

AS/400 Control Language Programming Workshop

Course Summary

Description

This class will provide the student with a comprehensive introduction to the AS/400 Control Language, as well as writing programs using the Control Language.

Topics

- Introduction to Control Language
- Basic CL programming
- Input/output in a CL program
- Understanding AS/400 Messages
- Using AS/400 APIs in CL
- Running CL commands from RPG and COBOL
- Selective prompting on CL commands
- Using binary data in CL
- Understanding and modifying command attributes
- Creating your own commands

Audience

This course is intended for Programmers.

Prerequisites

The student should have attended an AS/400 Concepts and Facilities course or have equivalent experience.

Duration

Five days

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Course Outline

- I. Introduction to Control Language**
 - A. What is CL?
 - B. Command names
 - C. Command parameters
 - D. The AS/400 user interface
- II. 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
- III. Input/Output in a CL Program**
 - A. Passing parameters
 - B. Using external attributes
 - C. Files and data areas
- IV. Understanding AS/400 Messages**
 - A. Message files
 - B. Message handling commands
 - C. Error handling in CL
 - D. Message queue break handling
 - E. Programs
- V. Using AS/400 APIs in CL**
- VI. Running CL Commands from RPG and COBOL**
- VII. Selective Prompting on CL Commands**
- VIII. Using Binary Data in CL**
- IX. Understanding and Modifying Command Attributes**
- X. Creating your own Commands**
 - A. Command Definition
 - B. Command Processing Programs
 - C. Validity Checking Programs
- XI. V5R3 Changes to CL**
 - A. Structures Operations
 - B. New Data Types
 - C. Creating Command Help
 - D. Multiple File Operations