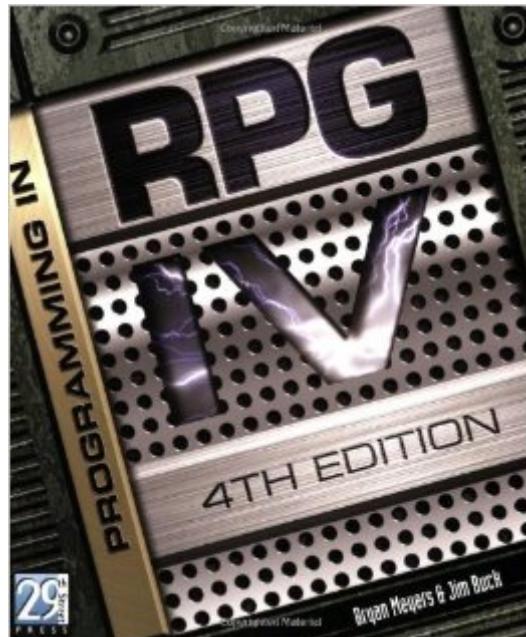# Programming In RPG IV, Fourth Edition

Synopsis

Since its original publication, Programming in RPG IV has given thousands of students and professionals a strong foundation in the essentials of business programming using RPG IV. Now Bryan Meyers has teamed up with Jim Buck to produce the most significant update to the book since that first edition. The all-new Fourth Edition is completely reorganized and rewritten to reflect the RPG IV style and techniques used by todays most capable RPG technicians. RPG IV is evolving and gaining capabilities at a more rapid rate than any of today s other computer languages, and this text is up-to-the-moment in its coverage of the specifications, operations, and functions of the language. The coverage uses V5R4 as its base release and is also compatible with later releases. Free-format specifications, modular procedures, the latest built-in functions, and more are all covered in this fully updated text, complete with numerous programming examples and support material. The topics have been reorganized to follow a more logical approach to teaching the language than did previous editions. The new order also reflects the importance of the language components in real-world usage. The scope of the book includes comprehensive coverage of the program development process, RPG IV specifications and operations, top down structured design, database definition and processing, interactive applications, and modular programming. This edition explains and emphasizes important concepts of the Integrated Language Environment, including the use of modular procedures and service programs in a modern System i application. A series of appendices will prove useful not only while you are learning RPG IV but also as everyday references. The appendices include a comprehensive summary of RPG IV syntax elements (specifications, operations, functions, and so on); an RPG IV style guide; introductions to program development tools 9including WebSphere Development Studio Client and Programming Development Manager); a guide to debugging programs; and a summary of legacy syntax and techniques for use when maintaining older applications. Using the techniques in this book, you will be well equipped to create highly effective and maintainable RPG IV programs using the latest techniques. If you've taught with previous editions of Programming in RPG IV, you ll appreciate how the new flow of the book, along with all new instructor materials, makes it easy to build a solid, modern RPG IV foundation for your students. By focusing on real-world problems, down-to-earth solutions, and the latest style techniques, this book will make them stand out in the RPG marketplace.

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Customer Reviews

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.

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