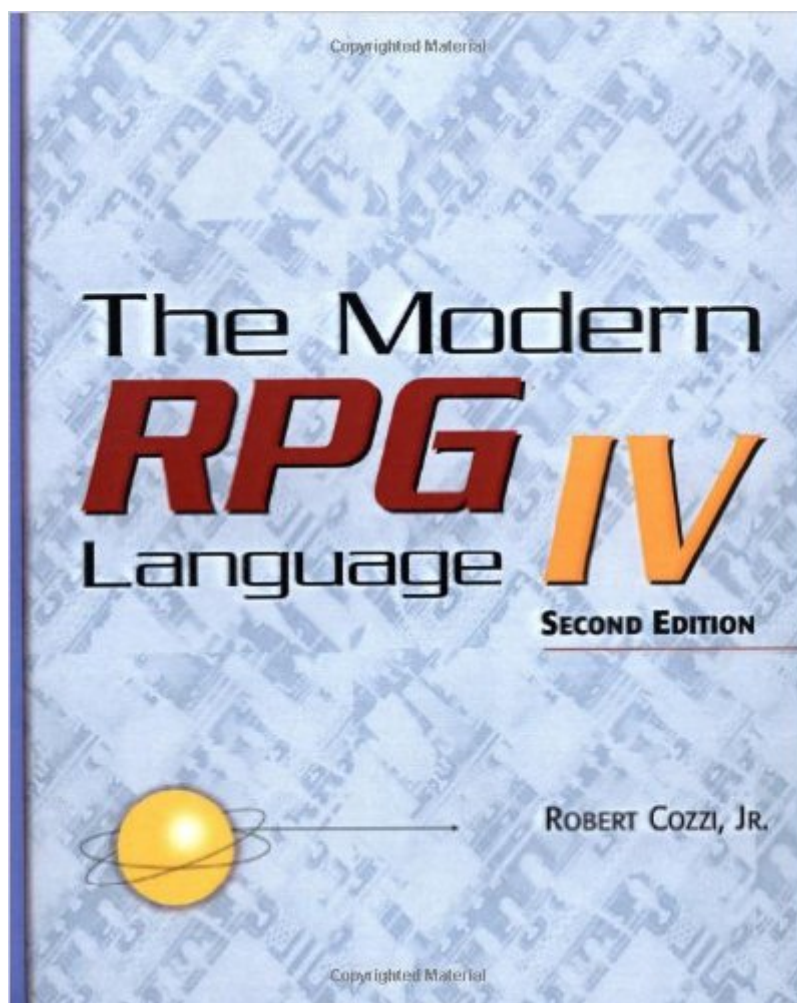


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# The Modern RPG IV Language, 2nd Edition



## Synopsis

Internationally recognized RPG expert Bob Cozzi has updated his classic work on RPG IV to include all of the new function and features that have been included in the language since 1996 - including the new D-specs plus more than 30 new opcodes and built-in functions. Cozzi takes you through the language from the very foundations to the most advanced technique. At the core of the value of this book are the chapters on Built-In Functions and opcodes. Cozzi details each BIF and opcode with a syntax table that gives you the information you need at a glance plus an explanation of the how and why of usage. And this isn't just a book on theory and rules. Cozzi includes over 100 charts and tables that show you how the rules apply. He also includes samples of the functions and operations in real-life code examples - over 350 individual examples. This is a book that you will turn to again and again as you program in RPG IV. Upon completion, you will understand the foundations of RPG IV including structure, specifications, and opcodes, work with each of the specification formats, integrate RPG with DDS specifications for files and displays, program expressions in assignment, declarative, and compare statements, work with parameters and return values, program using the rich set of built-in functions, process full procedural files sequentially and randomly, and use program and file status codes. This book also covers the following: working with date, time, and timestamp opcodes, using operation extenders, program both embedded and external subprocedures, and knowing how to export global variables. In addition, you will know how to export global variables, and understand how to optimize RPG programs for performance, control program logic without indicators, program with modular design, use data areas effectively, define a prototyped subprocedure, and have a complete reference to all BIFs and OpCodes in RPG IV.

## Book Information

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## Customer Reviews

Good book for reference purpose for intermediate to advance programmers - alphabetically arranged all RPG code + more. Not recommended for learners. And a little expensive.

Wow.I am new to the AS/400 and RPG (I've been a programmer since the 70's). After using several other books to try and learn RPG IV, I found this one. What a treasure.It is well written, well organized and tells you what you need to know when you need to know it! It is a good reference book for a beginner and the examples are understandable.If you are starting in RPG and need a pathway to RPG ILE this is the book.

Overall, this is a decent book, with the following exceptions:1. I was really hoping for a fuller, clearer explanation of ILE. After all, it is the strangest thing IBM has ever done tous programmers, so why wouldn't it be uppermost in Cozzi's mind when he wrote this book? For example, what, exactly, is the difference between a module and a service program? Can a module be bound to more than one program at a time? After all, if you must perform, from more than one location, one of the many chores common to midrange applications (such as centering text on a screen or report, doing date arithmetic, replacing invalid data in one part of a string originating from a non-AS/400, or shifting a portion of a non-AS/400 string one or several positions left or right), you would want to call a program that does that from many other programs, similar to the way old-fashioned copybooks worked. So can you do such a thing or can't you? Cozzi's book just doesn't say.2. But the thing I found the most disturbing about this book is the outright falsehood on page xviii: "There is not now,nor has there ever been a programming language named 'RPG/400.'" I am the proud owner of a copy of IBM publication SC09-1526-00 that proves otherwise. See also IBM publication SC09-1817-00.The above having been said, however, it must be made clear that this book is not without value. For example, the explanations of some of the opcodes are superior to those of the IBM manuals, which makes this a good reference book.If you need an older introduction to RPG IV, this is one of the books I would recommend.

Robert Cozzi always writes great RPG books. This is another one of them. Excellent quick reference for programmers. Must have book.

This is an excellent reference manual for the EXPERIENCED RPG III or IV programmer. Helped tremendously in my migration from RPG III to RPG IV. Not intended as a teaching guide...strictly a reference guide.

I use this book for everyday RPGIV programming. It is so complete, and the latest edition covers Procedure, the new built-in functions and best of all, it shows you examples of how to use each of the features in the language. Every AS400 programmer should own a copy of this thing.

I recently got back into an RPG programming job after being away from it for a few years. This book has helped refamiliarize me with the language and has been well worth the money to me. Much easier to use than the IBM manuals and easier to find information and answers quickly. Well worth having if you're an RPG programmer.

As an experienced RPG programmer I found the book to be an excellent reference book. The examples in the book clarify the written material and are very helpful when trying new things for the first time. Although the language has been out for several years many of the AS/400 programming shops are just getting into it. My first experience with the language was at the Common conference, where Robert Cozzi held sessions. I then did not get to really use the language for over a year later. This book has helped me re-learn the language and take it a few steps further with my projects at work.

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