

Intermediate RPG IV Programming Workshop Interactive Programs with Subfiles, Windows, Message Handling

(RG75)

5 Days (40% Lecture, 60% Workshop)

This LIVE 5-Day Hands-On Lab-Style Workshop focuses on the technology and programming needed to write and maintain interactive display screen programs in the ILE RPG IV language used on the IBM i (iSeries, AS/400). Students will create, debug and maintain numerous interactive RPG IV programs of increasing complexity. Advanced topics like Subfiles, Windows and Advanced Message Handling are presented in this workshop.

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, or the class *Introduction to RPG IV Programming Workshop*.

Course Outline

Introduction

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

IBM's SDA (Screen Design Aid)

Using SDA to Build and Maintain Screens
Creating Interactive Menus
Creating Menu Help Text
Using display attributes and Colors
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, WRITE and EXFMT Op-codes

Screen Control

Using multiple display record formats
Editing Numeric Fields for output
Using Input Keywords
Processing Function Keys
RSTDSP and DFTWRT Options

Message Handling in screens

Using ERRMSG (Error Message) Keyword
Using ERRSFL (Error Subfile) Keyword
Using Message Subfiles for optimum control
Understanding the Program Message Queue
Using the IBM Message Handling APIs
Creating and Using your own Message File

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

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
Input and Output Capable Subfiles

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