RPG201-RPG Class - RPG ILE

| Overview | This class will introduce RPG ILE and Free-Form RPG for non ILE developers. Class will cover ILE concepts, sub procedures, BIFs (built in functions), new ILE formats, differences between OPM and ILE programming, modernization, service programs, sub procedures and functions. Classes will be intensive. Q\&A will be ongoing and at the end of lectures and labs. |
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| Duration | 2 Days |
| Who should Attend? | RPG II, RPG III, RPG IV, ILE and Cobol Programmers. |
| Class Content | - What is RPG (for non RPG folk)? <br> - What is ILE? <br> - New ILE formats <br> - H Spec <br> - FSpec <br> - D Spec <br> - C Spec <br> - O Spec |

- How to convert ODP programs into ILE programs.
- What is the minimum required to create an ILE program.
- Why convert to ILE?
- What is Free-form RPG?
- Basics
- Similarity to other languages
- Debugging
- ODP Programs
- ILE programs in Green Screen
- ILE programs using WDSc
- ILE programs using JAVA debugger
- Built in Functions (BIF's)
- Gotcha's
- Move
- Dates
- Subroutines, sub procedures and functions
- Why use sub procedures and functions?
- What are sub procedures and functions?
- Service Programs
- What are service programs and why use them.
- Binding Directories
- Binding Source
- Building modules and binding modules into 1 or more programs
- Basic API integration

| Prerequisites | RPG Compiler, WDSc client tools, Debugging tools, RPG compilers |
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| Lab Sessions | The format of the class will be lecture time followed by Lab sessions. New <br> libraries, files and programs will be created and used in the next steps. <br> Students will create their own libraries for the class. |

Notes:

1. Due to time constraints, Lab exercises cannot be done for all topics.
2. Class will run from 9 am to 4 pm ET with an hour for lunch.
