes

Upon entry to a program, general register 15 holds the address of the program control section. Therefore, we want the assembler to resolve address constants to base-displacement encoding using register 15. The 'USING \$CODE,15' statement on line 18 directs the assembler to generate a base-displacement encoding of 'F016' for the BAL instruction on line 22 which references the symbol IHB0001A.

Also upon entry to the program, general register 14 contains the address of the next sequential instruction in the calling program. In other words, the address in register 14 is where we want to direct control at the end of our sample program. This is accomplished by the branch (BR 14) instruction on line 28.

The WTO macro is expanded into a Branch-And-Link (BAL) instruction which alters the contents of register 1, several Define-Constant (DC) instructions and a Supervisor Call (SVC) instruction. Since the SVC call does not alter register 14, it is not necessary here to save register 14 prior to issuing the WTO macro. However, some macros do alter general purposes registers in use by our sample programs. Therefore our next samples will introduce standard methods for saving general purpose registers between calls to operating system services and our own subroutines. These samples will also introduce standard usages for general purpose registers.

ASM002

ASM002 - Source Code

```
000001 *****
000002 *
000003 *      PROGRAM      ASM002
000004 *
000005 *      SAMPLE ASSEMBLY-LANGUAGE PROGRAM ILLUSTRATING THE USE OF
000006 *      THE COPY, SPACE, EJECT AND LTORG STATEMENTS. THIS PROGRAM
000007 *      BUILDS ON THE SAMPLE PROGRAM ASM001, ADDING LOGIC TO SAVE
000008 *      CALLING PROGRAM REGISTERS ON ENTRY, RESTORING REGISTER
000009 *      VALUES ON EXIT AND SETTING A RETURN CODE.
000010 *
000011 *      ENTRY        1      PROGRAM ARGUMENTS ADDRESS
000012 *                  13    CALLER SAVE AREA ADDRESS
000013 *                  14    RETURN ADDRESS
000014 *                  15    CONTROL SECTION ADDRESS
000015 *
000016 *      EXIT        15      RETURN CODE
000017 *
000018 *****
000019      EJECT
000020      COPY MEQUREGS
000021      SPACE
000022      USING $CODE,R11          RESOLVE CODE TO REG 11
000023      EJECT
000024 $CODE CSECT              PROGRAM ENTRY
000025      SPACE
000026      STM  R14,R12,12(R13)     SAVE CALLER REG 14-15,0-12
000027      LR   R11,R15            LOAD 1ST CSECT BASE ADDR
000028      SPACE
000029      WTO  'HELLO, WORLD!'     DISPLAY MESSAGE TO SYSOP
000030      SPACE
000031      XR   R15,R15            ZERO RETURN CODE
000032      SPACE
000033      LM   R0,R12,20(R13)     RESTORE CALLER REG 0-12
000034      L    R14,12(R13)       RESTORE CALLER REG 14
000035      BR   R14              RETURN TO CALLER
000036      EJECT
000037      LTORG
000038      EJECT
000039      END  $CODE
```

Sample program ASM002 introduces the use of the COPY, EJECT, SPACE and LTORG statements. This sample also extends our source-code to save the general purpose values passed by the calling program and restoring these register values on return.

ASM002 - Job Control

The Job Control stream for ASM002 is the same as that for ASM001 except that the program name ASM001 has been replaced with ASM002.

ASM002 - System Log

The System Log output for ASM002 is the same as that for ASM002

ASM002 - Assembler Listing

```

1 *****
2 *
3 *      PROGRAM      ASM002
4 *
5 *      SAMPLE ASSEMBLY-LANGUAGE PROGRAM ILLUSTRATING THE USE OF
6 *      THE COPY, SPACE, EJECT AND LTOG STATEMENTS. THIS PROGRAM
7 *      BUILDS ON THE SAMPLE PROGRAM ASM001, ADDING LOGIC TO SAVE
8 *      CALLING PROGRAM REGISTERS ON ENTRY, RESTORING REGISTER
9 *      VALUES ON EXIT AND SETTING A RETURN CODE.
10 *
11 *      ENTRY      1  PROGRAM ARGUMENTS ADDRESS
12 *               13  CALLER SAVE AREA ADDRESS
13 *               14  RETURN ADDRESS
14 *               15  CONTROL SECTION ADDRESS
15 *
16 *      EXIT      15  RETURN CODE
17 *
18 *****

