# USING AI AS YOUR CO-DEVELOPER

## **JOSEPH WRIGHT**

Wright4i.com



## **OBJECTIVES**

- 1. Understanding Al
- 2. Talking to Al
- 3. Using AI in Practice



## KNOWLEDGE IS POWER

## WHAT IS AI REALLY?

#### **Facts**

- Al is not **magic**
- Al won't **replace you**
- Al cannot **create new** concepts
- Al is a tool that needs oversight
- Al is only as good as the data
- Al is evolving

Key Concepts of AI					
Narrow Al Weak Al	Speech Recognition				
	Image Classification				
	Language Translation				
General AI	Wide range of tasks / roles				
	Understands				
	Innovates				
	Adapts				
Machine Learning ML	Algorithm-driven				
	Learns from data collected				
	Improves over time / generations				
Deep Learning DL	Subset of ML				
	Neural Networks				
	Complex Patterns				
Large Language Model	Natural language processing				
	Sequences of Text				
	Massive Datasets				
	Various Tasks				



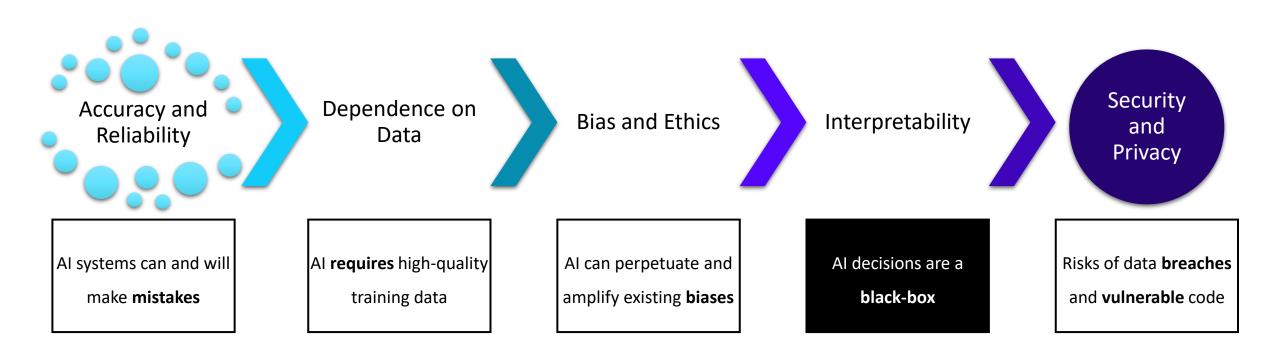
## A CASE STUDY: AMAZON FRESH

## Amazon struggles with its checkout-less grocery stores with "Just Walk Out" technology.

The technology allowed customers to skip checkout altogether...

Despite advanced AI and Machine Learning technology, human intervention remains critical. More than 1,000 people in India were employed to monitor and label the "fully automated" system while Amazon continues to improve.

## LIMITATIONS OF AI



## EVALUATING THE OUTPUT

- Code generated from an AI cannot be trusted and it does not absolve you from personal responsibility.
- All code generated must be evaluated. It needs to be code up to your coding standards.
- Use AI to save you from **tedium**. Repetitive tasks, research intensive time-sinks, and to gap-fill holes in your knowledge.
- Learn from the code being provided. Try to understand it. Asks questions and read the explanations on how it works. Don't run code you do not understand.

#### Example

#### ChatGPT 40 Prompt:

can I get a sub-procedure that centers text by padding it on the left and right with spaces. I'm going to pass it in a string called sTextToCenter and the total length I want returned as iReturnLength. The actual return length can be a 256 varchar.



Here's an RPG subprocedure to center a given text string by padding it on both the left and right sides with spaces. The procedure takes the text to center ('sTextToCenter') and the total length of the resulting string ('iReturnLength'), and returns the centered string as a 256 character varchar.

