

# **OpenKicks on zLinux**

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## What is OpenKicks

OpenKicks is not Open Source (yet)

- OpenKicks is sold as source to companies that want complete control of the tech stack.
- Designed from the beginning to be a production quality product.



## **Open Source Tech Stack**

- Linux / zLinux
- GnuCOBOL
- PostgreSQL
- Node.js



## Other Open Source

- Python
- Perl
- **x**3270
- bash
- doxygen
- cobcd
- git

- esql
- Kotlin
- JVM
- doxygen
- SCONS
- Visual Studio Code
- nginx



# Supported COBOL Compilers

- GnuCOBOL
- P3/COBOL (Java)
- Micro Focus COBOL
- IBM COBOL
- gccCOBOL (in development)



## Supported Databases

- PostgreSQL
- DB2
- Database abstraction layer allows adding other databases.
- What is your preference?



# **VSAM** Emulation

- VSAM emulated as a table in database.
- One table per "VSAM" file.
- "VSAM" file can be shared between regions eliminating file owning region concept.
- Batch programs can read and write "VSAM" while region is up.
- Batch interface is an EXTFH compatible module.
- Implemented as shared object to support different vendors.

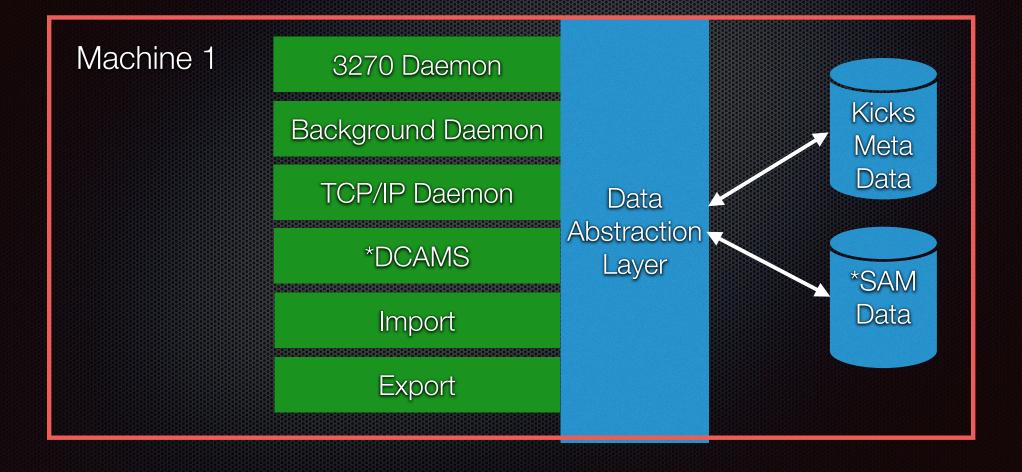
**REPLATFORM** TECHNOLOGIES

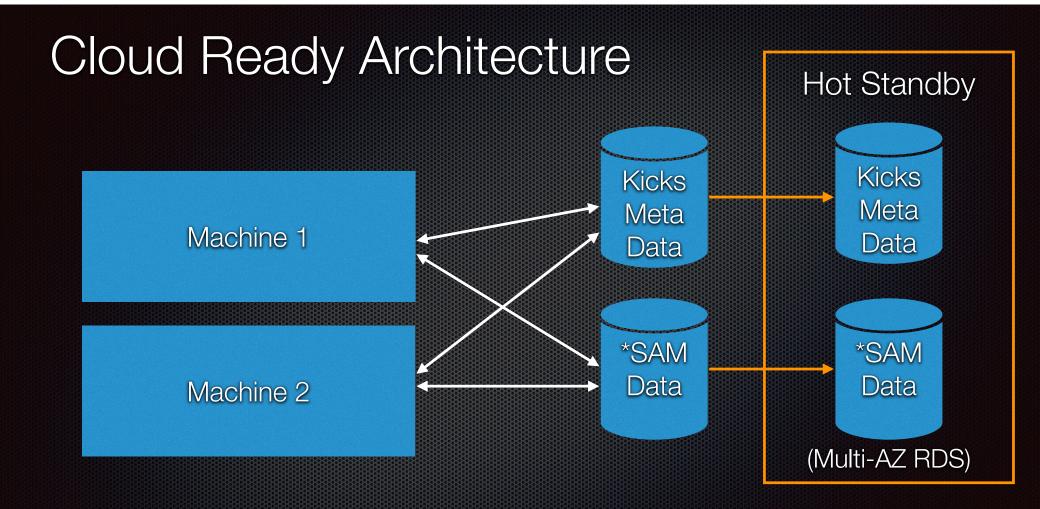
## **Replatform Tech Products**

- OpenKicks CICS API for zLinux & Linux
- OpenKicks for the JVM Pure JVM version to support JVM COBOLs
- MortSort Sort Utility for Sequential files
- OpenEZASOKET Open Source EZASOKET library
- COBOL BATCH Starts GnuCOBOL to be able to read VSAM Emulation



#### Single Machine Architecture





# Plugin Architecture

- \*SAM emulation
- OpenKicks Metadata (Could move metadata to memory for performance)
- Authentication (Active Directory, Unix password, ...)
- Authorization (Supports QUERY SECURITY)
- Sequential file support



# Highly Compatible BMS Support

- Treat BMS Map source as Assembler
- Supports "Home Grown" 3270 data streams



#### BMS is just assembler

|                                       | COPY COLORSG                      |   |
|---------------------------------------|-----------------------------------|---|
|                                       | GBLC &MODE                        |   |
|                                       | GBLC &N                           |   |
|                                       | COPY COLORSS                      |   |
| &MODE                                 | SETC 'INOUT'                      |   |
| & N                                   | SETC '1'                          |   |
|                                       | AIF ('&SYSPARM' EQ 'MAP').INLOAD  |   |
