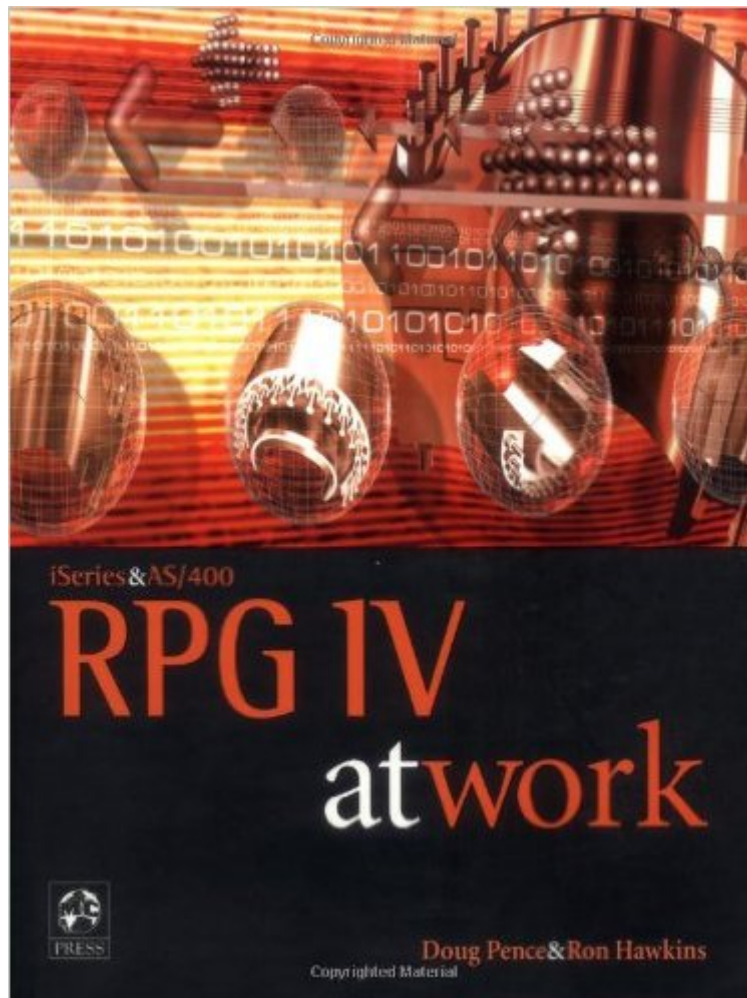# ISeries And AS/400 RPG IV At Work

Synopsis

This book is practically mandatory for any RPG programmer. If you're a novice programmer, you will be able to learn from the experts how to do things right the first time. If you're a veteran, you will find fresh, new ideas and techniques that will help you continue to grow in your career. RPG IV at Work opens doors and unlocks information, helping you take full advantage of the complete range of RPG IV capabilities. Doug Pence and Ron Hawkins have spent the last two decades accumulating tips, tools, and techniques that make RPG the best that it can be. From designing software to attaining maximum performance to using advanced problem-solving tools, this book presents a wide range of important topics. It offers in-depth, practical coverage of basic subjects--such as data structures, string handling, and subfiles--and also tackles the more intricate subject areas, such as APIs, prototyping, and journaling as a debugging tool. It covers built-in functions (BIFs), data types, and subprocedures. From coding to compiling, this book has tips for RPG programmers of every level. There are even tools and utilities from Doug and Ron's own toolbox-tools they have designed to improve their productivity and extend their effectiveness as programmers. RPG IV at Work is a complete rewrite of Pence and Hawkins' best-selling 1996 book Power RPG IV. Although much of the basic material has remained, Doug and Ron have reviewed all the code and all the techniques and updated them with newer techniques and additions to the RPG language throughout the book. They have also included additional sections to cover new facilities in the language. Have you ever wished you could just sit down and talk to a real RPG IV programming guru? This book is the next best thing. Doug and Ron tell you how they use these techniques, why they program tasks in specific ways, and why they don't choose other options. In fact, this book just might bring you up to guru status yourself. Upon completion of this book, you will be able to master: advanced techniques that give your programs real power and pizzazz, a sophisticated array and string handling techniques, design concepts that enhance system performance, ILE concepts (what you really have to know), command processing and system APIs, subfiles with all the bells and whistles, information data structures and error handling, and effective and efficient debugging. This book will also teach you to master Windows and menu bars, powerful uses for data structures and data areas, complex manipulation, formatting, and management of date data types, the power of prototyping, procedures, and subprocedures, and the all-time favorite utilities from Doug and Ron's personal toolbox.

Book Information

Series: at Work

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