```

LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	COPY	MEQUREGS	
20								
22 R0	00000				EQU 0			SYSTEM/TEMP USE
23 R1	00001				EQU 1			SYSTEM/TEMP USE
24 R2	00002				EQU 2			VOLATILE/PARAMETER
25 R3	00003				EQU 3			VOLATILE/PARAMETER
26 R4	00004				EQU 4			NON-VOLATILE
27 R5	00005				EQU 5			NON-VOLATILE
28 R6	00006				EQU 6			NON-VOLATILE
29 R7	00007				EQU 7			NON-VOLATILE
30 R8	00008				EQU 8			NON-VOLATILE
31 R9	00009				EQU 9			NON-VOLATILE
32 R10	0000A				EQU 10			CSECT BASE ADDR 2
33 R11	0000B				EQU 11			CSECT BASE ADDR 1
34 R12	0000C				EQU 12			DSECT BASE ADDR
35 R13	0000D				EQU 13			SAVE AREA ADDR
36 R14	0000E				EQU 14			LINKAGE/RETURN ADDR
37 R15	0000F				EQU 15			LINKAGE/ENTRY ADDR/RESULT CODE

LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT ASM 0201 13.40 05/15/10

RESOLVE CODE TO REG 11 PAGE 5

LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT ASM 0201 13.40 05/15/10

```

000000          42 $CODE CSECT PROGRAM ENTRY
000000 90EC D00C 0000C 44 STM R14,R12,12(R13) SAVE CALLER REG 14-15,0-12
000004 18BF          45 LR R11,R15 LOAD 1ST CSECT BASE ADDR
000006 0700          47 WTO 'HELLO, WORLD!' DISPLAY MESSAGE TO SYSOP
000008 4510 B01E          48+ CNOP 0,4
00000C 0011          49+ BAL 1,IHB0001A BRANCH AROUND MESSAGE
00000E 0000          50+ DC AL2(17) TEXT LENGTH
000010 0000          51+ DC B'0000000000000000' MCS FLAGS
000014 C8C5D3D66B40E6          52+ DC C'HELLO, WORLD!'
00001E          53+IHB0001A DS 0H
000020 0A23          54+ SVC 35

```

000020 17FF 56 XR R15,R15 ZERO RETURN CODE

```

000022 980C D014          58 LM R0,R12,20(R13) RESTORE CALLER REG 0-12
000026 58ED 000C          59 L R14,12(R13) RESTORE CALLER REG 14
00002A 07FE          60 BR R14 RETURN TO CALLER

```

LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT ASM 0201 13.40 05/15/10

000030 62 LTORG PAGE 7

LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT ASM 0201 13.40 05/15/10

000000 64 END \$CODE

SYMBOL	LEN	VALUE	DEFN	REFERENCES
\$CODE	00001	00000000	00042	00040 00064
IHB0001A	00002	0000001E	00053	00049
R0	00001	00000000	00022	00058
R1	00001	00000001	00023	
R10	00001	0000000A	00032	
R11	00001	0000000B	00033	00040 00045
R12	00001	0000000C	00034	00044 00058
R13	00001	0000000D	00035	00044 00058 00059
R14	00001	0000000E	00036	00044 00059 00060
R15	00001	0000000F	00037	00045 00056 00056
R2	00001	00000002	00024	
R3	00001	00000003	00025	
R4	00001	00000004	00026	
R5	00001	00000005	00027	
R6	00001	00000006	00028	
R7	00001	00000007	00029	
R8	00001	00000008	00030	
R9	00001	00000009	00031	

ASM002 - Notes

In ASM002, we begin to refer to general purpose registers using symbolic names instead of numbers. So register 14 is labeled "R14" instead of just "14". This has no effect on the machine code generated by the assembler. However it does improve readability by making it clear when a register is being used instead of a decimal literal. So, for example, on line 33 above, "20" is clearly a decimal displacement from the base register "R13". Using symbolic names for registers also allows us to track the usage of general purpose registers in the symbol cross-references generated by the assembler.

On line 20 above, we use the COPY statement to include an external source-code file in the assembly of our source-code. The operand "MEQUREGS" must be the name of a PDS member found in the SYSLIB concatenation. The annotated source-code listing produced by the assembler that shows generated machine code also shows the contents of these "copy book" members.

The SPACE and EJECT statements can improve the readability of source-code listings produced by the assembler by inserting blank lines or moving to the start of the next logical page of output.

