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RPG IV Programming Fundamentals Workshop for IBM i

CODE:	DURÉE:	PRIX H.T.:
AS06G	32 Hours (4 Jours)	€3,190.00

Description

Get a comprehensive exposure to the basic features and functions of RPG IV for Version 7. Develop and maintain simple RPG IV programs written using the latest features and techniques available in the Version 7 compiler. The focus is entirely on the latest of the RPG IV for Version 7 compiler and the techniques that it provides.

This is the first in a series of three courses in the IBM i curriculum for programmers who are new to RPG IV. The series includes:

- *RPG IV Programming Fundamentals Workshop for IBM i (AS060)*
- *RPG IV Programming Intermediate Workshop for IBM i (AS070)*
- *RPG IV Programming Advanced Workshop for IBM i (AS100)*

RPG IV Programming Intermediate Workshop for IBM i (AS070) and *RPG IV Programming Advanced Workshop for IBM i (AS100)* enhance your skills in developing applications using the RPG IV language after you have completed this course.

Previous techniques and the maintenance of programs written using legacy techniques (for example, maintaining fixed format calculations) are not covered in the classroom. Some additional material and the bibliography provided assist the new RPG IV programmer in the maintenance of legacy applications.

This course does not introduce either information processing or programming in general. Trained programmers learn to develop and maintain simple RPG IV programs written using the latest features and techniques available in the Version 7 compiler. If you are new to programming, you should attend other courses that are offered by local technical colleges or self study methods.

Objectifs

- Write RPG IV Version 7 programs to produce reports
- Write simple RPG IV Version 7 inquiry programs that interact with displays
- Review compilation listing, find and correct compilation errors
- Maintain existing applications written in the RPG IV (Version 7) language
- Use the debugger tool to determine the cause of incorrect results
- Use many popular RPG IV built-in functions

Audience

This course is the first in a series of three courses designed for programmers who are new to RPG IV. Basic programming experience is required. The student should have attended at least an introductory course to programming such as one of those available at technical colleges. The student is not taught the concepts of programming.

Experienced programmers who are new to the Power System with IBM i should also attend this course. Examples of other programming languages are BASIC, COBOL or RPG II.

This course is not designed for RPG III programmers who want to learn RPG IV. The *Moving from RPG/400 to System i RPG IV (OE85) (OE850)* course is designed to satisfy this need, when it is available in your geography. This course is too basic for experienced RPG III programmers.

If *Moving from RPG/400 to System i RPG IV (OE85) (OE850)* is not offered in your geography, you should attend this course instead.

Notes: The term RPG/400 refers to both System/38 RPG as well as IBM i (AS/400) RPG/400 (also known as RPG III).

This course focuses entirely on the features of the RPG IV Version 7 compiler and the techniques that this compiler provides. Features of V7 are discussed.

Previous techniques and the maintenance of programs written using legacy techniques, such as fixed format calculations, are not covered in the classroom. Some additional material and the bibliography will assist the new RPG IV programmer in the maintenance of legacy applications.

Training Development

Cours magistral dont 40 % du temps consacré aux travaux pratiques.

Prérequis

You should be able to:

- Use a Windows-based PC
- Run PC applications using menus, icons, toolbars, **and** so forth
- Write a simple program in another high-level language (for example, CL, COBOL, BASIC **or** RPG II)
- Use basic IBM i tools, including:
 - CL commands
 - Online Help
 - **WRKSPLF** **and** related commands to manage output
 - **WRKJOB**, **DSPMSG**, **DSPJOB** commands **and** so forth to perform basic problem determination
- Use **and** display IBM i print queues
- Use the Program Development Manager/source entry utility **or** the RSE/LPEX Editor to create **and** maintain DDS
- Create **and** maintain physical and logical files

You must have attended:

- *Introduction to IBM i for New Users (OE98) (OE980)*
- *IBM i Application Programming Facilities Workshop (OL49) (OL490)*

Attendance at *IBM i RPG Development with Rational Developer for Power Systems Software V8 (RN500)* is strongly recommended.

Experience with Printer **and** Display files prior to attending this course is beneficial as well.

Programme

Day 1

- Welcome and administration
- Unit 1: RPG IV introduction
- Lab 1: Coding and compiling RPG IV
- Unit 2: Coding specifications for RPG IV
- Lab 2: Sequencing RPG IV specifications and compiling
- Lab 3: Coding a report program

Day 2

- Lab 4: Adding overflow
- Unit 3: Data representation and definition
- Lab 5: Data definition
- Unit 4: Manipulating data in calculations
- Lab 6: Adding arithmetic function
- Lab 7: Data manipulation

Day 3

- Unit 5: Printing from an RPG IV program
- Lab 8: Printing from an RPG IV program
- Unit 6: Using the debugger
- Lab 9: Debugging an RPG IV program
- Unit 7: Structured programming and subroutines

Day 4

- Unit 7: Structured programming and subroutines (cont.)
- Lab 10: Coding subroutines
- Unit 8: Accessing the DB2 database using RPG IV
- Lab 11: Maintaining database files
- Unit 9: Coding inquiry programs
- Lab 12: Coding an inquiry program
- Unit 10: What's next?

Options

La mise en oeuvre des fichiers base de données est traitée dans le cours OL62FR. La mise en oeuvre des fichiers écran est traitée dans le cours AS424F.

Dates de session

Sur demande. [Merci de nous contacter](#)

Informations Complémentaires

[Cette formation est également disponible sous forme de formation sur site. Veuillez nous contacter pour en savoir plus.](#)