

## CHAPTER

## 9

## Doing More with Results

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<i>Chapter Overview</i>	145
<i>Additional Information</i>	145
<i>Doing More with the Result Manager</i>	145
<i>Opening and Using the Result Manager Window</i>	146
<i>Using Commands to Manipulate Entries</i>	147
<i>Saving Source Code to an External File</i>	151
<i>Instructions</i>	151
<i>Browsing an External File</i>	152
<i>Instructions</i>	152
<i>Creating and Executing a Script File</i>	154

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### Chapter Overview

In the “Using the Result Manager” chapter of *Getting Started with the SAS System Using SAS/ASSIST Software*, you learned how to use the Result Manager to access, edit, and execute saved tasks. This chapter goes into more detail on the things you can accomplish with the Result Manager. In addition, this chapter describes how to save a program to an external file, browse an external file, and use a script file to execute multiple saved tasks in succession.

By using the Result Manager, you can view saved programs that are generated by SAS/ASSIST software and learn how SAS statements are used to create programs. You can edit these programs to customize them for your needs. You can also save multiple programs in the history file and edit the programs to create applications.

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### Additional Information

For additional information on saving programs and using the Result Manager, refer to the “Saving Source Code for Editing and Re-execution” and “Using the Result Manager” chapters in *Getting Started with the SAS System Using SAS/ASSIST Software*.

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### Doing More with the Result Manager

The “Using the Result Manager” chapter in *Getting Started with the SAS System Using SAS/ASSIST Software* introduced some of the capabilities of the Result Manager. This section describes the Result Manager in more depth. You can use the Result Manager window to display and manage your saved results, such as SAS/ASSIST tasks, SAS output, programming code, logs, and reports, and SQL code

and queries. For example, you can customize the order and type of entries displayed in the Result Manager window, and you can edit, rename, print, copy, file, and delete entries. You can browse and execute program code. You can build scripts to combine a series of SAS/ASSIST tasks into a single job stream for processing.

## Opening and Using the Result Manager Window

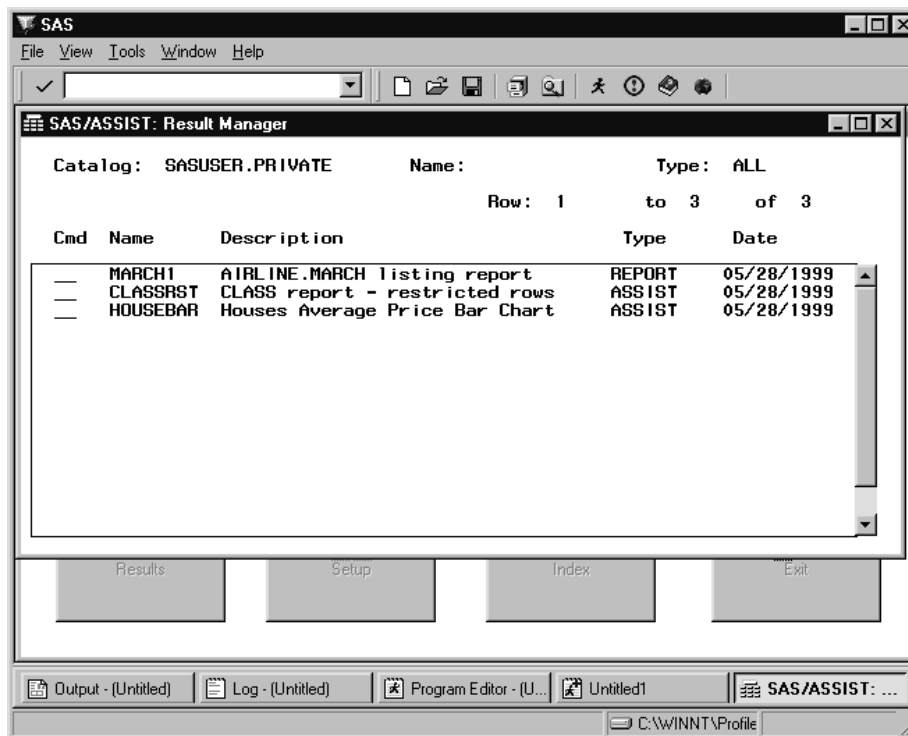
To open the Result Manager window, follow one of these selection paths:

Tasks ► Results ► Result Manager

Tools ► Result Manager

The Result Manager window appears, as shown in the following display. It lists all of the entries that you have named and saved to your default catalog.

