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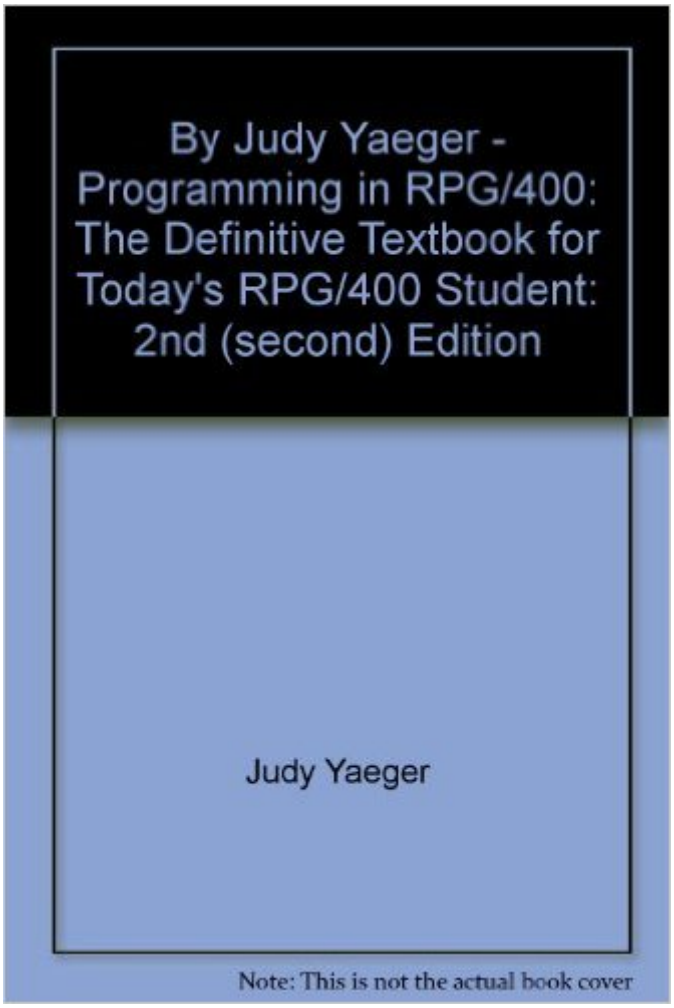
Programming In RPG/400 (2nd Edition)



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Synopsis

Programming in RPG/400, Second Edition, refines and extends the comprehensive instructional material contained in the original textbook. This second edition features a new section that introduces externally described printer files, a new chapter that highlights the fundamentals of RPG IV, and a new appendix that correlates the key concepts from each chapter with their RPG IV counterparts. This illuminating textbook provides a strong foundation in the essentials of RPG/400 programming and addresses the needs of students and instructors in transition to RPG IV. As a teacher or student, you will welcome the "real-world" approach used throughout -- as will the eventual employers of those who complete a course based on this text. Dr. Yaeger designed the book to give students a thorough understanding of how to use RPG/400 efficiently in a variety of practical applications. The book begins with an overview of programming for students new to the field. The fundamental concepts of business programming, as well as the development of the RPG language, are presented to ensure your understanding of how RPG evolved to the formats in use today. Everything you need is here to learn how to write a well-designed RPG program, from the most basic to the more complex. Among the topics treated are the principles of top-down design, including the use of subroutines; externally described files; interactive programming; tables, arrays, and advanced data definition, as well as byte- and bit-level operations; inter-program communications; a summary of RPG II with its fixed-logic cycle and use of indicators; and a preview of RPG IV. Each chapter includes a section of questions, exercises, and programming assignments that reinforce the knowledge you have gained from the chapter and strengthen the groundwork for succeeding chapters. Three appendices cover essentials of AS/400 features needed for program development, SEU, and debugging programs. A fourth appendix contains data file definitions used in the book’s programming assignments. The final appendix outlines how the concepts presented in each chapter are handled in RPG IV. An instructor’s kit is available on diskette that includes complete data files and solutions for all programming assignments. This textbook belongs on the required reading list for anyone learning RPG/400 -- and RPG IV -- for use in today’s business world.

Book Information

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Customer Reviews

I found Judy’s book to be an excellent introductionto programming in RPG/400. After an overview ofstructured programming, the book leads the reader clearly and concisely through many of the powerful techniques available in 400. The book provides examples of using array indicators, data structures, interactive programming, and bit level calculations. I expect to have this book nearby for a long time to come. Kudo’s to Judy Yeager

I originally purchased the first version and used it extensively in self-study. I was pleased to find that the course I enrolled in, at a local state technical institute, required the second version. I happily bought the second version - as the first book was pretty beaten-up and had coffee spilled on it. That goes to show it was always close by and in use. I have been programming in RPG for several years and this book is still the first book I grab when I need a quick reference

This is the most comprehensive programming guide for a legacy programming language [RPGIII] that I could find after considerablesearching. It is easy to read, great examples and covers the RPGIII language just prior to the 1994 RPGIV announcement.

This is an exceptional book. I have had the opportunity to teach the material in this book and find it to be very helpful and easy to understand.

I Found this book very useful and a great starter boo

I am in AS/400 programming since past 11 years and I still refer this book.This book is very well presented for the starters as well as the advanced programmers.Amit Taneja

I have over 25 years on Unisys and am beginning to learn the ISeries. My expertise is in Cobol and RPG is the language of choice on the ISeries.

The book is excellent, one should have this book for refrence in personal library. special area of this book is its programming assignments.

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