



RPG IV Programming using ILE Concepts

RPG IV Basics

Stretching the Limits
Specification Changes Overview

Defining Data with D-Specs

Work Fields
Data Structures
Tables and Arrays
Named Constants
Prototypes and Procedure Interfaces
Long Field Names
New Data Types
Indicator Data Structures
Initializing Data Items

Expressions and Built-in Functions

Calculation Specification Changes
New Operation Codes and Operation Code Extenders
EVAL Operation
Improving EVAL Precision
Built in Functions
Using BIFs to Eliminate Indicators

Date and Time Processing

Defining Dates, Times, Timestamps
Date and Time Formatting
Initializing Date Values
Date-Related Operation Codes
Processing Legacy Dates Date

Calculations and Basic Operations

Arithmetic Operations
Assignment Operations
EVAL Operation and Expressions
Free format options in C Specs



Conditional and Iterative Operations

IF/ELSE Operations
SELECT/WHEN/OTHER Operations
DO/DOU/DOW/FOR Operations
ITER/LEAVE Operations

File Processing

RPG Logic Cycle
File Specifications
Full Procedural Processing
Keyed Processing
CHAIN Operation
READ/READP Operations
SETLL/SETGT/READE/READPE
WRITE/UPDATE/DELETE operations
Error Handling EXCEPT Operation
Output Specifications
Key Lists Complex & Multiple File
Processing

Arrays and Tables

Defining Arrays
Initializing Arrays
Runtime vs. Compile Time Arrays
LOOKUP/XFOOT/MOVEA
Operations
Tables and LOOKUP

Converting, Compiling, and Debugging

Creating Modules
Binding Programs
Using CRTBNDRPG Effectively
Using a Binding Directory
ILE Program Updates
Conditional Compilation
Debugging ILE Programs
Debug Views

Coding and Calling Subprocedures

ILE Program Structure
Coding Subprocedures
Defining and Using a Prototype



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Coding a Procedure Interface
Sample Subprocedures
Compiling and calling Subprocedure
Subprocedures Vs. Subroutines
Why Prototypes?
Passing Parameters
Prototyping Program Calls
Prototyping API Calls

Static Binding and Service Programs

Dynamic Program Call and Static Procedure Call
Bind by Copy and Bind by Reference
Creating a Service Program
Calling a Service Program
Service Program Signatures
Using Binder Language

Understanding Activation Groups

What are Activation Groups?
Default Activation Group
User Named ILE Activation Group
*NEW Activation Group and *CALLER Activation Group
Activation Groups and File Overrides
Reclaiming Resources
Activation Groups and Shared File Opens

ILE Error Handling

Message Percolation
Message Handlers

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