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| Soggetti | RPG IV (Computer program language) Electronic books. |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
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| Note generali | Includes index. |
| Nota di contenuto | Front Cover; Title Page; Copyright; Dedication; Acknowledgments; Contents; Preface to the Second Edition; A Note About Source Entry; Chapter 1: Pre-Free-Format RPG IV; RPG IV .; Extended Factor; Built-in Functions; Subprocedures; Other Changes; Some "Baggage" That Came Along; The Future; Chapter 2: The Case for Free-Format RPG; Easier to Read and Maintain; Good Field Naming; Indenting; Use of Comments; No Goto Operations; Conclusions; A "Modern" Programming Style; Free-Format RPG IV and C; Free-Format RPG IV and Java; Conclusions; Being "Current"; The Programmer's Perspective Management's Perspective Conclusions; Check It Out; Chapter 3: Free-Format H, F, D, and P Specifications; The H (Control) Specification; The F (File) Specifications; The D (Definition) Specifications; The P (Procedure) Specification; Conclusions; Chapter 4: Introducing Free-Format RPG IV; Coding Free-Format Calculations; Naming Variables; Programming Style; A Note About Case; Free-Format Operation Codes; Evaluate; If; Controlled Looping; Mathematics; Character Strings; Programming Style Issues; Mixing Formats; Keyed Access; Named Indicators; Naming File Indicators; Summing Up Chapter 5: Input/Output Using Free Format Database Input; %Eof; %Found; %Error; %Equal; Data Area Input; Database Output; Write; Update; Delete; Except; Workstation I/O; Write/Read; Write; Read; ICF I/O; Dsply; Printer Output; Overflow Indicator; Write; Except; Chapter 6: |

Program Flow Using Free Format; The If Group; If; Else; Elseif; Endif; The Do Operations; Do While; Do Until; Dow and Dou Differences; For; Loop Interrupt.; Leave; Iter; The Select Group; Select; Operations Absent in Free Format; Chapter 7: Embedded SQL Operations Using Free Format; Database and Embedded SQL Fixed-Format MethodFree-Format Method; Chapter 8: Data-Manipulation Operations Using Free Format; Assignment Statements; Eval Operation: Numeric; Eval Operation: Character; Evaluate Right (EvalR) Operation; Eval Operation: IS,OC; Evaluate vs. Move; Built-in Functions; Converting Decimal to Character; Converting Character to Packed Decimal; Substringing; Replace; Scan and Replace; Concatenation and Trim; Converting Character to Integer; Extracting Size, Length, and Decimal Positions; Number of Elements; Looking for Something?; String Translation; Combining Built-in Functions Date and Time OperationsConverting Numbers to Date and Time; Converting Date and Time to Character or Decimal; Date and Time Arithmetic; Chapter 9: Math Operations in Free Format; Expressions in Assignment Statements and Elsewhere; Four-Function Math; Short-Form Math; Exponentiation; Precedence; Mathematical Expressions Elsewhere; Eval Differences in Fixed and Free Format; Naming Variables; Semicolon; Free-Format Math in RPG IV; Numeric Data Types; Changing Data Type; Chapter 10: Call and Return in Free Format; Call Prototyped (CallP) Operation; Dynamic Call; Bound Call Parameter-Passing Options

Sommario/riassunto

Focusing strictly on teaching free-format RPG programming methods, this book will help programmers wishing to upgrade their skills. This how-to guide offers a concise and thorough introduction to the increased productivity, better readability, and easier program maintenance that comes with the free-format style of programming in RPG IV. Although free-format information is available in IBM manuals, it is not separated from everything else, requiring hours of tedious research to track down the information needed. This book provides everything you need to know to write RPG IV in the free-format
