

Advanced RPG IV Programming

(RG63)

2 to 4 Days depending on selected content
(60% Lecture, 40% Workshop)

The agenda below is meant to be a guideline for the Advanced RPG IV programming class. For this class, there are a large number of alternative/additional topics available, many of which are listed on the right side of the page. You may pick and choose topics listed, or request other topics of interest to your staff. The outline on the left side represents a 2 day class.

Prerequisites: A knowledge of RPG IV programming.

Course Outline

Introduction

Class Overview

Utilizing the IBM Redbook:

“Who Knew You Could Do That With RPG IV?”

Programming RPG IV with Style

Using Subprocedures

Subprocedures: Beyond the Basics

LAB: Advanced Subprocedures

Prototyping Programs and C Functions

Using Advanced Features

Using System APIs, Pointers,
and User Spaces

LAB: Using Pointers and User Spaces

ILE Activation Groups and Resource Scoping

ILE Service Program Tips and Binder

Language

LAB: Activation Groups and Binder Language

Introduction to RPG IV and the Web

Additional Topics (Your laundry list)

CODE/400: the Modern Way to Develop
Applications

XML for RPG Programmers: An Introduction

RPG Meets the Web – CGI

Programming with RPG IV (details)

ILE Static Binding Decisions

Mixing ILE and OPM Programs

Modernizing Applications with WebSphere

Development Tools for iSeries

WebSphere Studio for iSeries

IBM's WebFacing Tool

Developing Applications with VisualAge RPG

Java for RPG Programmers

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