



RPG IV Programming Advanced Workshop for i

Duration: 4 Days Course Code: AS10G

Overview:

A comprehensive exposure to some of the advanced features and functions of the language for experienced RPG IV programmers. Power-programming for the discerning!

Target Audience:

This is the third in a series of three courses designed for programmers who are new to RPG IV. Basic programming experience using RPG IV is essential. Experienced RPG/400 programmers who have recently migrated to the RPG IV language will also find this course important to their continued skills development.

Objectives:

- After completing this course, the student should be able to:
- Use address pointers and user spaces in RPG IV programs
- Write database triggers in RPG IV
- Develop ILE modular objects and package them in service programs
- Explain the purpose of ILE Activation Groups

Prerequisites:

Before attending this course, the student should be able to:

- Code subfile-processing programs in RPG IV
- Employ error-handling features of the RPG IV language.
- Describe the basic concepts of ILE and modular program design.
- Use free-format coding techniques
- Write date-processing routines which employ built-in functions

AS06 - iSeries RPG IV Programming - Fundamentals

Content:

- The course includes the following Topics:
- Basic API Programming
- RPG IV Features

- Leveraging DB2 UDB Database Features
- Advanced ILE Topics
- ILE Error Handling and Condition Handlers
- ILE CEE API Programming
- Basic Web Enablement

Explain the behavior of Error Handling and Percolation in ILE

Describe how to use CGI in RPG IV for web applications

Code an ILE Error Handling program

Call iSeries APIs from RPG IV programs

Other RPG IV Compiler Features

Further Information:

For More information, or to book your course, please call us on Head Office 01189 123456 / Northern Office 0113 242 5931

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