The LTOrg statement directs the assembler to emit Define Constant (DC) statements in which to hold literal values defined in the source code. So, for example, an instruction, "MVI WXCODE,=X'FF'", would require the literal constant, X'FF', to be defined somewhere in the control section. When the assembler encounters a LTOrg statement in a control section, it generates constant definitions for literals. In this sample program, ASM002, no literal constants are used, so the LTOrg statement does not generate any Define Constant statements.

At the beginning of the \$CODE control section, ASM002 saves the values of the general purpose registers passed to it from the calling program. To do this, ASM2 uses the save area provided by the calling program at the address in general register 13. By convention, registers are stored beginning with register 14 and 15, followed by registers 0 through 12. These registers are stored at displacement 12 off of register 13. The first 12 bytes, or 3 fullwords, are reserved for holding other address information as we will see below. After saving the calling program's general purpose registers, ASM002 loads register 11 with the address of the control section in register 15. By convention, our programs will use register 11 as the default control section base register. In order to do this, a "USING \$CODE,R11" statement is required prior to any statement that will require the assembler to generate a base-displacement address for a symbol in the control section.

After the WTO macro, ASM002 resets register 15 to zero and will use this register to return the program result code. Then, just prior to returning to the calling program, our calling program's registers are restored by loading them back out of the storage area at the address in register 13. Note that register 15 is not loaded since it already holds the result code we want ASM002 to return to the caller.

ASM003

ASM003 - Source Code

```
000001 *****
000002 *
000003 *          PROGRAM      ASM003
000004 *
000005 *          SAMPLE ASSEMBLY-LANGUAGE PROGRAM ILLUSTRATING THE USE OF
000006 *          THE GETMAIN AND FREEMAIN MACROS. THIS PROGRAM BUILDS ON
000007 *          THE SAMPLE PROGRAM ASM002, ADDING LOGIC TO ALLOCATE LOCAL
000008 *          STORAGE AND CALL SUBROUTINES.
000009 *
000010 *          ENTRY          1          PROGRAM ARGUMENTS ADDRESS
000011 *                          13       CALLER SAVE AREA ADDRESS
000012 *                          14       RETURN ADDRESS
000013 *                          15       CONTROL SECTION ADDRESS
000014 *
000015 *          EXIT          15          RETURN CODE
000016 *
000017 *****
000018          EJECT
000019          COPY MEQUREGS
000020          SPACE
000021 *****
000022 *
000023 *          USINGS
000024 *
000025 *****
000026          SPACE
000027          USING $CODE,R11,R10          RESOLVE CODE TO REG 11,10
000028          USING $DATA,R13           RESOLVE DATA TO REG 13
000029          EJECT
000030 *****
000031 *
000032 *          $CODE          PROGRAM CODE SECTION
000033 *
000034 *****
000035          SPACE
000036 $CODE  CSECT          PROGRAM ENTRY
000037          SPACE
000038 *          *****
000039 *          *          SAVE CALLER REGS
000040 *          *          SETUP BASE REGS
000041 *          *          ALLOCATE STORAGE
000042 *          *****
000043          SPACE
000044          STM   R14,R12,12(R13)        SAVE CALLER REG 14-15,0-12
000045          LR   R11,R15                LOAD 1ST CSECT BASE ADDR
000046          LA   R15,1                   ONE
000047          LA   R10,4095(R15,R11)      LOAD 2ND CSECT BASE ADDR
000048          SPACE
000049          LA   R0,E$DATAL              LENGTH OF STORAGE
000050          SPACE
000051          GETMAIN R,LV=(0)             ALLOCATE STORAGE
000052          SPACE
000053          LA   R15,ERNOMEM             ASSUME GETMAIN ERROR
000054          LTR  R1,R1                   IF MEMORY ALLOCATED
000055          BZ   @CODE20
000056          SPACE
```

```

000057 *
000058 *
000059 *
000060 *
000061     SPACE
000062     LR    R2,R1
000063     LA    R3,E$DATAL
000064     XR    R4,R4
000065     LR    R5,R4
000066     MVCL R2,R4
000067     SPACE
000068     ST    R13,4(R1)
000069     ST    R1,8(R1)
000070     LR    R13,R1
000071     SPACE
000072 *
000073 *
000074 *
000075 *
000076 *
000077     SPACE
000078     XR    R15,R15
000079     SPACE
000080     BAL   R14,@INIT
000081     SPACE
000082     LTR   R15,R15
000083     BNZ   @CODE10
000084     SPACE
000085     BAL   R14,@MAIN
000086     SPACE
000087 @CODE10 DS    0H
000088     SPACE
000089     BAL   R14,@FINAL
000090     SPACE
000091 *
000092 *
000093 *
000094 *
000095     SPACE
000096     LR    R1,R13
000097     L     R13,4(R1)
000098     SPACE
000099     LA    R0,E$DATAL
000100     SPACE
000101     FREEMAIN R,LV=(0),A=(R1)
000102     SPACE
000103 @CODE20 DS    0H
000104     SPACE
000105 *
000106 *
000107 *
000108 *
000109     SPACE
000110     LM    R0,R12,20(R13)
000111     L     R14,12(R13)
000112     BR    R14
000113     EJECT

*****
*   RESET STORAGE TO NULLS
*   SETUP STORAGE BASE ADDR
*****

TARGET ADDR IS STORAGE
LENGTH IS STORAGE LENGTH
SOURCE ADDR IS NULL
SOURCE LENGTH IS ZERO (PAD)
ZERO STORAGE

SAVE CALLER STORAGE ADDR
SAVE OUR STORAGE ADDR
LOAD STORAGE BASE REG

*****
*   DO PROGRAM INITIALIZATION
*   DO PROGRAM MAINLINE
*   DO PROGRAM FINALIZATION
*****

ZERO RETURN CODE

DO INITIALIZATION

IF INITIALIZATION OK

    DO MAINLINE

END IF

DO FINALIZATION

*****
*   RESTORE CALLER SAVE AREA
*   RELEASE STORAGE
*****

OUR SAVE AREA ADDR
CALLER SAVE AREA ADDR

LENGTH OF SAVE AREA

RELEASE STORAGE

END IF

*****
*   RESTORE CALLER REGS
*   RETURN TO CALLER
*****

RESTORE CALLER REG 0-12
RESTORE CALLER REG 14
RETURN TO CALLER

