

PROGRAMMING in RPG IV 4th edition

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 today's 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 IBM 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 (including 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.

Upon completion of 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.

Expert Praise for *PROGRAMMING in RPG IV 4th edition*

This book approaches the language with the intent of teaching you all the up-to-date features and tools. It was exactly what I was looking for. — Aaron Bartell

A great way to learn (or teach) today's RPG programming. I recommend this book and I will use it alongside my own course materials when teaching newcomers to the RPG language. — Susan Gantner

About the Authors



Bryan Meyers is well known to System i technicians as the author of a number of popular books and frequent magazine articles in *System iNEWS*. His programming, management, and consulting career has spanned most of the IBM

midrange history, from the System/360 through the AS/400, System i and now IBM i. For much of that time, Bryan was the IT director for an international hospitality franchisor. He has also managed computer operations for municipal government, international construction, and broadcasting media industries.



Jim Buck has held a career in IT for more than 25 years, primarily in the manufacturing and healthcare industries. He is a programmer/analyst instructor at Gateway Technical College in Kenosha, Wisconsin; president of the Wisconsin

Midrange Computer Professional Association (WMCPA); and the recipient of the 2007 IBM System i Innovation – Education Excellence Award. Jim has been instrumental in creating an advisory board for Gateway's System i curriculum, developing classes and seminars in IBM's programming software, and opening networking opportunities for students.

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Meyers
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