



# **Assembler Language Coding Workshop**

Duration: 5 Days Course Code: ES34G Delivery Method: Company Event

#### Overview:

This classroom hands-on lab course provides an introduction to the mainframe Assembler language. The course is designed to develop the skills appropriate to write and/or maintain programs and routines written in S/370 or S/390 Assembler Language. Emphasis is placed on enhancing skills in problem resolution through program check interruption analysis and dump reading.

#### Company Events

These events can be delivered exclusively for your company at our locations or yours, specifically for your delegates and your needs. The Company Events can be tailored or standard course deliveries.

# **Target Audience:**

This course is designed for application programmers and/or beginning system programmers who code, maintain and/or debug application support programs or subroutines written in S/370 or S/390 Assembler Language.

## Objectives:

- Recognize architectural features, such as instruction formats, data representation, storage addressing, and so on, which are significant to program analysis
- Identify point of program interruption, using the formatted system dump and elements of information such as the Program Status Word (PSW), the Instruction Length Code (ILC), the program's base register(s), and so on
- Identify appropriate standards for assembler programs in terms of program organization, register conventions, coding practices, documentation, and so on
- Code and debug assembler language programs which:
- Conform to standard linkage conventions using save area chaining
- Define and use various types of data definitions, including fixed point binary, character, hexadecimal, and packed decimal

- Employ standard macros such as CALL, SAVE, RETURN
- Use various Assembler Language statements such as CSECT, EQU. COPY, END
- Use both symbolic and explicit notational forms for instructions
- Use data literals appropriately, and explain the use of LTORG to direct positioning of the literal pool
- Create and use appropriate patterns for EDIT instructions

#### Prerequisites:

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## Content:

Day 1	Day 3	Day 5
<ul><li>Welcome</li><li>Unit 1 - Numbering systems</li></ul>	Exercise 2 review Unit 6 - Addressing, comparing, and	Exercise 4 review Unit 11 - Miscellaneous instructions
Unit 2 - Mainframe architecture	branching	Course wrap-up
Unit 3 - Assembler syntax	Unit 7 - Data movement instructions	
Overview of instructions: LA, LR, LTR, MVC, DS, DC	Exercise 3 - Text handling	
Exercise 1 - 80/80 listing	Day 4	
Exercise 1A - 80/80 listing		
Day 2	<ul><li>Exercise 3 review</li><li>Unit 8 - Assembler pseudo instructions</li><li>Unit 9 - Reading dumps</li></ul>	
Exercise 1 review	Unit 10 - Packed decimal processing	
Unit 4 - Data definition statements	Exercise 4 - Packed data/editing	
Unit 5 - Fixed-point binary instructions		
Exercise 2 - Binary data		

## Further Information:

For More information, or to book your course, please call us on Head Office 01189 123456 / Northern Office 0113 242 5931 <a href="mailto:info@globalknowledge.co.uk">info@globalknowledge.co.uk</a>

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