```



```

000114 *****
000115 *
000116 *           @INIT                               INTIIALIZE PROGRAM
000117 *
000118 *****
000119           SPACE
000120 @INIT    DS      0H
000121           SPACE
000122           ST     R14,W@INIT                     SAVE RETURN ADDR
000123           SPACE
000124           SPACE
000125           L      R14,W@INIT                     LOAD RETURN ADDR
000126           BR     R14                          RETURN TO CALLER
000127           EJECT
000128 *****
000129 *
000130 *           @MAIN                               MAINLINE LOGIC LOOP
000131 *
000132 *****
000133           SPACE
000134 @MAIN    DS      0H
000135           SPACE
000136           ST     R14,W@MAIN                     SAVE RETURN ADDR
000137           SPACE
000138           WTO    'HELLO, WORLD!'                MESSAGE TO OPERATOR
000139           SPACE
000140           L      R14,W@MAIN                     LOAD RETURN ADDR
000141           BR     R14                          RETURN TO CALLER
000142           EJECT
000143 *****
000144 *
000145 *           @FINAL                             FINALIZE PROGRAM
000146 *
000147 *****
000148           SPACE
000149 @FINAL    DS      0H
000150           SPACE
000151           ST     R14,W@FINAL                     SAVE RETURN ADDR
000152           SPACE
000153           SPACE
000154           L      R14,W@FINAL                     LOAD RETURN ADDR
000155           BR     R14                          RETURN TO CALLER
000156           EJECT

```

```

000157 *****
000158 *
000159 *           W O R K I N G   S T O R A G E
000160 *
000161 *****
000162         SPACE
000163 *
000164 *
000165 *
000166         SPACE
000167 ERNOMEM EQU 4
000168 EJECT
000169 *****
000170 *
000171 *           $DATA
000172 *
000173 *****
000174         SPACE
000175 $DATA DSECT
000176         SPACE
000177 *
000178 *
000179 *
000180         SPACE
000181 DS 18F
000182         SPACE
000183 W@INIT DS F
000184 W@MAIN DS F
000185 W@FINAL DS F
000186         SPACE
000187 E$DATAL EQU *-$DATA
000188 EJECT
000189         END $CODE

```

Sample program ASM003 introduces the allocation and deallocation of storage using the GETMAIN and FREEMAIN macros. ASM003 also introduces the \$DATA data section (DSECT) and three subroutines, @INIT, @MAIN and @FINAL.

