

THE DISPLAY MANAGER
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In version 5 of the SAS system there will be a new method of using the system interactively. This will be called "Display Manager".

The Display Manager presents the SAS user with three logical screens, all of which are fully scrollable with PF keys. These are:

- (a) the program screen
- (b) the procedure output screen
- (c) the log screen.

When a user invokes the SAS system he will initially see a split screen with the log screen in the upper part and the program screen below. In the program screen users can enter statements and data for the SAS program. The statements/data are edited using a full screen editor with line commands. When the program is prepared it can be executed by pressing the submit key. At this point the program executes in foreground and produces output either to the log screen for error messages etc., or to the procedure output screen for reports/graphs etc..

By pressing a function key the user can jump back to the original log/program split screen. Once the log/program screens are present previous batches of program can be recalled into the program area for edit and resubmission.

All three screens for the complete session are kept available and users may scroll back and forward or may save parts of the session for later use.

The Display Manager is expected to significantly increase productivity in development of interactive systems since repetitive resubmission of work is made very simple and quick (in fact it is only a PF-key away!)