**Display 9.1** Result Manager Window



*Note:* On some operating environments, the SASUSER.PRIVATE catalog is not created until a task, source code, output, or other entry is saved. In this case, instead of the Result Manager window, the Select Member window appears. Select **Cancel** (twice, if necessary) and select **Go back** to exit any warning messages. Perform a task and save it by selecting **Save** from the **File** menu before starting this procedure again from step 1.  $\Delta$

The fields in the Result Manager window are described in the following table.

**Table 9.1** Fields in the Result Manager Window

<b>Field</b>	<b>Description</b>
<b>Catalog</b>	Specifies the current catalog name. To change it, type a two-level name. Alternatively, type a ? to list all possible catalogs, then make a selection from the resulting Select a Member window.
<b>Name</b>	By default, this field at the top of the display is empty. To search for and limit the listing to certain entries, type the complete name of an entry or type a portion of a name with the pattern-matching character %, *, or _. See the "Using the Result Manager" chapter in <i>Getting Started with the SAS System Using SAS/ASSIST Software</i> for details on using the pattern-matching characters.
<b>Type</b>	Lists the type of the entry. The default value is <b>ALL</b> . Type a ? to list all possible selections or type a value directly in the field to limit the display to certain types of entries.  You can specify any particular type, such as <b>OUTPUT</b> , which shows all the entries of type <b>OUTPUT</b> . Valid types include <b>QUERY</b> , <b>REPORT</b> , <b>SCRIPT</b> , <b>SQL</b> , <b>ASSIST</b> , <b>OUTPUT</b> , <b>LOG</b> , <b>SOURCE</b> , <b>MANAGER</b> , <b>GRSEG</b> , <b>PROFILE</b> , and <b>ALL</b> .
<b>Row</b>	Specifies the starting and ending rows of the total rows displayed. You can edit the value of the starting number to specify which row will be the first row in the display.
<b>Cmd</b>	Enables you to manage your entries. Type a ? to list all possible commands that you can enter in this field. For further details on the commands, see the next section.
<b>Name</b>	In the window's listing, <b>Name</b> displays the names of your entries. You can edit these values using the <b>Rename</b> command as described in the next section.
<b>Description</b>	Describes your entries. You can edit these values using the <b>Rename</b> command as described in the next section.
<b>Type</b>	Lists the entry type.
<b>Date</b>	Lists the date when the entry was created.

## Using Commands to Manipulate Entries

To use the following commands, type the appropriate letter in the **Cmd** field next to the entry you want to manipulate and press **ENTER**.

**?**

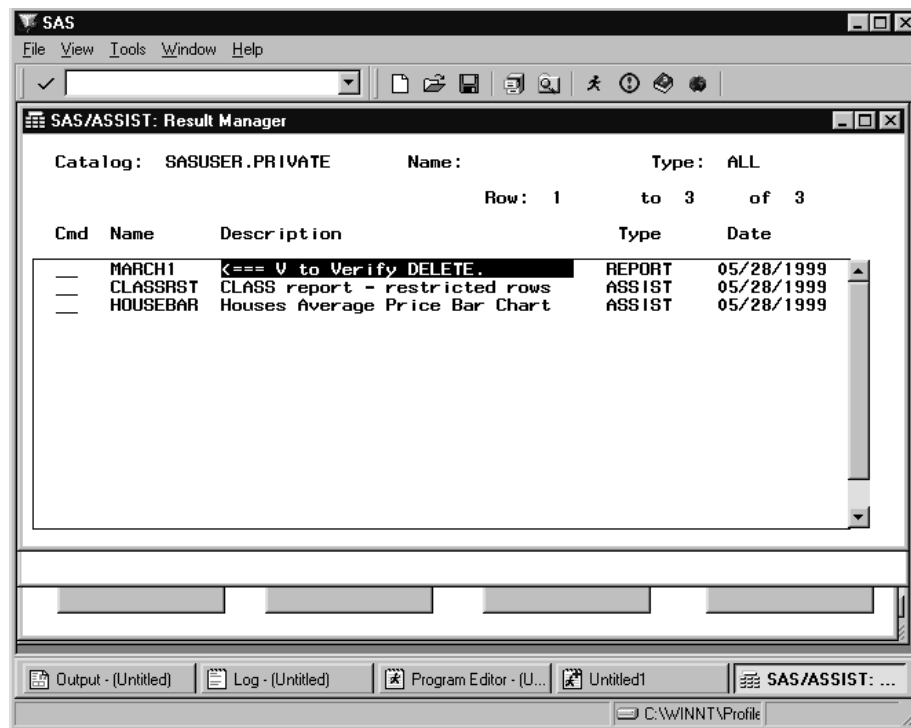
displays a list of commands for the **Cmd** field. You can then select from the list to issue a command.

