

Contents

Acknowledgments.....	iii
Section 1: Introduction to /ILE	1
Chapter 1: A High-Level Introduction to ILE.....	3
The Organization of the Book	4
What Is Was OPM?	6
Problems with OPM	6
What Makes ILE Different (and Special)	9
Why Bother with ILE?	12
Just Keep This in Mind.....	13
What Makes a Program ILE?	14
Now It's Your Turn	16
What Ya Shoulda Learned.....	17
Chapter 2: A Bit More ILE	19
Procedures: The Basic Building Blocks	20
Modules	22
What Is a Program? And a Service Program?	24
Creating an ILE Program: One Step or Two or Four.....	26
What Ya Shoulda Learned.....	30
Section 2: Introduction to /Free	31

Chapter 3: A First Dive into /Free	33
RPG /Free	34
What Is /Free?	35
Why /Free?	35
Who Can Use /Free?	37
What's Not in /Free	39
Setting Up a /Free Program	40
Now It's Your Turn	40
The /Free Delimiter Tags	41
Now It's Your Turn	42
What Ya Shoulda Learned	43
 Chapter 4: Diving Deeper into /Free	45
Ending a /Free Program	46
Now It's Your Turn	47
Comments	47
Now It's Your Turn	48
EVAL Statement Stuff	48
Now It's Your Turn	49
EVAL Opcode Extenders	50
Other EVAL Opcodes	50
What Ya Shoulda Learned	52
 Chapter 5: /Free Control Statements	53
IF Statement Stuff	54
Now It's Your Turn	56
More Complex IF Statements	57
Comparison Operators	58
Negative IF Statement	59
Now It's Your Turn	60
SELECT/WHEN	60

Now It's Your Turn	62
DO Stuff	62
Now It's Your Turn	63
FOR Loop	64
Now It's Your Turn	64
Leaving a Loop	65
CALLP	65
Indent	67
What Ya Shoulda Learned	68
Chapter 6: /Free I/O Statements	69
Working with Keys	70
Another Way to Deal with Keys	71
Now It's Your Turn	72
Output Opcodes in /Free	72
Workstation-Type I/O Statements	73
Now It's Your Turn	74
Error Checking	74
Now It's Your Turn	76
So, What About SQL?	77
What Ya Shoulda Learned	79
Section 3: Practical ILE	81
Chapter 7: ILE Subroutines to Sub-Procedures	83
Why Subroutines Cause Blindness	84
Sub-Procedures	85
Sub-Procedure Inside a Program Example	86
Now It's Your Turn	93
One More Thing: Debug	93
What Ya Shoulda Learned	94

Chapter 8: ILE: Calling One Program from Another	95
Calling Program: DWS0996.....	96
The Called Program: DWS0997	99
Now It's Your Turn.....	103
What Ya Shoulda Learned.....	104
Chapter 9: ILE Service Programs	105
The Service Program Scenario	106
The Service Program: DWS0260SRV.....	106
Compiling the Service Program.....	111
Now It's Your Turn.....	112
Program That Calls a Service Program.....	113
Compiling the Calling Program.....	116
Now It's Your Turn	116
Growing and Organizing Your Service Program Farm	117
What Ya Shoulda Learned.....	120
Chapter 10: A Summary of Your ILE Options	121
Review of the Three Options.....	122
And the Winner Is?.....	124
A Few Thoughts	125
Is ILE Too Complicated?.....	127
What Ya Shoulda Learned.....	128
Section 4: Advanced /Free	129
Chapter 11: Function Calls and Return Values	131
What Are "These Things"?.....	132
Function Call/Return Values: The Details.....	133
Calling Program.....	134
Called Program.....	137
Now It's Your Turn	140

And One More Thing	141
Does It Matter?	141
What Ya Shoulda Learned.....	144
Chapter 12: The Importance of BIFs	145
BIF Essentials	147
Numeric to Character.....	149
Convert to Decimal.....	150
Other Conversion BIFs.....	151
Date and Time Stuff	153
SCAN, REPLACE, XLATE.....	153
Trim	155
Now It's Your Turn	156
Why Personal Responsibility Matters.....	157
What Ya Shoulda Learned.....	158
Chapter 13: H and F Position-less Specs.....	159
/Free Delimiters	160
H-specs	161
Now It's Your Turn	163
File Control Statements: Basic Format.....	163
FCS: Details.....	163
FCS: DEVICE Keyword	165
FCS: KEYED Keyword.....	166
FCS: USAGE Keyword.....	167
Now It's Your Turn	167
What Ya Shoulda Learned.....	168