## THE FIRST TAKE

```
rpg
**FREE
dcl-pr CenterText varchar(256) extpgm('CenterText');
 sTextToCenter varchar(256) const;
 iReturnLength int(10) const;
end-pr;
dcl-proc CenterText export;
 dcl-pi *n varchar(256);
   sTextToCenter varchar(256) const;
   iReturnLength int(10) const;
 end-pi;
 dcl-s sPaddedText varchar(256);
 dcl-s iTextLength int(10);
 dcl-s iTotalPadding int(10);
 dcl-s iLeftPadding int(10);
 dcl-s iRightPadding int(10);
```

```
// Calculate the length of the input text
  iTextLength = %len(%trim(sTextToCenter));
  // Calculate total padding needed
  iTotalPadding = iReturnLength - iTextLength;
  // If the input text is longer than the return length, truncate it
  if iTotalPadding < 0;
    return %subst(sTextToCenter: 1: iReturnLength);
  endif;
  // Calculate left and right padding
  iLeftPadding = %int(iTotalPadding / 2);
  iRightPadding = iTotalPadding - iLe
  // Construct the padded text
  sPaddedText = %trimr(%char(%xlate('
                                              : %xlate(' ' : sTextToCenter))) + %char(%xla
  // Return the padded text
 return %trimr(%char(%xlate('
                                                    : sPaddedText))) + %char(%xlate('
end-proc;
```

### BETTER?

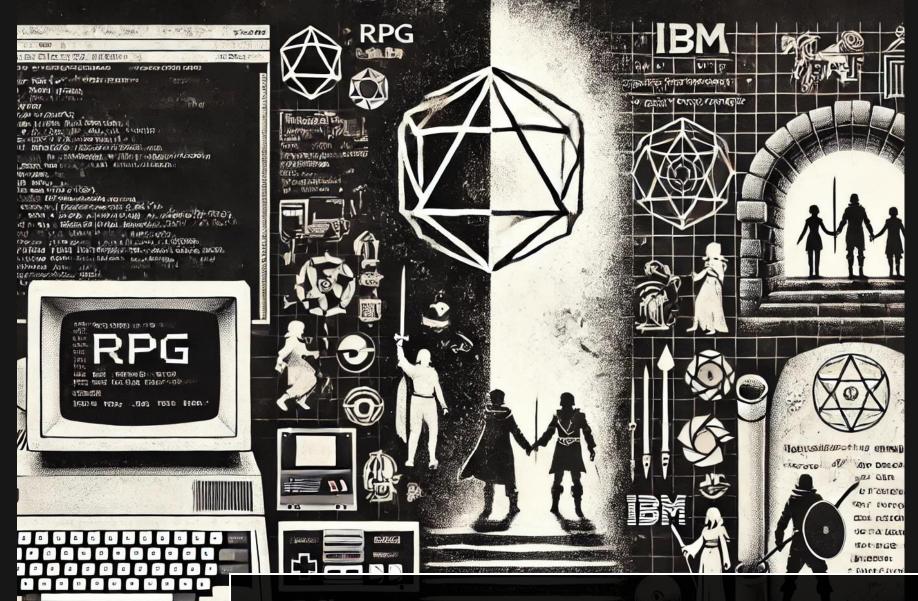


Certainly! Below is the RPG subprocedure using embedded SQL to achieve the left and right padding

