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Nota di contenuto	Rexx Programmer's Reference; About the Author; Foreword; Acknowledgments; Contents at a Glance; Contents; Introduction; Part I; Chapter 1: Introduction to Scripting and Rexx; Overview; Why Scripting?; Why Rexx?; Power and Flexibility; Universality; Typical Rexx Applications; What Rexx Doesn't Do; Which Rexx?; Downloading Regina Rexx; Installing Regina under Windows; Installing Regina under Linux and Unix; Summary; Test Your Understanding; Chapter 2: Language Basics; Overview; A First Program; Language Elements; Operators; Summary; Test Your Understanding; Chapter 3: Control Structures OverviewStructured Programming in Rexx; IF Statements; DO Statements; A Sample Program; SELECT Statements; CALL Statements; Another Sample Program; Unstructured Control Instructions; Summary; Test Your Understanding; Chapter 4: Arrays; Overview; The Basics; A Sample Program; Associative Arrays; A Sample Associative Array Program; Creating Data Structures Based on Arrays; Summary; Test Your Understanding; Chapter 5: Input and Output; Overview; The Conceptual I/O Model; Line-Oriented Standard I/O; Character-Oriented Standard I/O; Conversational I/O; Redirected I/O; I/O Issues; Summary Test Your UnderstandingChapter 6: String Manipulation; Overview; Concatenation and Parsing; A Sample Program; String Functions; The Word-Oriented Functions; The Bit String Functions and Conversions; Summary; Test Your Understanding; Chapter 7: Numbers, Calculations, and Conversions; Overview; The Basics; More Numeric Functions;

Conversions; A Sample Program; Summary; Test Your Understanding; Chapter 8: Subroutines, Functions, and Modularity; Overview; The Building Blocks; Internal Functions and Subroutines; Passing Parameters into a Script from the Command Line
Passing Parameters into Subroutines and FunctionsA Sample Program; The Function Search Order; Recursion; More on Scoping; Another Sample Program; Summary; Test Your Understanding; Chapter 9: Debugging and the Trace Facility; Overview; The say Instruction; The trace Instruction; Reading Trace Output; The trace Function; Interactive Tracing; Summary; Test Your Understanding; Chapter 10: Errors and Condition Trapping; Overview; Error Trapping; How to Trap Errors; A Sample Program; An Improved Program; Special Variables; signal versus call; The condition Function; A Generic Error-Trap Routine
LimitationsSummary; Test Your Understanding; Chapter 11: The External Data Queue, or "Stack"; Overview; What Is the Stack?; An Example - Placing Data into the Stack and Retrieving It; Another Example - The Stack for Interroutine Communication; Practical Use of the Stack; Summary; Test Your Understanding; Chapter 12: Rexx with Style; Overview; Capitalize on Capitalization; Good Variable Naming; Use Spacing and Indentation; Limit Nesting; Comment Code; Write Modular Code; Write Structured Code; Handle Errors; Additional Suggestions; Avoid Common Coding Errors; Summary; Test Your Understanding
Chapter 13: Writing Portable Rexx

Sommario/riassunto

Originally developed for mainframes but highly portable across platforms-from servers to desktops to handhelds-Rexx is an easy yet powerful scripting language that's widely used for rapid application development.Covers Rexx interpreters for specialized functions-object-oriented, mainframe, and handheld.There are 8 different free Rexx interpreters optimized for different platforms and uses. This book shows how to use them allShows how to script for GUIs, databases, web servers, XML, and other interfaces.Details how to make the best use of Rexx tools and interfaces, with