ASM003 - Job Control

The Job Control stream for ASM003 is the same as that for ASM002 except that references to member ASM002 have been changed to ASM003.

ASM003 - System Log

The System Log for ASM003 is the same as that for ASM002.

ASM003 - Assembler Listing

EXTERNAL SYMBOL DICTIONARY

PAGE 1

SYMBOL TYPE ID ADDR LENGTH LDID
PC 0001 000000 000000
\$CODE SD 0002 000000 00009C

ASM 0201 14.51 05/17/10

PAGE 2

LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT ASM 0201 14.51 05/17/10

```
1 *****  
2 *  
3 * PROGRAM ASM003  
4 *  
5 * SAMPLE ASSEMBLY-LANGUAGE PROGRAM ILLUSTRATING THE USE OF  
6 * THE GETMAIN AND FREEMAIN MACROS. THIS PROGRAM BUILDS ON  
7 * THE SAMPLE PROGRAM ASM002, ADDING LOGIC TO ALLOCATE LOCAL  
8 * STORAGE AND CALL SUBROUTINES.  
9 *  
10 * ENTRY 1 PROGRAM ARGUMENTS ADDRESS  
11 * 13 CALLER SAVE AREA ADDRESS  
12 * 14 RETURN ADDRESS  
13 * 15 CONTROL SECTION ADDRESS  
14 *  
15 * EXIT 15 RETURN CODE  
16 *  
17 *****
```

LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT

19 COPY MEQUREGS

00000	21 R0	EQU	0	SYSTEM/TEMP USE
00001	22 R1	EQU	1	SYSTEM/TEMP USE
00002	23 R2	EQU	2	VOLATILE/PARAMETER
00003	24 R3	EQU	3	VOLATILE/PARAMETER
00004	25 R4	EQU	4	NON-VOLATILE
00005	26 R5	EQU	5	NON-VOLATILE
00006	27 R6	EQU	6	NON-VOLATILE
00007	28 R7	EQU	7	NON-VOLATILE
00008	29 R8	EQU	8	NON-VOLATILE
00009	30 R9	EQU	9	NON-VOLATILE
0000A	31 R10	EQU	10	CSECT BASE ADDR 2
0000B	32 R11	EQU	11	CSECT BASE ADDR 1
0000C	33 R12	EQU	12	DSECT BASE ADDR
0000D	34 R13	EQU	13	SAVE AREA ADDR
0000E	35 R14	EQU	14	LINKAGE/RETURN ADDR
0000F	36 R15	EQU	15	LINKAGE/ENTRY ADDR/RESULT CODE

LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT

39	*	*****		*****
40	*			*****
41	*	USINGS		*****
42	*			*****
43	*	*****		*****
45		USING \$CODE,R11,R10		RESOLVE CODE TO REG 11,10
46		USING \$DATA,R13		RESOLVE DATA TO REG 13

LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT

```

48 *
49 *
50 * $CODE
51 *
52 *

```

PROGRAM CODE SECTION

```

000000 54 $CODE CSECT
PROGRAM ENTRY
*****
56 *
57 * * SAVE CALLER REGS
58 * * SETUP BASE REGS
59 * * ALLOCATE STORAGE
60 *

```

```

000000 62 STM R14,R12,12(R13) SAVE CALLER REG 14-15,0-12
000004 63 LR R11,R15 LOAD 1ST CSECT BASE ADDR
000006 64 LA R15,1 ONE
00000A 65 LA R10,4095(R15,R11) LOAD 2ND CSECT BASE ADDR
00000E 67 LA R0,E$DATAL LENGTH OF STORAGE

```

```

000012 70+* GETMAIN R,LV=(0) ALLOCATE STORAGE 00004804
000016 71+ OS/VS2 RELEASE 4 VERSION -- 10/21/75 00682402
00001E 72+ BAL 1,*,+4 INDICATE GETMAIN
SVC 10 ISSUE GETMAIN SVC 00820002

```

```

000018 74 LA R15,ERNOMEM ASSUME GETMAIN ERROR
00001C 75 LTR R1,R1 IF MEMORY ALLOCATED
00001E 76 BZ @CODE20

```

```

78 *
79 *
80 *
81 *

```

```

000022 83 LR R2,R1 TARGET ADDR IS STORAGE
000024 84 LA R3,E$DATAL LENGTH IS STORAGE LENGTH
000028 85 XR R4,R4 SOURCE ADDR IS NULL
00002A 86 LR R5,R4 SOURCE LENGTH IS ZERO (PAD)
00002C 87 MVCL R2,R4 ZERO STORAGE

