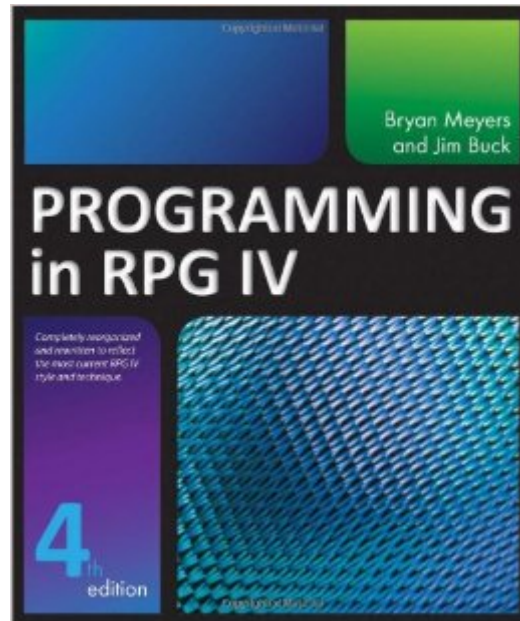


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# Programming In RPG IV



## Synopsis

Recently revised and updated, this informative reference gives students and professionals a strong foundation in the essentials of business programming using RPG IV. Complete with numerous programming examples and support material, this account covers a variety of topics, including program development process, RPG IV specifications and operations, top down structured design, database definition and processing, interactive applications, and modular programming.

Comprehensive and compatible with IBM i Release 5.4, 6.1, 7.1 and later releases, this manual will equip academics with the necessary tools to create highly effective and maintainable RPG IV programs using the latest techniques.

## Book Information

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## Customer Reviews

I have been in the IT industry about 10 years working with RPG and have lost touch with what it is like to learn RPG from the ground up. I had a business need to get three individuals up to speed fast with RPG and one of my main concerns is that they learn the latest techniques vs. old coding styles. This book was exactly what I was looking for because in the 4th edition it was gone through from start to finish and implemented things like free format, the newest BIFs/OPCodes, and even introduced WDSC! Another scenario I think this book would be great for is teaching programmers of other languages about RPG. It is nothing new to anybody that RPG programmers are getting hard to find, so an approach that can save your investment in you iSeries is train individuals who already know other languages to learn to use RPG - this book would be a perfect fit for that. I would definitely recommend this book be used for the purposes I described above!

Thank you so much! Finally an RPG book for BEGINNERS! I've programmed in other languages before (C, C++, Java, web, etc.), but my new job uses RPG and I could not get a firm grasp of what was going on in RPG. I could figure out enough to find where given errors were occurring in the programs, but I'm going to start building my own code now and absolutely had to find a good starter's book for understanding the underlying concepts for RPG's formatting. I've Googled and I've gone through my workplace's books, but everything I found either assumed you were already familiar with previous versions of RPG, or else they only gave a small glimpse and were too brief to help. This book talks very briefly about some of the elementary principles of coding, but thankfully it doesn't dwell on it. This book was perfect for me, thanks so much!

I have read many books that try to explain the ghastly mess IBM created when they inflicted RPG IV on the midrange programming universe, and this one is better than most:

- 1) Most of the examples in this book logically follow their predecessors; they don't just pull code out of a hat and leave the hapless reader wondering where it came from and how it pertains to the associated text.
- 2) The most important thing this book has going for it is the fact that it treats RPG the same way textbooks treat other programming languages. Even though RPG is a very special-purpose language, I am sick to death of reading RPG books that treat it as though its concepts were entirely unrelated to those of other programming languages. For example, this book carefully explains "variations on the theme" such as `evalr` and `eval-corr`, the way normal textbooks do when they explain other programming languages.
- 3) The completeness of Appendix A was a delight.

There is little wrong with this book:

- 1) I only found one significant error in this book. The comment in the code in the example on page 98 that states that data structure `Customer` is 70 bytes long is wrong: it is 90 bytes long, because it contains the subfield `Name`, which, like the field it is based on, is 20 bytes long. Also, this makes field `Label`, which is based on `Customer`, 90 bytes long, not 70. I'm sure there must be other errors in this book, but I only found this one, whereas I have found far more in other RPG books.
- 2) Like other RPG books, this one should start by explaining the idea of externally-described files, because they are something the student is not expecting. The concepts of files, records and fields follow logically from the idea of externally-described files, so it should be presented in the first chapter.
- 3) This book should have made much more of an effort to introduce the old code that students who go on to become RPG programmers will encounter early in their careers. It is far better that they experience this shock while they are still students than when they are depending on the paycheck they are trying to take home!
- 4) I firmly disagree with the authors' haughty dismissal of the styles and

coding techniques used by traditional RPG programmers, because there were valid reasons for making the decisions they made at the time.5) Even after reading this book, I still have only a vague understanding of prototypes, procedures, modules and service programs. The authors should have explained these bizarre concepts in terms of traditional calling of other programs and the passing of parameters. Bottom line, however, is still: buy this book; it's worth it!

I'm an RPG developer who is also a professional educator on RPG IV and related topics. Most of my time is spent teaching experienced RPG developers about new or more advanced features of the language. But occasionally, I am asked to either teach RPG newbies or at least recommend a way to learn RPG to those who don't know the language at all. Until I saw this book, I was hard pressed to find what I felt was a good, solid textbook that covers today's version of the RPG IV language from the ground up. This 4th edition is not just the same book that has been around for years with a few updates here and there. It has been rewritten to teach the beginner today's RPG IV language using features that nearly all my clients want their developers to use, such as free format logic, prototypes for calling programs as well as subprocedures and APIs, and modular coding techniques using Service Programs. The older style of RPG coding that is still (sadly) seen to some degree in many shops is included, but it is relegated to secondary status, as I believe it should be. The way this book teaches the new, current techniques first and foremost will help these new RPG programmers get off to the right start so that they can experience the true power of today's RPG language. Maybe some of the new RPGers who learn RPG this way will help a few dyed-in-wool old-style RPGers to see the light. I recommend this book and I will use it alongside my own course materials when teaching newcomers to the RPG language. Thanks, Jim and Bryan, for a great textbook resource.

The textbook "Programming in RPG IV, 4th Edition" is now being published by a new publisher, MC Press, under the new ISBN #978-1-58347-355-9. The cover has changed, but other than that, the book is identical to the 29th Street Press edition. The MC Press book is available now on .com.

This book has great conceptual flow and has served me well in starting off as a brand-new RPG programmer! I highly recommend it!

Good purchase. Great price and fast ship! Thank you!

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