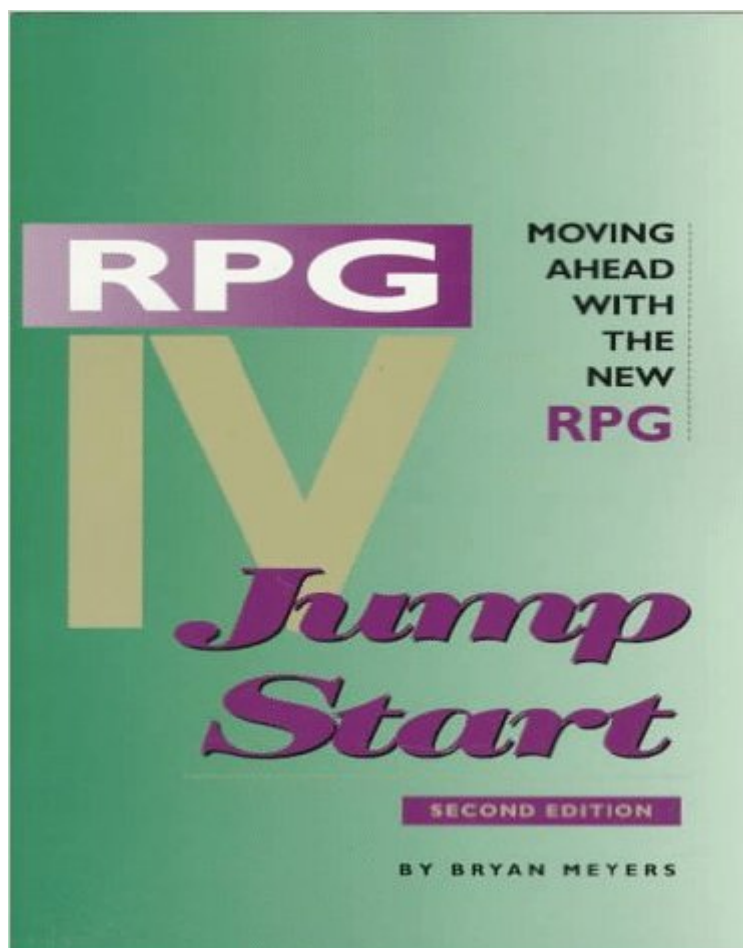


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# RPG IV Jump Start, Second Edition



## Synopsis

RPG IV Jump Start presents RPG IV from the perspective of a programmer who already knows RPG III, pointing out the differences between the two versions of the language and demonstrating -- through numerous examples, tips, and suggestions -- how to take advantage of the new syntax and function. Completely updated for the latest version of RPG IV, this new edition gives you everything you need to know to get going quickly with and get the most out of the new RPG. In this all-new edition, author Bryan Meyers introduces RPG IV's newest control specification keywords, built-in functions, opcodes, and data types (current to V4R4). He provides expanded coverage of RPG's pointer support, with plenty of examples to get you started. And brand-new chapters offer advice on RPG IV programming style and give you a glimpse of the revolutionary changes in store for RPG IV in the near future. If you want to get up to speed and be productive quickly in RPG IV, RPG IV Jump Start, Third Edition, is your ticket to success! --This text refers to an out of print or unavailable edition of this title.

## Book Information

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## Customer Reviews

If you already know RPG II or III then you don't need a book that details RPG IV from start to finish. You need a book that can quickly identify what the differences are between III & IV, so you can get up and running on this version in a heartbeat. This is that kind of book. There are even examples displaying how you did it in RPGIII and how you would do it in RPGIV. Spend an hour or two reading this, and you're done. Besides, it's less expensive than the other books....

This book does exactly what the title says: it jump starts an experienced RPG programmer into using RPG IV with just the right level of detail. The main changes of the improved language are high-lighted, along with the author's good technique suggestions. I have been using it for six months and still refer to it. I also use Judy Yeager's "RPG IV" for a more complete description.

First, see my review of "Programming in RPG IV, fourth edition," because most of what I have to say about "RPG IV Jump Start" is the same as what I said about "Programming in RPG IV, fourth edition." When IBM created ILE, it inflicted an unholy, counterproductive disaster on the midrange programming universe. Suddenly, jobs could lock THEMSELVES out of needed resources, because of multi-threading. Suddenly, it became impossible to trace RPG programs, because IBM removed visibility to try to improve speed. Suddenly, the simple act of calling another program became an inexplicable morass of "Prototypes," "Procedures," "Modules" and "Service Programs." Like other books, this one does not do a good job of explaining any of this stuff, but it DOES serve as a good path between RPG/400 and RPG IV, even though there are not enough side-by-side, "this is the old way of doing this; this is the new way" examples. Good stuff: 1. This book contains several little nuggets the IBM manuals gloss over. 2. Chapters 1 through 12 are clear and concise, almost to the point of being too abbreviated. 3. Ditto for the appendices, especially D, which is excellent. Not-so-good stuff: 1. Chapters 13 and 14 are the same incomprehensible stuff contained in similar books on this subject. If Meyers had simply explained ILE in terms of non-ILE, with working side-by-side examples, he would have shed a lot of light on a completely unnecessarily dark area. 2. I disagree with most of Chapter 15, which contains Meyers' opinions. Some of them are absolutely valid and helpful; most seem to suggest that perhaps Meyers never worked in industry ("those who can't, teach"). My bottom line is the same as for "Programming in RPG IV, fourth edition:" overall, I liked it (hence the 4 stars), and real RPG programmers trying to switch to RPG IV will get something out of it -- buy it and enjoy it!

I use this book to remind me of how to code various solutions. Every few days this book get open up to help me with syntax of using various RPGLE codes. I recommend having this book in your tool set for any i5 coder.

Excellent book. I have over 10 years experience in RPG and this was a big help in understanding many of the new functions that are outside our normal RPG thinking. We now use modules and

service programs regularly and are very happy with the improvement in code output. Some items could stand to have more explanation but is a very good start to understanding the new functions.

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