**E** (Edit)

opens an entry for editing. The results of this command depend on the type of entry. For example, selecting the entry **FLY**, which has the type **QUERY**, opens the Query window with the **FLY** query loaded. Selecting the entry **BONUS**, which has the type **REPORT**, opens the Report Engine window with the report **BONUS** loaded. An entry type of **ASSIST** can be modified and executed within the edit. Entries of type **MANAGER** or **PROFILE** cannot be edited.

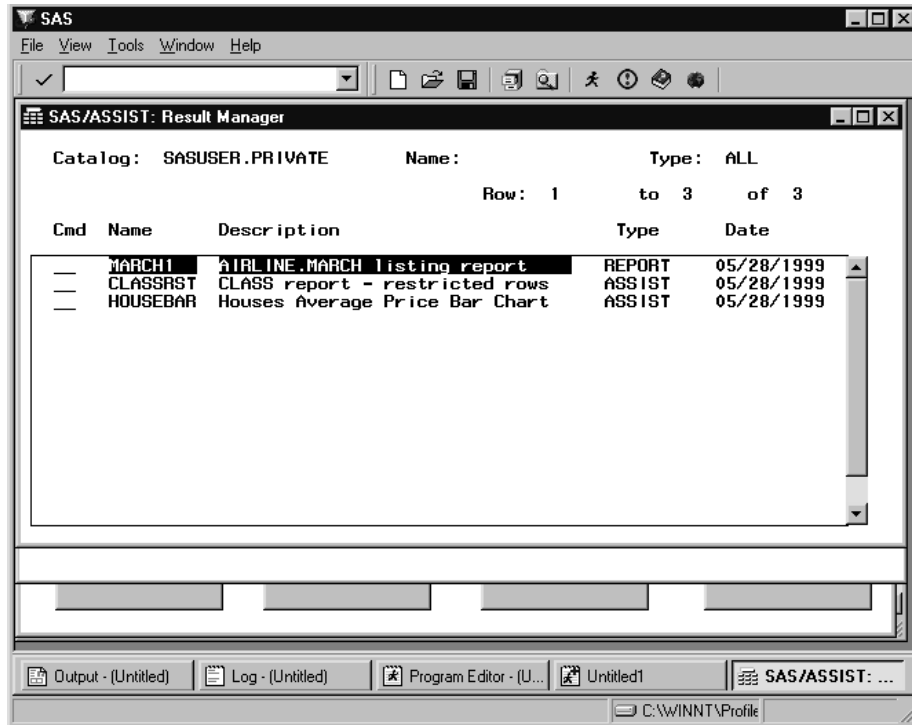
- B (Browse)**  
displays the generated source code or the output of the entry for browsing. The type of entry determines what you browse. Entries of type of MANAGER or PROFILE cannot be browsed.
- X (Execute)**  
executes a saved task entry interactively. **X** is not valid with entries of type LOG, MANAGER, OUTPUT, PROFILE, or GRSEG. The results vary with the type of task executed.
- D (Delete)**  
deletes an entry. When you press ENTER, **<=== v to Verify DELETE** appears in the **Description** field as shown in the following display.

Display 9.2 Marking an Entry for Deletion



Type **v** and press ENTER again to verify that you want to proceed with the deletion. If you want to cancel the delete operation, press ENTER without typing **v**.

- v (Verify delete)**  
verifies that you want to delete the entry. When you press ENTER, the DELETE operation proceeds and the entry is deleted.
- R Rename**  
highlights the name and description fields of an entry for editing, as shown in the following display.

**Display 9.3** Renaming an Entry

After the fields are highlighted, you can type a new name, a new description, or both. The name must be no more than eight characters long and must begin with a letter or underscore (\_). To change only the description, move the cursor to the **Description** field and begin typing. A description can be up to 32 characters long and can contain any combination of characters, numbers, and symbols.

