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Essentials Of Subfile Programming And Advanced Topics In RPG IV



Synopsis

Many courses for AS/400 programmers stop short of teaching you subfile programming. Subfiles are the AS/400 tool that supports displaying lists of data on the screen, and in today's increasingly screen-based world, you must understand and be able to use them. In fact, every list that you have seen the AS/400 display has been created using the same programming techniques that you will learn in these chapters. This text introduces you to subfiles and leads you through the process of creating and debugging subfile programs. As new subfile concepts are presented, you will develop and expand the same programs to meet expanded specifications. This approach mirrors the real world in which new specifications continually add to the complexity of interactive programs. You will program interactive displays that help users find the data they need and update records as required. You will learn several techniques for designing screens that help make user displays intuitive and easy to use. In a later chapter, you'll learn to use two tools – journaling and commitment control – that will protect your database's integrity when programs let records be changed. The two ongoing sets of exercises in this text take you through the process of developing an inventory display screen and a purchase order line display screen with data maintenance capabilities. To get the most from this book, work through all segments of the continued exercises, as well as through the additional bookstore order system project that follows Chapters 5 and 7. Chapters 8 and 9 introduce Integrated Language Environment (ILE) tools for RPG. These include bound calls, multiple modules in a program, creating and using service programs, using procedures, and prototyping. Other advanced topics include using such file-oriented elements as record format level identifiers, the OVRDBF (Override with Database File) and OPNQRYF (Open Query File) CL commands, file and record locks, and file security; mining the file-information and program-status data structures for information; handling errors via the *PSSR subroutine, the INFSR keyword, and the Input/Output operation error indicator; and using data queues for program-to-program communication. Don't neglect the appendices! Appendix A explores the programming standards you'll meet in most IS departments and takes you beyond them into issues of programming style. Appendix B introduces debugging tools and techniques to support your programming skills. Finally, Appendix C gives you invaluable training in using Screen Design Aid (SDA). When you interview for a job as an AS/400 programmer, you will be asked about your knowledge of subfiles and other advanced RPG topics. Once you complete this text, its exercises, and the additional bookstore order system project, you'll have a head start on your first programming position or – if you're already a programmer – additional professional development that will count in your department and your company.

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Customer Reviews

Essentials of Subfile Programming, Phil Levinson Philip J. Levinson has 15 years experience as an AS/400 programmer/analyst, consultant, and programming teacher at Jefferson College. He has a bachelor's degree in Mechanical Engineering and a master's degree in Management. This 260 page book has twelve chapters, three appendices, and an Index. Subfiles are the tool to support displaying lists of data on the screen. Journaling and commitment control will protect database integrity when records are changed. The application is for inventory control of a bookstore. Chapter 1 will show how to create subfile records and how to load, display, and clear a subfile. Chapter 2 shows how to delete and change records for interactive file maintenance. There are three methods for loading subfiles with multiple lists (Chapter 3). The next chapter shows how to display multiple lines per record. Chapter 5 shows ways to locate records and load the desired data into the subfile. There are ways to make the system more user friendly and include the Help screens (Chapter 6). You can use subfiles in windows to provide advanced prompting features for users (Chapter 7). Chapter 8 has advanced concepts in linking RPG programs and database files. Chapter 9 shows the file-information and program-status data structures for normal processing and error handling. Error handling is explained in greater depth in Chapter 10. Chapter 11 explains journaling and commitment control to improve data integrity at the program and transaction levels. Data queues are explained in Chapter 12, they provide program-to-program communication. An organization has standards for libraries and naming conventions (Appendix A). The author provides many practical

suggestions for program arrangement and documentation.

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