```

```

00002E 50D1 0004 00004 89 * ST R13,4(R1)
000032 5011 0008 00008 90 * ST R1,8(R1)
000036 18D1 00000 00000 91 * LR R13,R1

*****
* DO PROGRAM INITIALIZATION
* DO PROGRAM MAINLINE
* DO PROGRAM FINALIZATION
*****

000038 17FF 00000 00000 99 * XR R15,R15

00003A 45E0 B066 00066 101 * BAL R14,@INIT

LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT
00003E 12FF 00048 00048 103 * LTR R15,R15
000040 4770 B048 00048 104 * BNZ @CODE10
000044 45E0 B070 00070 106 * BAL R14,@MAIN
000048 00000 00000 00000 108 * @CODE10 DS 0H
000048 45E0 B092 00092 110 * BAL R14,@FINAL
00004C 181D 00000 00000 117 * LR R1,R13
00004E 58D1 0004 00004 118 * L R13,4(R1)
000052 4100 0054 00054 120 * LA R0,E$DATAL
000056 4110 1000 00000 122 * FREEMAIN R,LV=(0),A=(R1)
00005A 0A0A 00000 00000 123+ * OS/V$2 RELEASE 3 VERSION -- 10/25/74
00005A 0A0A 00000 00000 124+ * LA 1,0(0,R1)
00005C 00000 00000 00000 125+ * SVC 10
00005C 00000 00000 00000 127 * @CODE20 DS 0H

```

```

SAVE CALLER STORAGE ADDR
SAVE OUR STORAGE ADDR
LOAD STORAGE BASE REG

*****
* DO PROGRAM INITIALIZATION
* DO PROGRAM MAINLINE
* DO PROGRAM FINALIZATION
*****

ZERO RETURN CODE

DO INITIALIZATION

```

IF INITIALIZATION OK

DO MAINLINE

END IF

DO FINALIZATION

```

*****
* RESTORE CALLER SAVE AREA
* RELEASE STORAGE
*****

```

OUR SAVE AREA ADDR
CALLER SAVE AREA ADDR

LENGTH OF SAVE AREA

RELEASE STORAGE

00001603
00164002
00311202

LOAD AREA ADDRESS
ISSUE FREEMAIN SVC

END IF

```

129 * *****
130 * * RESTORE CALLER REGS
131 * * RETURN TO CALLER
132 * *****

```

```

00005C 980C D014 00014 LM R0,R12,20(R13) RESTORE CALLER REG 0-12
000060 58ED 000C 0000C L R14,12(R13) RESTORE CALLER REG 14
000064 07FE BR R14 RETURN TO CALLER

```

PAGE 7

LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT ASM 0201 14.51 05/17/10

```

138 *****
139 * @INIT
140 * @INIT INITIALIZE PROGRAM
141 *
142 *****

```

```

000066 @INIT DS 0H
000066 50E0 D048 00048 ST R14,W@INIT SAVE RETURN ADDR
00006A 58E0 D048 00048 L R14,W@INIT LOAD RETURN ADDR
00006E 07FE BR R14 RETURN TO CALLER

```

```

LOC  OBJECT CODE  ADDR1 ADDR2  STMT  SOURCE STATEMENT
000070  50E0 D04C      0004C      160  ST      R14,W@MAIN      SAVE RETURN ADDR
000074  4510 B08A      0008A      162  WTO     'HELLO, WORLD!'
000074  000074 4510 B08A      163+  CNOP   0,4
000078  0011      0008A      164+  BAL   1,IHB0003A
000078  0011      0008A      165+  DC    AL2(17)
00007C  C8C5D3D3D66B40E6  166+  DC    B'0000000000000000' MCS FLAGS
00007C  C8C5D3D3D66B40E6  167+  DC    C'HELLO, WORLD!'
00008A  00008A      0008A      168+ IHB0003A DS 0H
00008A  0A23      0008A      169+  SVC   35
00008C  58E0 D04C      0004C      171  L      R14,W@MAIN      LOAD RETURN ADDR
000090  07FE      0004C      172  BR    R14          RETURN TO CALLER
09800002  09800002
13200002  13200002
13350002  13350002
15850002  15850002
15950002  15950002