*Note:* Entries of type PROFILE cannot be edited from the Result Manager.  $\Delta$

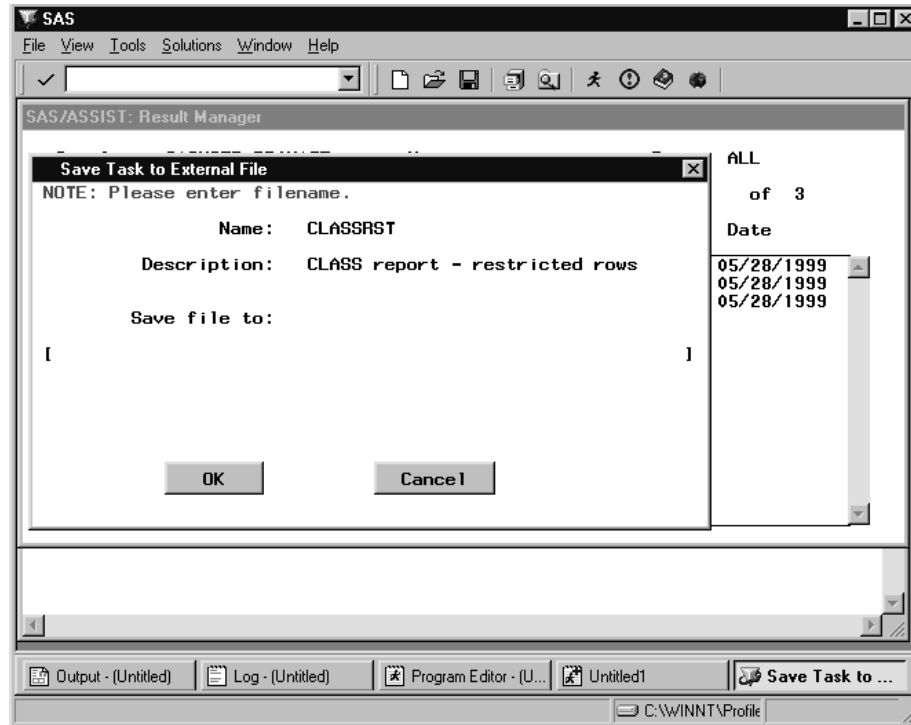
**L** (Batch execution)

under OS/390, submits a job for batch processing. Entries of type LOG, MANAGER, OUTPUT, PROFILE, or GRSEG cannot be executed in batch. For further information on batch processing, see Appendix 3, "Batch Processing with the Result Manager (OS/390 Only)," on page 247.

**F** (File)

saves an entry to an external file. Entry types of GRSEG, MANAGER, or PROFILE cannot be saved to an external file. When you press ENTER, the Save Task to External File window appears with the name and the description of the selected entry already filled in, as shown in the following display.

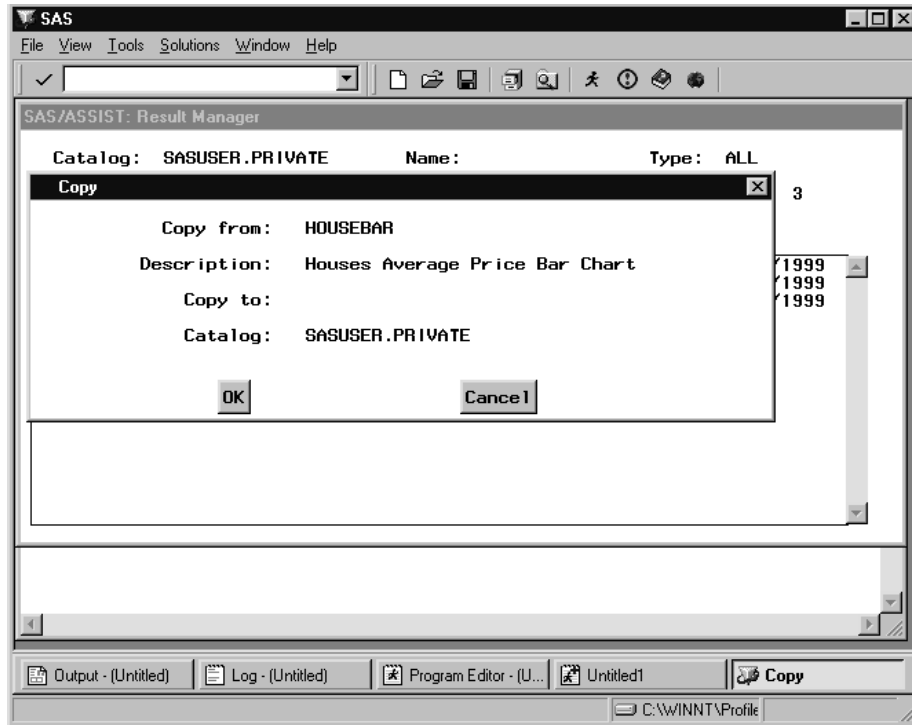
Display 9.4 Save Task to External File Window



