

## W04: Duplicate Vector

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*-----*
*      Duplicate Vector Group 1 (Tail)      *
*-----*
5  *      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 PPKKEY-NO OF W0204(PS2) = 1
      OR PPKKEY-NO OF W0204(PS2) = 12
15      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
20      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
35      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
      *
40      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.
45      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-