

Introduction to RPG IV Programming Customized

(2 day Instructor-Led Course)

Course Description

This “Introduction to RPG IV Programming” workshop presents RPG IV (ILE RPG/400) from start to finish. If you’re new to RPG IV, this class is for you. It covers all the language’s specifications and structures. The material in this class will arm you with the skills and knowledge you’ll need to build basic RPG programs.

Who Should Attend

This class is appropriate for programmers who need an introduction to the RPG IV language syntax.

Prerequisites

No previous knowledge of RPG is required. In order to successfully complete this course, students should have completed the following course, or have equivalent knowledge/experience:

- iSeries Concepts and Programming Tools

Previous knowledge of another computer language may be helpful.

What You Will Accomplish

At the end of the course, students will be able to:

- Recognize the various RPG IV specifications and their use in a program
- Define work fields, arrays, data structures, and named constants
- Recognize the data types supported by RPG IV, and when to use them
- Assign values using EVAL
- Use RPG IV built-in functions in calculations
- Use externally described database files in a program
- Build a simple interactive application
- Perform program-to-program calls, passing parameters
- Use data areas in a program
- Handle errors that may occur during program execution
- Understand the use and basic concepts associated with subfile programming

What You Will Receive

Each student receives:

- Custom printed handout, containing class notes
- Completion certificate

Follow-Up Courses

- RPG IV and the Integrated Language Environment
- RPG IV Modules, Procedures & Service Programs

iSeries Concepts and Programming Tools

Course Outline

The class covers these topics:

- RPG Background
- Specification Overview
- Defining Data with Definition Specifications
- Assignment and Arithmetic Operations
- Structured Program Design
- File Access and Record Manipulation
- Externally Described Files
- Advanced Data Definition
- Tables and Arrays
- Data Structures
- Built in Functions
- Error Handling
- Modular Programming Concepts
- Passing Parameters
- Calling Programs
- Using Data Areas
- Creating Procedures
- Interactive Applications
- Introduction to Subfiles

Hands-on Labs

- Writing a basic report program
- Using Definition Specifications
- Using calculations and built-in functions
- Using externally described files
- File access and update
- Writing an interactive application