Type a complete pathname in the **Save file to** field. Then select **OK** to process the operation or select **Cancel** to cancel it.

- P** (Print)  
prints an entry. Entry types of **MANAGER** or **PROFILE** cannot be printed.
- C** (Copy)  
copies an entry to the catalog entry you specify, using the description from the Result Manager window, as shown in the following display. You cannot copy an entry of type **GRSEG** or **PROFILE**.

Display 9.5 Copying an Entry



s (Select)

opens an entry for editing. The functionality of Select is the same as that for Edit.

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## Saving Source Code to an External File

SAS/ASSIST software creates source code, with descriptive comments, each time you perform a task. In the “Saving Source Code for Editing and Re-execution” chapter of *Getting Started with the SAS System Using SAS/ASSIST Software*, you learned how to save source code to a SAS catalog. This section describes how to save source code to an external file.

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### Instructions

- 1 Use the **Tasks** window to access the desired SAS/ASSIST task.
- 2 Make task window selections. You do not need to run the task in order to save the source code.
- 3 Follow this selection path:

View ► View source

The View SAS Program window appears with the source code for the report.

- 4 Follow this selection path to save the source code to an external file:

File ► Save As File

The Save As window appears.

- 5 If appropriate to your operating environment, select a folder or directory in which to save the file. Type the filename in accordance with the conventions of your operating environment.
- 6 Select **OK**. If the external file already exists, a message appears prompting you to type **R** to replace the existing file with the new file, to type **A** to append the new file to the existing file, or to type **C** to cancel and not save the program to the external file. Type the letter corresponding to the desired action and press ENTER.
- 7 The View SAS Program window reappears with a message indicating the number of lines written to the external file.

*Note:* If you have saved a task (catalog type ASSIST) using **Save** from the task window's **File** menu, you can write the saved program to an external file by typing **F** in the **Cmd** field to left of the task in the Result Manager window and pressing ENTER.  $\triangle$

## Browsing an External File

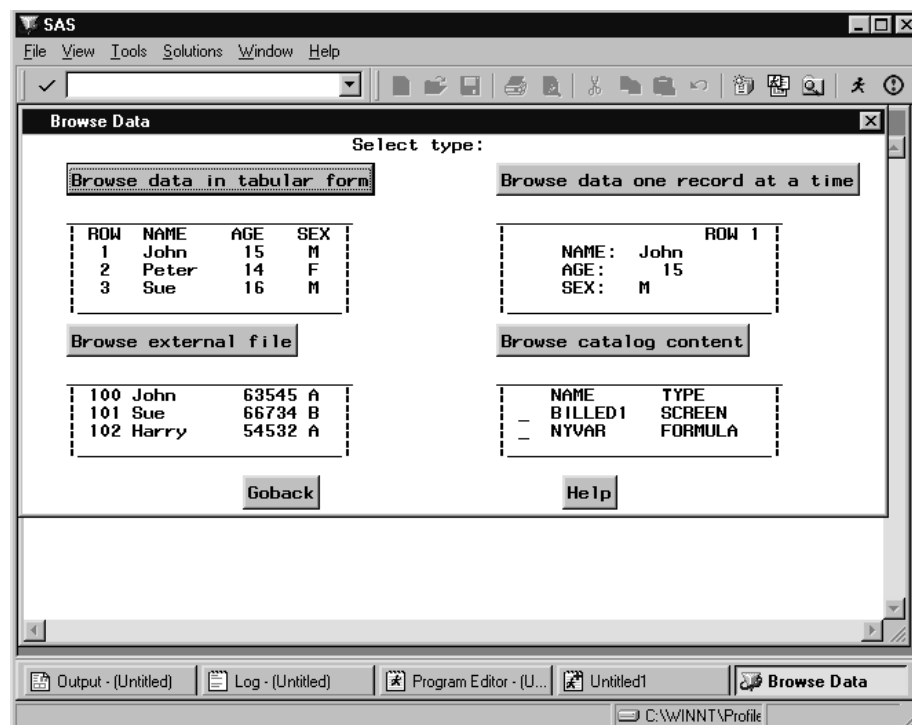
This section describes how to browse external files using **Edit/Browse** on the **Data Management** menu. You can browse external files by specifying the filename or fileref of the external file. To browse the external file, you must have SAS/FSP software installed.

