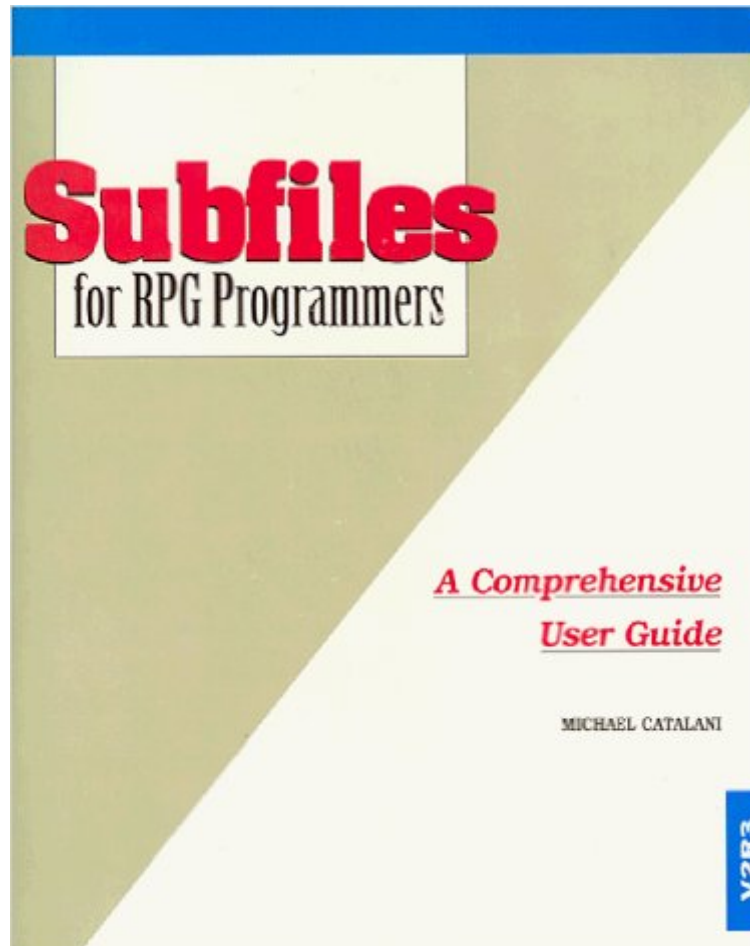


The book was found

Subfiles For Rpg Programmers: A Comprehensive User Guide



Synopsis

Does the word "subfile" scare you? Fear no more, Subfiles for RPG Programmers explains everything you need to know about subfiles in simple and concise detail. Whether you're a novice subfile programmer or a seasoned pro, you'll find this book to be an invaluable resource. Subfiles for RPG Programmers begins with concepts such as subfile record formats and subfile loading, then progresses to more advanced applications. To increase your understanding and retention of the information, all theory is backed up with easy-to-understand working program examples. Subfiles for RPG Programmers is V2R3- ready and comes with a diskette of all working program examples.

Book Information

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Average Customer Review: 4.3 out of 5 starsÂ Â See all reviewsÂ (3 customer reviews)

Best Sellers Rank: #4,270,454 in Books (See Top 100 in Books) #90 inÂ Books > Computers & Technology > Programming > Languages & Tools > RPG #815575 inÂ Books > Reference

Customer Reviews

This is a good book on subfiles, but it is pretty old and out-of date. It was written for OS/400 V2R3 and uses RPG III. A lot of things have changed since then. Still, it is a useful book for learning subfile basics.

Catalini has created an excellent handbook for the many RPG programmers. His book practically covers everything there is to Subfiles. A definite 'MUST BUY' for any RPG programmer who wants to use the power of subfiles

Great

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