```

```

LOC  OBJECT CODE  ADDR1 ADDR2  STMT  SOURCE STATEMENT
000092  50E0 D050      00050      174  *****
000092  50E0 D050      00050      175  *
000096  58E0 D050      00050      176  * @FINAL
00009A  07FE      00050      177  *
00009A  07FE      00050      178  *****
000092  50E0 D050      00050      180  @FINAL DS 0H
000092  50E0 D050      00050      182  ST      R14,W@FINAL      SAVE RETURN ADDR
000096  58E0 D050      00050      185  L      R14,W@FINAL      LOAD RETURN ADDR
00009A  07FE      00050      186  BR    R14          RETURN TO CALLER
09800002  09800002
13200002  13200002
13350002  13350002
15850002  15850002
15950002  15950002

```


LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT ASM 0201 14.51 05/17/10

```

188 *****
189 *
190 *      W O R K I N G   S T O R A G E
191 *
192 *****
194 *
195 *      * EQUATES
196 *
*****

```

00004 198 ERNOMEM EQU 4 GETMAIN FAILED PAGE 11

LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT ASM 0201 14.51 05/17/10

```

200 *****
201 *
202 *      $DATA
203 *
204 *****

```

000000 206 \$DATA DSECT

```

208 *
209 *
210 *
*****
* REGISTER SAVE AREAS
*****

```

000000 212 DS 18F REG SAVE AREA

```

000048 214 W@INIT DS F @INIT RETURN ADDR
00004C 215 W@MAIN DS F @MAIN RETURN ADDR
000050 216 W@FINAL DS F @FINAL RETURN ADDR

```

00054 218 E\$DATAL EQU *- \$DATA LENGTH OF SAVE AREA PAGE 12

LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT ASM 0201 14.51 05/17/10

000000 220 END \$CODE

SYMBOL	LEN	VALUE	DEFN	REFERENCES
\$CODE	00001	00000000	00054	00045 00220
\$DATA	00001	00000000	00206	00046 00218
@CODE10	00002	00000048	00108	00104
@CODE20	00002	0000005C	00127	00076
@FINAL	00002	00000092	00180	00110
@INIT	00002	00000066	00144	00101
@MAIN	00002	00000070	00158	00106
E\$DATA1	00001	00000054	00218	00067 00084 00120
ERNOMEM	00001	00000004	00198	00074
IHE0003A	00002	0000008A	00168	00164
R0	00001	00000000	00021	00067 00120 00134
R1	00001	00000001	00022	00075 00075 00083 00089 00090 00090 00091 00117 00118 00124
R10	00001	0000000A	00031	00045 00065
R11	00001	0000000B	00032	00045 00063 00065
R12	00001	0000000C	00033	00062 00134
R13	00001	0000000D	00034	00046 00062 00089 00091 00117 00118 00134 00135
R14	00001	0000000E	00035	00062 00101 00106 00110 00135 00136 00146 00149 00150 00160 00171 00172 00182 00185 00186
R15	00001	0000000F	00036	00063 00064 00065 00074 00099 00103 00103
R2	00001	00000002	00023	00083 00087
R3	00001	00000003	00024	00084
R4	00001	00000004	00025	00085 00085 00086 00087
R5	00001	00000005	00026	00086
R6	00001	00000006	00027	
R7	00001	00000007	00028	
R8	00001	00000008	00029	
R9	00001	00000009	00030	
W@FINAL	00004	00000050	00216	00182 00185
W@INIT	00004	00000048	00214	00146 00149
W@MAIN	00004	0000004C	00215	00160 00171

ASM 0201 14.51 05/17/10

NO STATEMENTS FLAGGED IN THIS ASSEMBLY
 HIGHEST SEVERITY WAS 0
 OPTIONS FOR THIS ASSEMBLY
 ALIGN, ALOGIC, BUFSIZE(STD), DECK, ESD, FLAG(0), LINECOUNT(55), LIST, NOMCALL, YFLAG, WORKSIZE(2097152)
 NOMLOGIC, NONUMBER, OBJECT, RENT, RLD, NOSTMT, NOLIBMAC, NOTERMINAL, NOTEST, XREF
 SYSPARM()
 WORK FILE BUFFER SIZE/NUMBER =13030/ 1
 TOTAL RECORDS READ FROM SYSTEM INPUT 189
 TOTAL RECORDS READ FROM SYSTEM LIBRARY 1846
 TOTAL RECORDS PUNCHED 6
 TOTAL RECORDS PRINTED 281

