

Interactive RPG/400 Programming Workshop

(RG76)

5 Days (40% Lecture, 60% Workshop)

This course provides a comprehensive treatment of writing interactive programs in the AS/400 RPG/400 language. Students will learn how to create, debug and maintain interactive applications, starting with very simple displays, and continuing through such advanced topics as Display Windows and Subfiles. This class is intended for the RPG/400 Programmer who needs a better understanding of interactive programming in RPG/400.

Prerequisites: A working knowledge of RPG/400 programming on the AS/400, or the class Introduction to RPG/400 programming.

Course Outline

Introduction

The AS/400 Interactive Model
The Display File and SDA

SDA (Screen Design Aid)

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

Using RPG/400 as the Screen Driver

Designing screens for RPG/400
Processing display files in RPG/400

Types of Displays

Using Output only Displays
Using Input/Output Displays

Working with Screen Indicators

Numbered indicators
Manipulating indicators in RPG/400
Conditioning Display attributes
Conditioning Fields
Overlapping Fields

RPG/400 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 screen record formats
Editing Numeric Fields for output
Using Input Keyword
Add and Process Function Keys
Cursor Positioning

Message Handling in screens

Using ERRMSG (Error Message) Keyword
Using ERRSFL (Error Subfile) Keyword
Using Message Subfiles for optimum control
Understanding Program message queues
Using the IBM Messaging 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
Handling Complex displays
Using SDA test utility
Using the RPG/400 Debugger

Handling Errors and Anomalies

Screen I/O Errors
Avoiding Record Lock contentions
Using Commitment Control for integrity

Windows

Using Windows in your displays
Window borders
Opening Multiple windows at once
Place a subfile in a window
Creating an F4=Prompt result window
Creating Help Text in a Window

Subfiles (Scrollable Lists)

Using SDA to create Subfiles
Processing Subfiles in RPG IV
Output only Subfiles
Input/Output Subfiles

For more information, call (636) 519-7917

Or e-mail info@400School.com

The 400 School, Inc – St. Louis, MO USA