

Interactive Workstation Programming with RPG IV

(RG75)

5 Days (40% Lecture, 60% Workshop)

This course provides a comprehensive treatment of writing workstation interactive programs in the RPG IV language used on the IBM i (AS/400). Students will create, debug and maintain interactive RPG IV programs. Starting with simple display screens, the workshop continues into the advanced topics of designing Subfiles and writing the RPG IV programs to intelligently process the Subfiles. Display Windows and Help Panels are also discussed.

This class is intended for the RPG IV Programmer who needs a better understanding of interactive programming in RPG IV. Fixed format and /free format RPG IV are taught in this class with the most modern language enhancements.

Prerequisites: A working knowledge of RPG IV programming on the IBM System i, or the class *Introduction to RPG IV Programming Workshop*.

Course Outline

Introduction

The IBM System i (AS/400) Interactive Model
The Display File and SDA

IBM's SDA (Screen Design Aid)

Using SDA
Creating Interactive Menus
Creating Menu Help Text
Using text display attributes
Using color on the display
Total control with SDA commands
Add and manipulate data fields
Using a reference file to easily build a screen
The DDS Language for Display Files

Using RPG IV as the Display Screen Driver

Designing screens for use in RPG IV
Processing display files using RPG IV

Types of Displays

Using Output only Displays
Using Input/Output Displays

Working with Screen Indicators

Numbered indicators
Using a separate indicator area
Using named indicators
Using an indicator data structure
Manipulating indicators in RPG IV
Conditioning Display attributes
Conditioning Fields
Managing Overlapping Fields

RPG IV Specifics

File Specs for display files
Using the File Information Data Structure
READ Op-code
WRITE Op-code
EXFMT Op-code

Screen Control

Using multiple display record formats
Editing Numeric Fields for output
Using Input Keywords
Add and Process Function Keys
Manage Cursor Positioning
RSTDSP Options for screen control

Message Handling in screens

Using ERRMSG (Error Message) Keyword
Using ERRSFL (Error Subfile) Keyword
Using Message Subfiles for optimum control
Using the Program Message Queue
Using the IBM Message APIs
Creating a message file and adding messages

Develop, Code, Test and Debug Programs

Display fields and literals for output only
Display Fields for both input and output
Using the SDA test utility
Using the RPG IV Interactive Debugger

Handling Errors and Anomalies

Understanding Screen I/O Errors
Avoiding Record Locking conflicts
Using Commitment Control for integrity

Windows

Customizing Windows for your display
Window Borders and Placement
Creating an F4=Prompt window
Creating Help Text in a Window

Working with Subfiles

Using SDA to design Subfiles
Processing Subfiles in RPG IV
Loading/Paging techniques
Output only Subfiles
Input/Output Subfiles

For more information, call (314) 932-2430 or (800) 936-3140

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