### Instructions

- 1 To display the Browse Data window, follow this selection path:



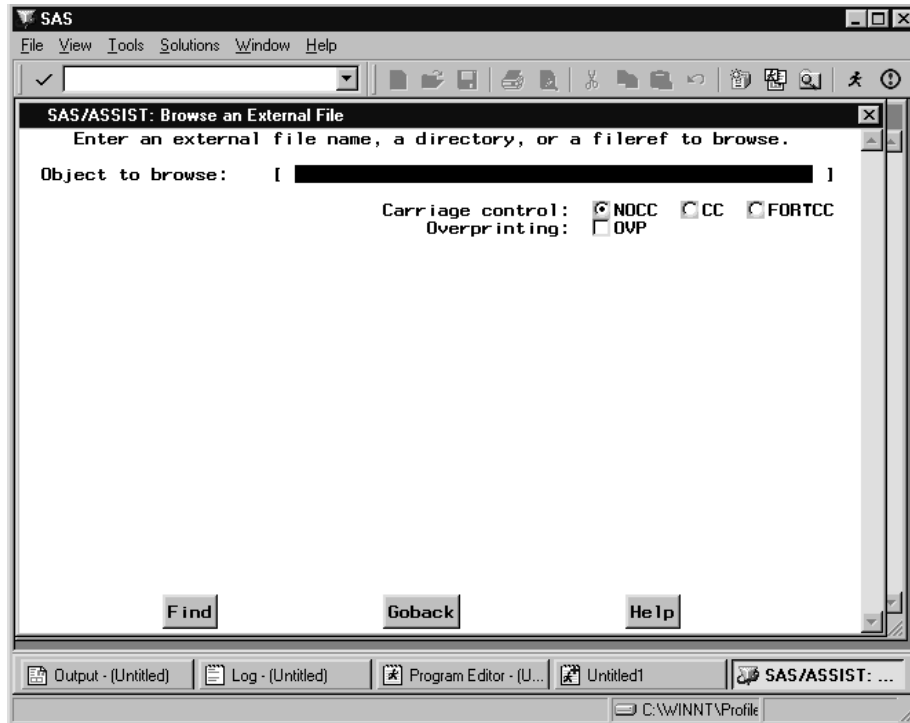
**Display 9.6** Browse Data Window





- 2 Select **Browse external file**. The Browse an External File window appears.

Display 9.7 Browse an External File Window



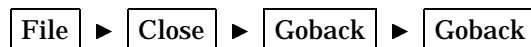
- 3 In the **Object to browse** field, type the full name, according to your operating environment specifications, of the external file that you want to browse.

If you have previously associated a fileref with the desired file or directory, you can type the fileref in the **Object to browse** field instead of the complete pathname. If you type a directory name in the **Object to browse** field, a list of files and subdirectories in the directory appears. You can then select the external file you want to browse or select a subdirectory to display files in the subdirectory.

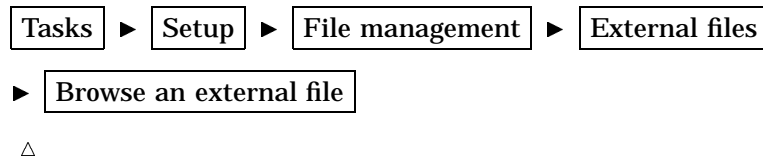
You can select carriage-control options to display the external file with carriage-control characters assumed in the first position of each record and overprinting options as described.

