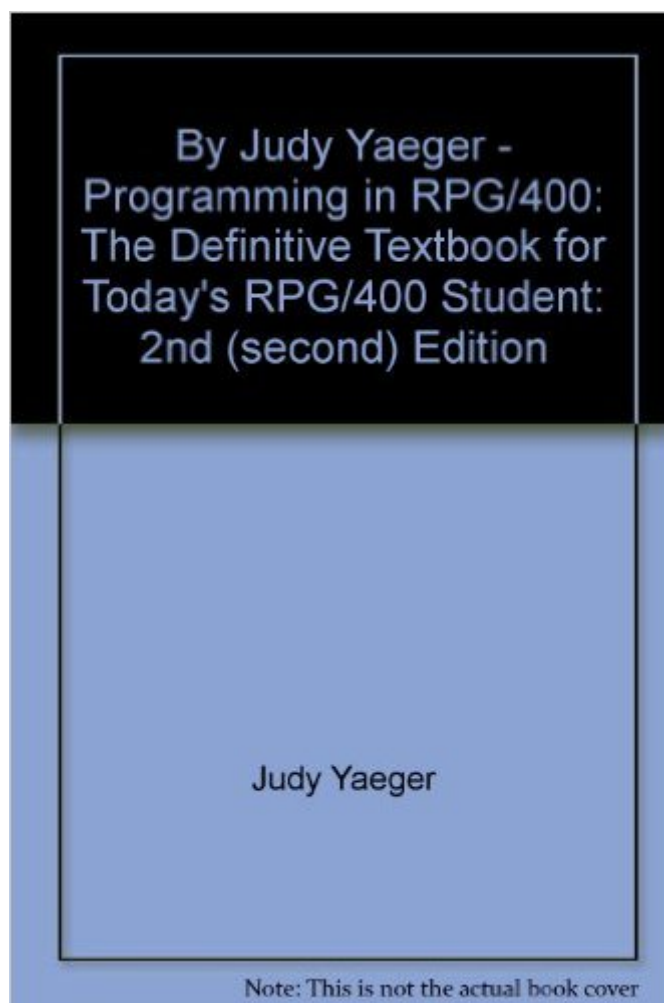


The book was found

Programming In RPG/400 (2nd Edition)



Synopsis

Programming in RPG/400, Second Edition, refines and extends the comprehensive instructional material contained in the original textbook. This second edition features a new section that introduces externally described printer files, a new chapter that highlights the fundamentals of RPG IV, and a new appendix that correlates the key concepts from each chapter with their RPG IV counterparts. This illuminating textbook provides a strong foundation in the essentials of RPG/400 programming and addresses the needs of students and instructors in transition to RPG IV. As a teacher or student, you will welcome the "real-world" approach used throughout -- as will the eventual employers of those who complete a course based on this text. Dr. Yaeger designed the book to give students a thorough understanding of how to use RPG/400 efficiently in a variety of practical applications. The book begins with an overview of programming for students new to the field. The fundamental concepts of business programming, as well as the development of the RPG language, are presented to ensure your understanding of how RPG evolved to the formats in use today. Everything you need is here to learn how to write a well-designed RPG program, from the most basic to the more complex. Among the topics treated are the principles of top-down design, including the use of subroutines; externally described files; interactive programming; tables, arrays, and advanced data definition, as well as byte- and bit-level operations; inter-program communications; a summary of RPG II with its fixed-logic cycle and use of indicators; and a preview of RPG IV. Each chapter includes a section of questions, exercises, and programming assignments that reinforce the knowledge you have gained from the chapter and strengthen the groundwork for succeeding chapters. Three appendices cover essentials of AS/400 features needed for program development, SEU, and debugging programs. A fourth appendix contains data file definitions used in the book's programming assignments. The final appendix outlines how the concepts presented in each chapter are handled in RPG IV. An instructor's kit is available on diskette that includes complete data files and solutions for all programming assignments. This textbook belongs on the required reading list for anyone learning RPG/400 -- and RPG IV -- for use in today's business world.

Book Information

Paperback: 481 pages

Publisher: 29th Street Press; 2 Sub edition (June 1995)

Language: English

ISBN-10: 1882419235

ISBN-13: 978-1882419234

Product Dimensions: 10 x 8.6 x 1.1 inches

Shipping Weight: 2.3 pounds

Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (9 customer reviews)

Best Sellers Rank: #1,641,840 in Books (See Top 100 in Books) #36 in [Books > Computers & Technology > Programming > Languages & Tools > RPG](#) #129 in [Books > Computers & Technology > Hardware & DIY > Mainframes & Minicomputers](#) #12041 in [Books > Computers & Technology > Software](#)

Customer Reviews

I found Judy's book to be an excellent introduction to programming in RPG/400. After an overview of structured programming, the book leads the reader clearly and concisely through many of the powerful techniques available in 400. The book provides examples of using array indicators, data structures, interactive programming, and bit level calculations. I expect to have this book nearby for a long time to come. Kudo's to Judy Yeager

I originally purchased the first version and used it extensively in self-study. I was pleased to find that the course I enrolled in, at a local state technical institute, required the second version. I happily bought the second version - as the first book was pretty beaten-up and had coffee spilled on it. That goes to show it was always close by and in use. I have been programming in RPG for several years and this book is still the first book I grab when I need a quick reference

This is the most comprehensive programming guide for a legacy programming language [RPGIII] that I could find after considerable searching. It is easy to read, great examples and covers the RPGIII language just prior to the 1994 RPGIV announcement.

This is an exceptional book. I have had the opportunity to teach the material in this book and find it to be very helpful and easy to understand.

I Found this book very useful and a great starter boo

I am in AS/400 programming since past 11 years and I still refer this book. This book is very well presented for the starters as well as the advanced programmers. Amit Taneja

I have over 25 years on Unisys and am beginning to learn the ISeries. My expertise is in Cobol and RPG is the language of choice on the ISeries.

The book is excellent, one should have this book for reference in personal library. special area of this book is its programming assignments.

[Download to continue reading...](#)

RPG II, RPG III, and RPG/400 with Business Applications (2nd Edition) RPG II, RPG III and RPG/400 (The Shelly/Cashman series) RPG/400 Programming on the AS/400 AS/400 Expert: Ready-to-Run RPG/400 Techniques e-RPG: Building AS/400 Web Applications with RPG Programming in RPG/400 (2nd Edition) RPG Programming success in a day: Beginners guide to fast, easy and efficient learning of RPG programming RPG IV Programming on the AS/400 RPG II and RPG III Structured Programming Rpg II and Rpg III Programming CompTIA Linux+ / LPIC-1 Cert Guide: (Exams LX0-103 & LX0-104/101-400 & 102-400) (Certification Guide) LPIC-2 Cert Guide: (201-400 and 202-400 exams) (Certification Guide) Make a 2D RPG in a Weekend: Second Edition: With RPG Maker MV RPG IV Jump Start, Fourth Edition: Your Guide to the New RPG iSeries and AS/400 RPG IV at Work RPG TnT: 101 Dynamite Tips 'n Techniques with RPG IV Make a 2D RPG in a Weekend: With RPG Maker VX Ace Free-Format RPG IV: How to Bring Your RPG Programs Into the 21st Century e-RPG(V2): e-Volving RPG Applications for a Connected World The RPG Programmer's Guide to RPG IV and ILE

[Dmca](#)