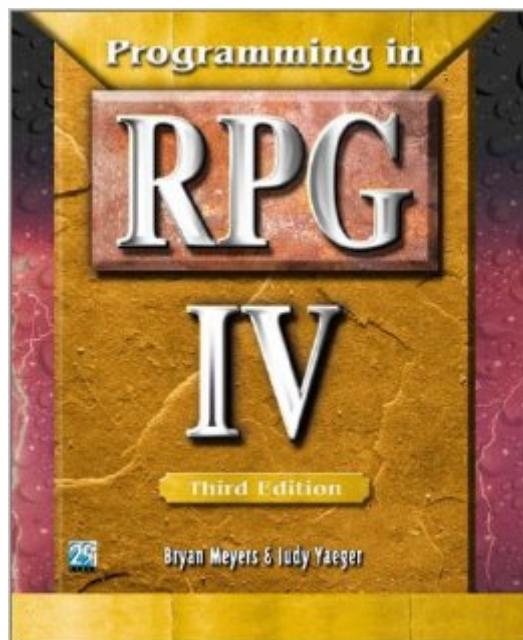


The book was found

Programming In RPG IV, Third Edition



Synopsis

The latest edition of this best-selling textbook has been fully revamped to cover the RPG IV language in Version 5. Plenty of coding examples illustrate the new free-format Calculation Specifications, as well as the latest built-in functions and other features of today's RPG IV. "Programming in RPG IV" represents all the facets of RPG IV needed by today's professional programmers in a comprehensive, readable guide appropriate for both professionals and students.

Book Information

Paperback: 453 pages

Publisher: 29th Street Press; 3 edition (August 30, 2002)

Language: English

ISBN-10: 1583040943

ISBN-13: 978-1583040942

Product Dimensions: 1 x 8.2 x 9.8 inches

Shipping Weight: 2.2 pounds

Average Customer Review: 3.8 out of 5 starsÂ See all reviewsÂ (16 customer reviews)

Best Sellers Rank: #2,347,040 in Books (See Top 100 in Books) #46 inÂ Books > Computers & Technology > Programming > Languages & Tools > RPG #494555 inÂ Books > Reference

Customer Reviews

I am currently entering my 2nd semester using this book! the book itself is excellant and well written, especially for the beginner! But take care of which version you get! The only Dif. is the number on the inside cover, and the color of the printer spacing charts in the exercises, while the good one has all black charts. The book with 123456KP10987 under the ISBN number on the inside page FALLS APART! (Happened to EVERY classmate who used it!), the BAD version also has blue green colored charts in the chapter exercises. BUT ... IT IS A GREAT BOOK TO LEARN FROM!!

My workgroup purchased this book some time ago. Judy writes excellent, no-nonsense books about RPG programming. We all find this to be a very helpful text. Especially our junior programmers find it useful. For example, she has a whole chapter on structured programming. That's something the senior programmers don't care about (and one therefore doesn't much like the book), but still it's an excellent text. It's usually pretty easy to find what you need in the index, and her examples are easy to follow.

This book was issued to me while I was in school. (Yes, there are school out there that actually teach RPG, CL and other AS/400 concepts) I have read many books on RPG and this one definitely made a difference for me in learning the concepts clearly. For beginners there is really no substitute for this book. Once I got into the workforce and saw the huge amounts of RPG III programs that my company had, I felt a bit dismayed, but Judy has a chapter in the book entitled "Maintaining the Past", and that chapter helped me out so very much. Once again this is a beginner book, but a very good one. I still use it as a reference too. I might add that Robert Cozzi's book is the best for reference information that I have found.

Good learning tool for the beginner, but too much "deja-vu" for the RPG III programmer. Errors in the text of her RPG/400 book are still present in this one: Specification of AND/OR SELECT/OMIT lines in Logical File DDS, and erroneous from/to locations for user ID in Program Status Data Structure.

I was given this book as part of my companies training to be an AS/400 programmer. The concepts in this book were easy to understand in the format that they were layed out, and the section on legacy applications was usefull in the fact that our company has alot of older 36 code that still has to be maintained.

I've used this book as my main reference at work and around 9 times out of 10, it has answered my questions. If I did not find it in the book, certainly IBM's website came to the rescue. However, the book paid for itself after I got the answer to my third question:-) I would have rated it 4.5 stars because there is a slight room for improvement, but it paid for itself already! While most of the code samples are quite clear, some topics would have been better explained in the context of a small but complete program. The addition of a few COMPLETE program samples e.g. maintenance/subfile/table handling etc. (not code snippets) with annotations would bring the book closer to perfection.

RPG is a tough language to learn however, Ms. Yaeger provides an easy-to-read and understand text with quite a few examples. My class did mix up the first couple of chapters (skipping chap 4) to come back to it after working on chapter 5. The first class I took in AS/400 used another text that was at least 3 times harder to understand.

This book has got me out of a tight spot by providing vital insights that I needed to get the job done in a hurry. A very practical and useful book for programmers. A Big Thank you to Judy Yaeger.

[Download to continue reading...](#)

RPG II, RPG III, and RPG/400 with Business Applications (2nd Edition) RPG II, RPG III and RPG/400 (The Shelly/Cashman series) RPG Programming success in a day: Beginners guide to fast, easy and efficient learning of RPG programming RPG II and RPG III Structured Programming Rpg II and Rpg III Programming Make a 2D RPG in a Weekend: Second Edition: With RPG Maker MV RPG IV Jump Start, Fourth Edition: Your Guide to the New RPG Programming in RPG IV, Third Edition RPG TnT: 101 Dynamite Tips 'n Techniques with RPG IV Make a 2D RPG in a Weekend: With RPG Maker VX Ace Free-Format RPG IV: How to Bring Your RPG Programs Into the 21st Century e-RPG: Building AS/400 Web Applications with RPG e-RPG(V2): e-Volving RPG Applications for a Connected World The RPG Programmer's Guide to RPG IV and ILE Java: The Simple Guide to Learn Java Programming In No Time (Programming,Database, Java for dummies, coding books, java programming) (HTML,Javascript,Programming,Developers,Coding,CSS,PHP) (Volume 2) Programming in RPG/400 (2nd Edition) Programming in RPG IV, Fourth Edition Modern Rpg Language: With Structured Programming (4th Edition) Programming in RPG IV, Second Edition Programming in ILE RPG

[Dmca](#)