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Java For RPG Programmers



Synopsis

Book by Farr, George, Coulthard, Phil

Book Information

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Customer Reviews

I started with a book called Java 2 from Scratch and did a lot of scratching of my head. I think it'll be a good book for me eventually, but not right now. I needed something better to get my feet wet. A co-worker lent me his copy of Coulthard and Farr's book and I spent an evening with it. Afterwards I went to [Amazon](#) and ordered it. If you are an RPG programmer (I'm from the ILE RPG IV side) and want to begin learning JAVA, this is the book to start with. It does a good job contrasting RPG with JAVA to as to give a decent reference point. No other book does that and I found it to be most helpful. When I finished the book, I felt a lot better about the language but I need to go further with something else (Ivor Horton's book is probably going to be the something else). I thought the chapter on the Java Onion was really well done and very informative. The chapter on Threads was completely over my head. I'll return to that topic at some future point. The OO chapter was good but I found Jennifer Hamilton's Object Orientation for the AS/400 Programmer does a better job explaining these concepts. Over all these guys did a real fine job. By the way, I had the privilege of attending their Java seminar at the Fall Common conference in Baltimore and they really made the seminar enjoyable. You should catch one of there presentations some time. They're a good team and keep your attention. They do a good job. The one beef I have is they left me hanging on page 418 with the MsgBox class. They say it would be simple to add the line of code to your program to use the class. Maybe I'm being stupid, but it wasn't simple for me. They should have at least shown you how to

use it because I still haven't figured it out. Phil or George, are you reading this?

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