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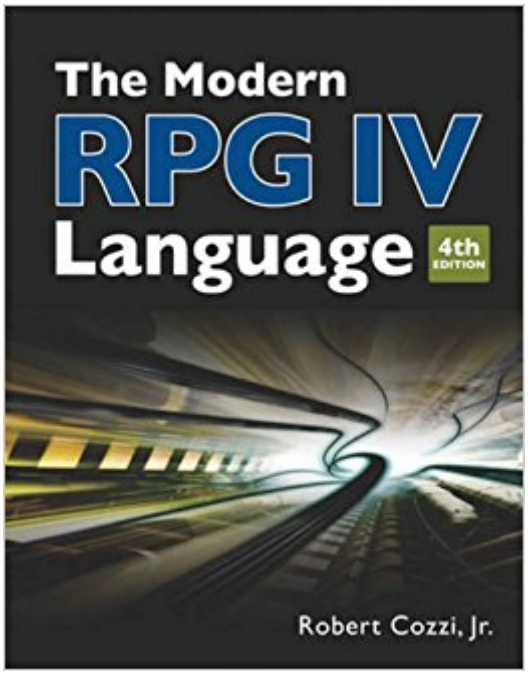
The Modern RPG IV Language



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Synopsis

Cozzi on everything RPG! What more could you want?Â In this fourth edition of The Modern RPG IV Language, internationally recognized RPG expert Bob Cozzi takes his classic best seller to a whole new level. At close to 700 pages, this edition covers all of the new functions and facilities available in V5R4 RPG IV while keeping the straightforward, no-nonsense style that has kept this book on the best-seller list for almost 20 years. This new edition is guaranteed to keep Bob Cozzi as the leading expert on RPG, and his book the one turned to by countless developers worldwide.This new edition of The Modern RPG IV Language is packed with new information including new, never-before published information on coding free-format RPG IV. Chapter 12 delves into free-format in detail as he discusses MOVE alternatives, date and time conversions, data structures, and more. And to give you even more exposure to free-format, he has converted many of the examples throughout the book to free-format code. Add to that XML, CGI, and subprocedure information, and you have a book that no "modern" RPG programmer can be without.Â Even with all the new material, the basic concept of the book remains the same. As with previous editions, The Modern RPG IV Language, 4th Edition takes you through RPG IV, from its foundation to its most advanced techniques. At the core of this book are its chapters on built-in functions and op codes. In these chapters, Cozzi details each built-in function and op code with syntax tables that give you all the information you need at a glance plus examples to help you as you code.Â This is much more than just a book on rules, however. Bob includes more than 400 charts and tables to show how those rules apply and provides more than 500 real-life code examples of functions and operations. Youâ ™ll turn to this book again and again as you program in RPG IV. It is the quintessential reference for every RPG programmer.What’s New in This Edition?> Free-format syntax, including an entire chapter focused on this highly popular subject > Free-format examples throughout the book > ExpandedÂ information on subprocedures XML support, including new BIFs and opÂ codes > Web programming with RPG, including CGI APIs and URL encoding > Updated and revised content throughout the book to cover i5/OS V5R4Within the pages of this book, you will find:• The basics of RPG IV, including data types, indicators, constants, and directives • Detail on all of the specification types • A complete discussion of expressions and how they should be used • Every built-in function • Every op code • Options for organizing your program with source files, modules, and storage • A discussion on modern operation code optimization • An explanation of structured programming and how to apply it effectively in RPG • Instructions on how to code inter-module communications • Everything you need to know about procedures • An entire chapter on the alternate syntax options now

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Customer Reviews

Good book for reference purpose for intermediate to advance programmers - alphabetically arranged all RPG code + more. Not recommended for learners. And a little expensive.

Wow.I am new to the AS/400 and RPG (I've been a programmer since the 70's). After using several other books to try and learn RPG IV, I found this one. What a treasure.It is well written, well organized and tells you what you need to know when you need to know it! It is a good reference book for a beginner and the examples are understandable.If you are starting in RPG and need a pathway to RPG ILE this is the book.

Overall, this is a decent book, with the following exceptions:1. I was really hoping for a fuller, clearer explanation of ILE. After all, it is the strangest thing IBM has ever done tous programmers, so why wouldn't it be uppermost in Cozzi's mind when he wrote this book? For example, what, exactly, is thedifference between a module and a service program? Can a module be bound to more than one program at a time? After all, ifyou must perform, from more than one location, one of the many chores common to midrange applications (such as centeringtext on a screen or report, doing date arithmetic, replacing invalid data in one part of a string originating from a non-AS/400, or shifting a portion of a non-AS/400 string one or several positions left or right), you would want to call aprogram that does that from many other programs, similar to the way old-fashioned copybooks

worked. So can you do such athing or can’t you? Cozzi’s book just doesn’t say.2. But the thing I found the most disturbing about this book is the outright falsehood on page xviii: "There is not now,nor has there ever been a programming language named ’RPG/400.’" I am the proud owner of a copy of IBM publication SC09-1526-00 that proves otherwise. See also IBM publication SC09-1817-00.The above having been said, however, it must be made clear that this book is not without value. For example, theexplanations of some of the opcodes are superior to those of the IBM manuals, which makes this a good reference book.If you need an older introduction to RPG IV, this is one of the books I would recommend.

Robert Cozzi always writes great RPG books. This is another one of them. Excellent quick reference for programmers. Must have book.

This is an excellent reference manual for the EXPERIENCED RPG III or IV programmer. Helped tremendously in my migration from RPG III to RPG IV. Not intended as a teaching guide...strictly a reference guide.

I use this book for everyday RPGIV programming. It is so complete, and the latest edition covers Procedure, the new built-in functions and best of all, it shows you examples of how to use each of the features in the language. Every AS400 programmer should own a copy of this thing.

I recently got back into an RPG programming job after being away from it for a few years. This book has helped refamiliarize me with the language and has been well worth the money to me. Much easier to use than the IBM manuals and easier to find information and answers quickly. Well worth having if you’re an RPG programmer.

As an experienced RPG programmer I found the book to be an excellent reference book. The examples in the book clarify the written material and are very helpful when trying new things for the first time. Although the language has been out for several years many of the AS/400 programming shops are just getting into it. My first experience with the language was at the Common conference, where Robert Cozzi held sessions. I then did not get to really use the language for over a year later. This book has helped me re-learn the language and take it a few steps further with my projects at work.

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