



COURSE : RPG IV Programming - (Mo26)

OBJECTIVE :

- The course is designed to introduce the participant to the RPG IV language with its advanced features and improvement to the earlier RPG/400.
- RPG IV features such as expressions, date, time and functions will be discussed in depth.
- The intention is to explain the advantages of RPG IV and provide the participant with the skill to use this new language in the work environment.

PREREQUISITE :

- Having attended the RPG/400 programming course. Those without RPG/400 knowledge are highly advised to acquire it before attending this course, or please contact us for advice on the options available.
- Having knowledge and experience in programming and its concepts

AUDIENCE :

- This course is designed for AS/400 application programmers and AS/400 application developers with RPG/400 experience.

WHAT WILL YOU LEARN :

- Basic introduction to the RPG IV language and the Integrated Language Environment (ILE).
- Describe what OPM & EPM are and what the differences are compared to ILE
- Describe and list the benefits of the RPG IV language over previous versions of RPG.
- Understand the new RPG IV specifications and its advantages over previous versions of RPG.
- Code and compile RPG IV programs using some new features of the language, such as: new format of specifications, new Data definition functions, date and time data types and duration support expressions.

- Understanding the use of built-in functions (BIFs) in RPG IV and applying them during the programming labs.
- Use the basic functions of the RPG IV source debugging.
- Migrate application programs from RPG/400 to RPG IV using the migration aid.

METHOD :

- Hands-on oriented training with one workstation for each participant.
- Participants to design, write and debug programs in this workshop.
- Lecturer-assisted and use of computer-generated slides for presentation.
- Training materials that include notes with key points and graphics layout.

DURATION : 3 days (approximately 21 hours)

Course Content

- Introduction to RPG IV and ILE Concepts
- Coding Specification Changes for RPG IV
- Using Expressions in RPG IV
- Using Date, Time and Timestamp Data Types
- Using Built-in-Functions (BIFs) in RPG IV
- Pointer Data Types and User Spaces
- Source Debugger
- Converting RPG/400 Code to RPG IV
- Hands-On Programming Lab Sessions after each Topic
- What's Next