Chapter 14: D and P Position-less Specs	171
D-specs	172
DCS: Named Constants	172
DCS: Standalone Field	173
DCS: Data Structures.....	174
DCS: Overlay	175
Now It's Your Turn	176
PR and PI D-Specs	176
Now It's Your Turn	178
P-Specs	178
Now It's Your Turn	178
If/Then/Else in a Control Statement	179
Now It's Your Turn	180
Mixing File and Data Control Statements	180
Now It's Your Turn	181
What Ya Shoulda Learned.....	182
Section 5: Advanced ILE	183
Chapter 15: Prototyping Primer	185
What Is Prototyping?	186
Now It's Your Turn	191
PR- and PI-specific Keywords: Top-Level Keywords	191
PR and PI-specific Keywords: Subfield Keywords	193
Options(*NOPASS).....	193
SkippingParms: OPTIONS(* OMIT)	195
Now It's Your Turn	196
Oddball Keywords.....	196
What Ya Shoulda Learned.....	198

Chapter 16: More Prototyping Stuff	199
CONST.....	200
Now It's Your Turn	201
Now It's Your Turn.....	202
A Series of Facts About Parameter Size.....	203
What Happens If the Field Sizes Do Not Match?.....	204
Now It's Your Turn.....	206
Options(*VARSIZE) and VARYING.....	207
A Quick Review	208
What Ya Shoulda Learned.....	210
Chapter 17: ILE Activation Groups.....	211
Basic Activation Group Facts.....	212
Default Activation Group Parm (DFTACTGRP)	214
Now It's Your Turn	215
Activation Group Types	215
What Happens When an Activation Group Closes?	218
RCLACTGRP.....	219
So, How Should Activation Groups Be Used?	220
Now It's Your Turn	223
What Ya Shoulda Learned.....	224
Chapter 18: Service Program Compile Stuff.....	225
Binding	226
What Does This Have to Do with Service Programs?	228
What Happens When You Call a Service Program?.....	230
What Can Go Wrong	232
What Ya Shoulda Learned.....	234

Chapter 19: Binding Directories	235
Binding Directories.....	236
Binding Directory Commands.....	238
To Binding Directory or Not	240
What Ya Shoulda Learned.....	241
Chapter 20: ILE Binding Language	243
What Is Binding Language?	244
What Is EXPORT?	245
The Binding Language Commands	246
RTVBNDSRC Command.....	248
Triggering Binding Language Use	249
What Binding Language Doesn't Do.....	250
What Ya Shoulda Learned.....	254
Chapter 21: Service Program Signatures	255
Signatures	255
Quick Review	257
Signature Violations	258
What Ya Shoulda Learned.....	262
Chapter 22: ILE for CL	263
Do You Need CLLE?	264
Going to CLLE	265
Calling an RPG Program from a CLLE Program	267
Calling a CL Program from an RPG Program	267
Now It's Your Turn	268
Calling an RPG Sub-Procedure from a CL.....	269
Now It's Your Turn	269
What Ya Shoulda Learned.....	270
Section 6: MVC	271

Chapter 23: Design Patterns	273
A Few Basic Facts	274
Design Patterns.....	275
Characteristics of a Design Pattern.....	276
There Is More Than One (Design Pattern)	277
Anti-Patterns.....	279
What Ya Shoulda Learned.....	283
Chapter 24: MVC and Its Variants	285
What Is MVC?.....	286
Why MVC Is Important.....	287
Everybody Loves MVC, but	288
What Ya Shoulda Learned.....	290
Chapter 25: MVC Example.....	291
Data and Display Files.....	292
Model	293
View	296
Controller.....	300
What Ya Shoulda Learned.....	306
Chapter 26: Turning Up the ILE in MVC	307
In General	308
Model	309
View	312
Controller.....	312
Chapter 27: RPG and the Web	315
RPG and Other Languages	318
Calling RPG from Web Languages	319
Calling Web Languages from RPG	319
The Bottom Line.....	320

Chapter 28: What's Really Important	323
The Bottom Line.....	324
Write Modular Code.....	325
Write Simple Code	326
Code /Free	328
Use ILE, Especially Sub-Procedures and Service Programs	328
Embrace Design Patterns.....	329
Keep Up to Date with What Is New	330
Why? ..	331
Index	333