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
- E. Using Field Reference Files
- F. Creating Logical Files
- G. External File Definitions

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

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