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Nota di contenuto	Front Cover; Title Page; Half Title; Copyright; Dedication; Contents; Introduction; A Visit to the Past of e-RPG; A Visit to the Future of E-RPG; The ""Hello World"" Syndrome; Right to the Point; On With the Show; Chapter 1: Tools for the Web; Team HTML; Light Up the Highway; HTTP Headers; Content-type; Expires; Cache-Control; Pragma: no-cache; Location; More Headers; Meta Tags; HTTP-EQUIV Meta Tags; NAME Meta Tags; Hidden Fields; Style sheets; Simple Formatting; Style sheet Classes; External Style sheets; Choose Your Style; Frames; How Do They Work?; Frames Examples; Uses for Frames The Base of the Web Chapter 2: A Closer Look at Javascript; Working With Forms; Form Validation; Form Field Manipulation; Form Submission; Other JavaScript Tricks; JavaScript Hyperlinks; Changing Window Status; Debugging JavaScript; Alert; Try Netscape for Clearer Error Messages; Trimming Blanks from Character Data; Including JavaScript Source by Reference; JavaScript-Friend, Not Foe; Chapter 3: HTTP Configuration; MAP, EXEC, and PASS-The Basics; Map; Exec; Pass; Order Makes a Difference!; Denial of Service (DoS) Protection; The AS/400 Advantage?; DoS Configuration Directives; Trust

Protection The Protection and Protect Directives; Auth Type; Server ID; PasswdFile; Mask; A Protection Example; Protect; Logging; LogFormat; AccessLog; RefererLog; ErrorLog; CGIErrorLog; AgentLog; Log Cleanup; Specifying Custom Error Pages; The Error Page Directive; Running Multiple Web Sites; Virtual Hosts (Host Headers); Multiple Servers; AddType; Conclusion; Chapter 4: The ILE Handbook; What is ILE?; The key Pieces to ILE; Subprocedure; Module; Service Program; Binder Language; Binding Directory; Activation Group; ILE Terms Future Explained; Subprocedure; Module; Service Program
Binder Language Binding Directory; Activation Group; Basic ILE Examples; ILE Module Says Hello!; Hello and Goodbye; Modular Concepts and the Next Step; Bind by Reference; ILE Service Program Says Hello!; Binder Language and Signatures; Examining Signatures; Your Own Signatures; Simple Compling with Binding Directories; Subprocedure Parameter Keywords; Subprocedure Design; Grouping Subprocedures Into Modules or Service Programs; Final Thoughts on ILE; Chapter 5: Using SQL for Easier Record Selection; What is SQL?; SQL Commands; Update and Delete; Select Your Data; SQL and RPG-Embedded SQL
The Sqlrpgle Member TypeSQL and Cursors; SQL and Commitment Control; The Sqlrpgle Basics; SQL Return Codes; Embedded SQL; Dynamic SQL; A Simple Dynamic SQL Script; Positioning with Dynamic SQL; AN SQLRPGLE Example; Definitions; The Main Processing; The Dynsql Program in Action; Selecting and Sorting; A Look at the Application; A Look at the Code; First Things First; Displaying the Data; Building the SQL Statement; Displaying the Form; Last Things Last; SQL, Your Secret Weapon; Chapter 6: CGI APIs: A Second Look; QTMHCGI, MEET QZHBCGI; A Visit to Some Old Friends
QtmhWrStout-Write Standard Output

Sommario/riassunto

This companion to ""e-RPG: Building AS/400 Web Applications with RPG"" includes new techniques and functions to make e-RPG programming easier and more powerful than ever before. Not only does it provide the knowledge needed to create fully functional Web applications using OS/400 and RPG, but it also offers a thorough introduction to the Integrated Language Environment (ILE). Operators learn about using embedded SQL for easier and more effective queries, using e-RPG as Perl for OS/400, debugging information for e-RPG and JavaScript, and creating dynamic Web page changes. Users are also introduced