- Select **NOCC** to treat carriage-control characters as regular text.
- Select **CC** to use the native carriage-control characters of the operating environment.
- Select **FORTCC** to use FORTRAN-style carriage control.
- Select **OVP** to indicate that the carriage-control code for overprinting is to be honored.

- 4 Press ENTER. The external file appears in the FSLIST window.
- 5 When you are finished browsing the file, follow this selection path to return to the WorkPlace menu:



*Note:* You can also access the Browse an External File window by following this selection path:




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## Creating and Executing a Script File

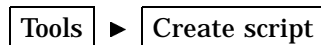
You may want to execute two or more saved SAS/ASSIST tasks in succession. For example, you may want to run a query and then generate one or more reports. The Result Manager offers you this convenience.

Use a script file to execute several entries in one jobstream. Scripts can be executed interactively or, under OS/390, in batch. A script describes what entries you process and the order of the processing. A script file can be used to execute entries of the types QUERY, SQL, REPORT, SOURCE, and ASSIST.

To create a new script, use the Create Script window to specify the entry names in the following form. The entry names are preceded by the entry types as labels.

ASSIST: name  
 QUERY: name  
 SQL: name  
 REPORT: name  
 SOURCE: name

- 1 From the Result Manager window, follow this selection path:



The Create Script dialog box appears.

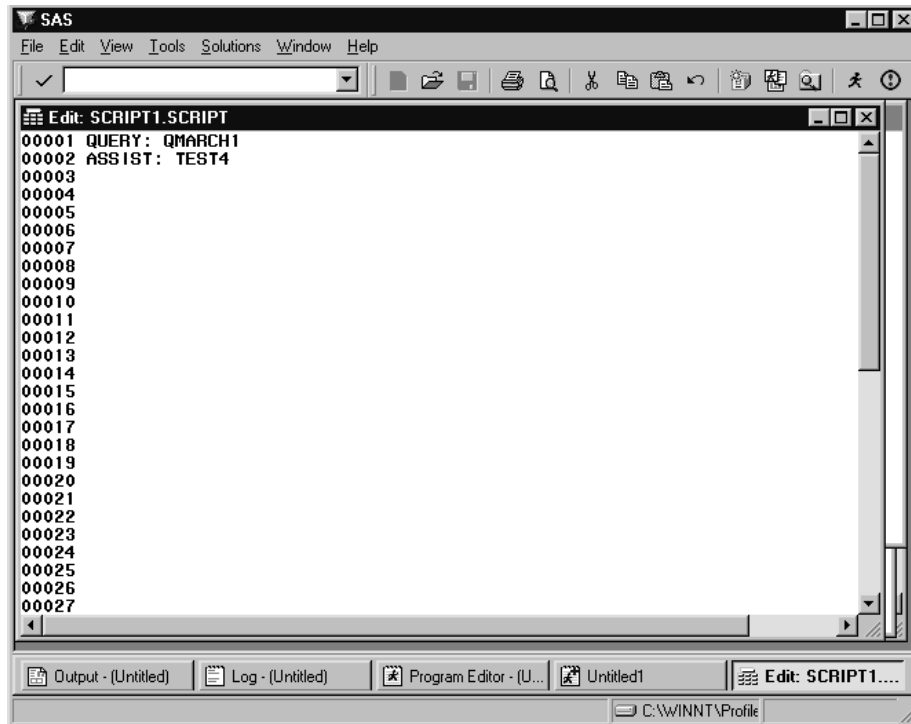
**Display 9.8** Create Script Dialog Box



- 2 Type the name of the script in the text field. The first character must be alphabetic.

- 3 Select **OK** to open the script editor. Type the name of the entries you want to execute, preceded by their types. The example in the following display specifies that the entry QMARCH1 of type QUERY is to be executed first, followed by the entry TEST4 of type ASSIST.

**Display 9.9** Typing the Contents of a Script



Note that the above display is for example purposes only; use your own saved tasks in your script file.

- 4 Select **Close** from the **File** menu. A prompt appears, asking if you want to save the changes. Select **Yes** to save the entry and return to the Result Manager window. The script appears listed in the Result Manager window.
- 5 To execute the script, type **x** in the **Cmd** field next to the script entry.

*Note:* For OS/390 only, you can use the L command to execute the script in batch. See Appendix 3, “Batch Processing with the Result Manager (OS/390 Only),” on page 247 for additional information.  $\Delta$



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