F64-LEVEL LINKAGE EDITOR OPTIONS SPECIFIED XREF,LET,LIST,NCAL,RENT
 DEFAULT OPTION(S) USED - SIZE=(165888,55296)

CROSS REFERENCE TABLE

CONTROL SECTION		ENTRY						
NAME	ORIGIN	LENGTH	NAME	LOCATION	NAME	LOCATION	NAME	LOCATION
\$CODE	00	00		9C				
ENTRY ADDRESS		00						
TOTAL LENGTH		A0						
***ASM003								
AUTHORIZATION CODE IS		0.						
**MODULE HAS BEEN MARKED REENTERABLE, AND REUSABLE.								

ASM003 - Notes

On line 45 of the assembler listing, we have added a second base register to the USING statement for the \$CODE control section. Our control section is still very small, but we will need an additional base register if our control section size exceeds 4096 bytes. On lines 64 and 65 we load the second base register, register 10, with the contents of our first base register, register 11, plus 4096. To do this efficiently with the LA instruction, we add a maximum displacement of 4095 plus a temporary index value of 1 to the value in register 11 and place that sum in register 10. The assembler will know to use register 10 in all base-displacement codings for symbols in the second 4KB of the control section.

Over time, as a program grows larger, using a single contiguous control section will lead to more and more registers needing to be reserved as base registers. This is not practical for large programs that need to efficiently implement complex algorithms because such implementations also consume general registers, albeit temporarily. We will introduce a technique in later examples for minimizing the consumption of registers as base registers.

After setting up the base registers, ASM003 allocates storage for use storing variables such as return addresses. This allocation is accomplished by a supervisor interrupt, generated by the GETMAIN macro. In this example, on line 69, GETMAIN requires only that the length of the storage has been placed in register 0. On return from the supervisor interrupt, register 1 contains the address of the allocated storage or zero if no storage could be allocated.

After issuing the GETMAIN, ASM003 enters a conditional "IF" statement section of code if R1 is non-zero on return from the GETMAIN. If storage has been allocated, it is reset to nulls using the MVCL command. Then, we save the addresses of our caller's storage area and our own storage area in the allocated storage. Register 13 is then loaded with the address of our allocated storage. Note that in the USING section, on line 46, the assembler is directed to resolve base-displacement addresses for symbols found in the \$DATA data section to register 13.

Next, we reset register 15 to zero. ASM003 will use register 15 to hold result codes from subroutines and from the entire program. A call is made to the @INIT subroutine using the branch-and-link instruction (BAL). Register 14 is generally used to hold the return address. If R15 is zero upon return from @INIT, then @MAIN and @FINAL will be called. Otherwise, only @FINAL is called.

After returning from @FINAL, ASM003 restores register 13 to its original value, pointing to the caller's save area. Then, the FREEMAIN macro is used to issue a supervisor call to release the storage allocated earlier by the GETMAIN macro. In order to make sure we release the correct storage, we pass the address of the storage to FREEMAIN in register 1, and the length of the storage in register 0. ASM003 returns to its caller in the same manner as ASM002 - by restoring the general registers to their original state, with the exception of register 15, our result code.

The initialization function, @INIT, and the finalization function, @FINAL, do nothing in ASM003 except save and restore the return address found in register 14. Special save areas have been defined in the \$DATA data section to hold return addresses from each subroutine. This is effective provided that no subroutine is recursive, as this would overwrite the subroutine's return address. The mainline function, @MAIN, issues our original WTO macro to send a message to the operator console.

The "Working Storage" section will include all symbolic constants and variable data areas. Constants and tables will actually be defined as part of our \$CODE control section. Variable data will be defined in a \$DATA data section, which maps the storage allocated by the GETMAIN call.

ASM003 provides a skeleton for just about any S/370 assembler program. Generally, in the @INIT function, a program will allocate additional storage areas, open files, do any initial reads of data, etc. In the @FINAL subroutine, the program will close files and release allocated storage other than \$DATA itself. In the @MAIN subroutine, the program's main logic "loop" is defined - either processing records in batch until an end-of-file condition is reached, or handling other input and output from and to devices until the program is otherwise terminated.