

CHART

A NATURAL Analysis and Documentation Tool

Fact Sheet

CHART for NATURAL assists with the analysis and documentation of NATURAL applications. CHART draws the object-to-object calling structure of any NATURAL application in an easy-to-read graphical format. CHART can be used on-line or in batch, and gives fast accurate results. CHART is a well-rounded and friendly tool for analysts and programmers.

If, for example, there is an urgent enhancement required for part of a NATURAL application, the following questions may be asked: How much work is needed? How long will it take? What other parts of the system may be affected? You know the initial program name from your menu system, and general objective of this subsystem.

What Do You Do?

Look at the comments at the top of the initial program?

They don't tell you much more than you already know.

Attempt to build up a calling structure by SCAN-ing for 'FETCH', 'CALLNAT', etc.?

This could take a few hours. What if you missed a couple? And all you have at the end is another piece of outdated information.

Do an XREF report?

XREF can tell you what other objects are called, but it doesn't present this information graphically — it is just a list of object names.

CHART can give you the information you need ... quickly, accurately, graphically, and interactively.

CHART's greatest strength and attraction is its immediacy. CHART is right there in the same environment with the programmers and analysts. An accurate structure chart on-line can be drawn in seconds based on the only reliable application documentation: the source code. Programmers keep a rough "roadmap" of their application - at least in their minds, if nowhere else. CHART delivers the accurate "roadmap" to their screens.

CHART reads the source code of your application (across your normal step libraries), builds an object-to-object calling structure, and presents the results. From this point, you can browse any object without leaving the chart or the chart can be re-drawn using different criteria.

As seen in the screen above, PRF3200P has been selected from the calling structure. The PRF3200P object is now expanded and can be browsed by the user.

With this "roadmap", they can navigate around their application, browse relevant objects, and return to the "roadmap".

CHART can be used to draw and re-draw structure charts with different object types excluded, against different step libraries. Most forms of dynamic object calls are also detected and drawn.

CHART can also be used in batch to draw the same charts which are drawn on-line. Hardcopy charts are useful for program walkthroughs/reviews, and to be included with specifications and other documentation.

CHART can be used (in batch) to draw comprehensive structure charts for a whole application, including 'table of contents', 'index of objects', and 'objects not referenced' (i.e., those which are potentially obsolete).

System Requirements

CHART operates under Z/OS, DOS/VSE, VM/CMS, and BS2000.

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