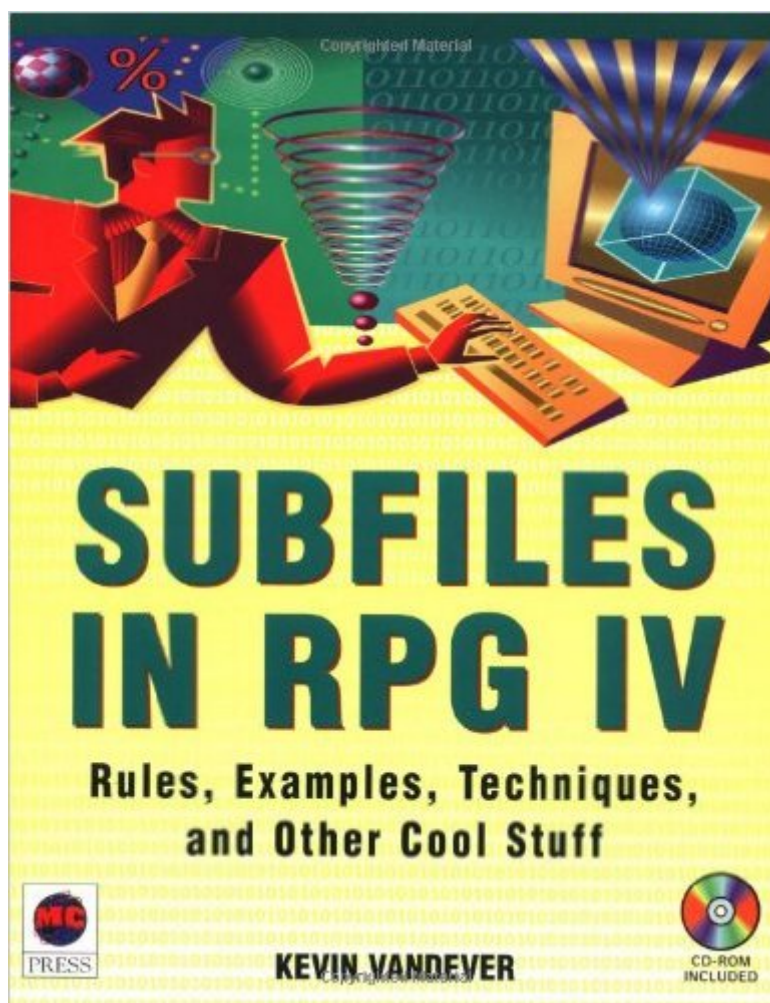# Subfiles In RPG IV : Rules, Examples, Techniques, And Other Cool Stuff

Synopsis

This book begins with easy-to-understand explanations of subfile concepts then goes on to offer a bounty of practical examples, advanced techniques, and other cool stuff never before seen in subfile books. It is a comprehensive resource you will use over and over as you advance from basic subfile usage to gurulike mastery of subfile programming. For each topic, the book offers concepts, explanations, and practical examples you can use as templates for further development. These templates are fully functioning programs that include both DDS and RPG IV code from basic single-page display subfiles to powerful techniques like recursion, data queues, and embedded SQL. As an added bonus, each example is included on an accompanying CD-ROM, ready to copy to your AS/400. Mastering subfiles is often the defining moment in an RPG programmer's career. This book provides you with the concepts, styles, and advanced techniques using RPG IV and ILE that will enable you to become a subfile master in your own right. Upon completion of this book, you will be able to: Understand and use subfiles, manipulate database files using subfiles, display multiple subfiles on a screen, use a window subfile for selection lists, manage cursor placement within a subfile, use CL to send messages to a message subfile, use data queues with subfiles, sort a subfile dynamically using embedded SQL, use subprocedures with subfiles, and use recursive programming techniques to build subfiles.

Book Information

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Customer Reviews

This is THE subfile book for AS/400 RPG programmers.Mr. Vandever approaches the subject with a sense of humor, lots of examples, and excellent technique. The examples are written in ILE RPG IV

(RPG III programmers will find the book useful, as well), and do a nice job of showing off recent RPG IV enhancements by incorporating them in the examples.I have developed lots of subfile programs, and read the other books on the subject. This is by far the best treatment of the subject that I have seen.

As a programmer new to RPG 4 and programming for the AS/400, I needed help with subfiles. This book proved easy to read (I can't say I've read it through, but enough to get what I needed) and there are lots of helpful code examples. I used the sample program for a page-at-time subfile application almost verbatim to get started on one of my programs, which saved a considerable amount of time and effort. Overall this book has been quite useful for me.

Book really explains subfiles in terms anyone can understand. The CD/ROM has sample code that you can use immediately as "models" to develop your own programs. Author does an excellent job of explaining how subfiles work. But if you are like me, you will develop several subfile "skeleton" programs for your own future use. That's where the examples can really help...

This book is excellent. It is very thorough and easy to understand. There is sample code in every chapter so the concepts are very clear.

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