

## **IBM i (AS/400) Concepts with Control Language**

### **Course Summary**

#### **Description**

This course provides an introduction to the AS/400. It also covers an introduction to the AS/400 Control Language, writing programs using CL.

#### **Topics**

- What is an AS/400?
- The AS/400 User Interface
- AS/400 Work Management Concepts
- The Object Based Architecture
- Using Program Development Mgr (PDM)
- Using Source Entry Utility (SEU)
- AS/400 Database Concepts
- Screen Design Aid (SDA)
- Introduction to Control Language
- Basic CL Programming
- Input/Output in a CL Program

#### **Audience**

This course is designed for programmers, system administrators and other technical personnel.

#### **Prerequisites**

Students should have a basic knowledge of computer concepts.

#### **Duration**

Five days

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### Course Outline

- I. What is an AS/400?**
  - A. History of AS/400
  - B. AS/400 Architecture
  - C. Communication Capabilities
- II. The AS/400 User Interface**
  - A. The Menu System
  - B. Control Language
  - C. The Command Line Interface
  - D. Commands and Parameters
  - E. The Prompt Facility
  - F. The Help Facility
  - G. Tailoring Assistance Levels
  - H. Attn and SysReq Keys
  - I. Messages and Message Queues
  - J. Sending Messages
  - K. Viewing and Responding
- III. AS/400 Work Management Concepts**
  - A. Interactive and Batch Jobs
  - B. Controlling Jobs
  - C. Submitting and Scheduling Batch Jobs
- IV. The Object Based Architecture**
  - A. Library Concepts
  - B. Object Types and Attributes
  - C. Library Lists
  - D. Libraries Objects and Members
- V. Using Program Development Mgr (PDM)**
  - A. Working with Libraries, Objects and Members
  - B. Using PDM
- VI. Using Source Entry Utility (SEU)**
  - A. The Edit Display
  - B. SEU Line Commands
  - C. Find/Change Options
  - D. Browse/Copy Options
  - E. SEU Session Defaults
- VII. AS/400 Database Concepts**
  - A. Database Capabilities
  - B. Storage Management
  - C. Data Description Specifications
  - D. Creating Physical Files
- VIII. Screen Design Aid (SDA)**
  - A. Creating Menus
- IX. Introduction to Control Language**
  - A. What is CL?
  - B. Command Names
  - C. Command Parameters
  - D. The AS/400 User Interface
- X. Basic CL Programming**
  - A. Creating CL Programs
  - B. Structure of a CL Source Member
  - C. Declaring Variables
  - D. Manipulating Variables
  - E. CL Control Structures
  - F. Expressions
  - G. Controlling Workflow
  - H. Basic Error Handling
- XI. Input/Output in a CL Program**
  - A. Passing Parameters
  - B. Using external attributes
  - C. Files and Data Areas
- E. Using Field Reference Files**
- F. Creating Logical Files**
- G. External File Definitions**

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