

W04: Duplicate Vector

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* Duplicate Vector Group 1 (Tail)
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5
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* Y17990 Wholesale Cost No.
*-----*
* Y04360 Total Amount
*-----*
10
Y04360-SEC SECTION.
Y04360-START.
  IF ERR-INF NOT = "1"
  AND GAMEN-NO OF W0204(PS2) = "KH201E"
    IF PPKY-NO OF W0204(PS2) = 1
    OR PPKY-NO OF W0204(PS2) = 12
    MOVE ZERO TO A04360 OF KH201E(PS1)
  ELSE
    IF KD1857 OF W03-HDIR - IS NUMERIC
    MOVE KD1857 OF W03-HDIR
    TO A04360 OF KH201E(PS1)
    END-IF
  END-IF
  END-IF.
Y04360-EXIT.
EXIT.
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W04: Homogeneity Vector

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* L04360 Total Amount
*-----*
30
L04360-SEC SECTION.
L04360-START.
  MOVE ZERO TO WK-KINGAKU.
  PERFORM VARYING PJ FROM 1 BY 1
  UNTIL PJ > 6
  IF A08311 OF KH201E(PS1 PJ) NOT = SPACE
  AND A09221 OF KH201E(PS1 PJ) IS NUMERIC
  AND A09221 OF KH201E(PS1 PJ) NOT = ZERO
  AND A10791 OF KH201E(PS1 PJ) IS NUMERIC
  AND A10791 OF KH201E(PS1 PJ) NOT = ZERO
  *
  AND A16721 OF KH201E(PS1 PJ) IS NUMERIC
  AND A16721 OF KH201E(PS1 PJ) NOT = ZERO
  COMPUTE WK-KINGAKU
  = WK-KINGAKU + A16721 OF KH201E(PS1 PJ)
  END-IF
  END-PERFORM.
  MOVE WK-KINGAKU TO A04360 OF KH201E(PS1).
L04360-EXIT.
EXIT.

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Industrial Applicability

55 [0189] In the traditional software development the dependency on personal abilities is extremely high as well as having high personal ability is required for all staff involved, which has brought about fundamental problems. This invention has realized a development methodology, by theoretically grasping the consciousness action existing in the depths of the thinking method in relation to the cognitive action, and it is applicable to any fields including OS middle game, proc-