



RPG III Programming

Introduction to RPG

RPG Specification sequence (H, F, E, L, I, C, O)
RPG Program cycle

Numeric Operations

Data Definition
Truncation and Field Sizes
Rounding
Assignment with Z-ADD and Z-SUB

Character Operations

Data Structures
MOVE and MOVE L Operations
Figurative Constants

Control Logic in RPG

Structured Programming Concepts
Selection Operations
IFxx, SELEC and CASxx
Iteration Operations
DOWxx, DOUxx, DO
Loops and Early Exits
LEAVE and ITER
Unstructured Operations
GOTO and CABxx
Subroutines
Specific Scope Terminators
ENDIF, ENDDO, etc.

Program Described Files

Externally Defined Files

AS/400 Approach to Database Files
Defining Physical Files with DDS
Defining Logical Files with DDS
RPG Programming with Externally Defined Files
Using Field Reference Files
Externally Defined Printer Files



File Access and Record Manipulation

- Sequential Operations
- Random Access
- Composite Key Processing in RPG
- Inserting New Records in Files
- Updating and Deleting Records in Files
- Record Locking

Tables and Arrays Processing

- Defining Tables in RPG
- Compile Time Tables
- Pre-Runtime Tables
- Table Look-Ups
- Multiple Related Tables
- Changing Table Values
- Arrays
- Calculations with Arrays
- Array Look-Ups
- The Indicator Array
- Output with Arrays

Inter Module/Program Communication

- Parameter Passing
- Reading and Writing to Data areas
- Data Queues
- Message Sending

Interactive Programming

- Comparing Batch and Interactive Programs
- DDS for Display Files
- A Sample File Maintenance Program
- Screen Design Aid
- Subfile Coding
- Subfile loading techniques Load All, Elastic and page = size types

Exception and Error Handling

- File Information Data Structure
- File Information Error codes
- Program Status Data Structure
- Program Status Error codes
- Exception/Error Subroutine



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