| &MODE                                 | SETC 'IN'                         |   |
| . INLOAD                              | ANOP                              |   |
| *                                     |                                   |   |
| MAPSET&N                              | DFHMSD TYPE=&SYSPARM,             | C |
|                                       | MODE=&MODE,                       | C |
|                                       | LANG=COBOL,                       | C |
|                                       | CTRL=FREEKB,                      | C |
|                                       | STORAGE=AUTO,                     | C |
|                                       | EXTATT=YES,                       | C |
|                                       | TIOAPFX=YES                       |   |
| .RERUN                                | ANOP                              |   |
| THEMAP&N                              | DFHMDI COLUMN=1,                  | C |
|                                       | HEADER=NO,                        | C |
|                                       | JUSTIFY=FIRST,                    | C |
|                                       | LINE=1,                           | C |
|                                       | SIZE=(22,80),                     | C |
|                                       | COLOR=DEFAULT                     |   |
|                                       | TOPLINE VERSION='1'               |   |
| PROG&N                                | DFHMDF $POS=(04,10)$ ,            | C |
|                                       | LENGTH=8, INITIAL='', ATTRB=FSET, | C |
|                                       | COLOR=&CLRKEY                     | С |
| BIGMSG&N DFHMDF POS=(06,01),OCCURS=3, |                                   |   |

# CI/CD ready

- OpenKicks deploys with CI/CD
- COBOL/CICS applications can deploy to regions with CI/CD



#### Character Set

- ASCII supported of course
- EBCDIC supported if COBOL compiler supports EBCDIC
- Unicode could be added when we have applications that use Unicode.



## 32 versus 64 bit

- OpenKicks can be compiled for 32 or 64 bit.
- Linux is making it harder to support 32 bit.
- Currently only testing 64 bit.
- 32 bit still needed because some COBOL applications could be 32 bit dependent.



# **Operating Systems**

- Intel Linux
- zLinux
- AIX
- Arm based Linux Can be ported.



# JVM Support

- Supports P3/COBOL, a JVM based COBOL compiler.
- Supports web services written in Kotlin using OpenKicks library.
- Can run in parallel with native version.
- First class JVM support without JNI.