for centering the text.

```
rpg
**FREE
dcl-pr CenterText varchar(256) extpgm('CenterText');
 sTextToCenter varchar(256) const;
 iReturnLength int(10) const;
end-pr;
dcl-proc CenterText export;
 dcl-pi *n varchar(256);
   sTextToCenter varchar(256) const;
   iReturnLength int(10) const;
 end-pi;
 dcl-s sCenteredText varchar(256);
 dcl-s iTextLength int(10);
 dcl-s iTotalPadding int(10);
 dcl-s iLeftPadding int(10);
 dcl-s iRightPadding int(10);
```

```
// Calculate total padding needed
 iTotalPadding = iReturnLength - iTextLength;
 // If the input text is longer than the return length, truncate it
 if iTotalPadding < 0;
    return %subst(sTextToCenter: 1: iReturnLength);
 endif;
 // Calculate left and right padding
  iLeftPadding = %int(iTotalPadding / 2);
  iRightPadding = iTotalPadding - iLeftPadding;
 // Use SQL to pad the text
 exec sql
   set :sCenteredText = trim(:sTextToCenter)
                      | repeat(' ', :iRightPadding)
                      || repeat(' ', :iLeftPadding);
 // Return the padded text
 return %trimr(sCenteredText);
end-proc;
```



"What do you think RPG is?"

## DOES AI KNOW RPG?

- Of course! RPG has been around for a <u>very</u> long time and eventually that thing called the internet was invented and we even posted a few articles online about RPG too!
- Not all AI Models are the same. The data they were trained on and the number of parameters (which can be thought of as the "complexity" or "capacity" of the model) vary widely.
- The largest AI models like OpenAI's ChatGPT, Google's Bard/Gemini/Gemma, and Microsoft's Copilot all have a decent grasp on RPG the language, once you coax it out of them.

## PROMPT ENGINEERING

Prompt engineering is the process of designing and refining your requests to get the most useful and accurate responses from an AI.

### **Importance**

- Much like using a Search Engine how you ask a question will give you very different results.
- A well-written prompt can make a huge difference in the type of code you receive from an AI, especially with RPG.

Key Strategies

Be Specific: Clearly state what you want the AI to do

Provide Context: Give background information Use Constraints:
Set limitations and requirements upfront

Iterate:
Improve the answer through refinement and communication

### YOUR IDEAL COWORKER

#### Prompt

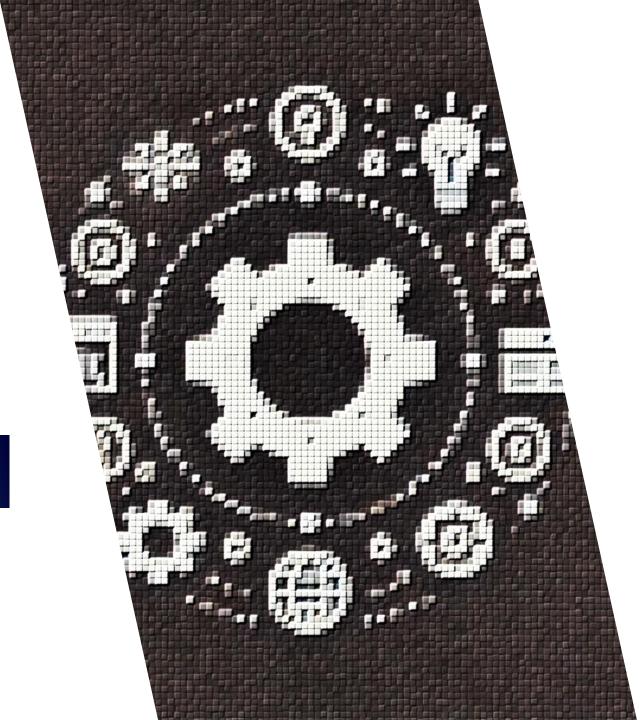
"You are an expert in IBM's RPG programming language with a deep understanding of fully-free RPG code and embedded SQL. Your goal is to assist in writing, reviewing, and refining RPG code with best practices. When providing code examples, ensure they are in fully-free format and include embedded SQL where applicable. Please ask for any additional context if needed to provide accurate responses."

#### Breakdown

- Expertise: Specifies the AI's role and area of expertise.
- Goals: Clearly states what the AI should help with.
- **Format and Requirements**: Indicates the preferred code format and use of embedded SQL.
- Interactive Element: Encourages the AI to ask for more context if needed.

## PRACTICAL EXAMPLES

REAL-WORLD USE CASES



## WHAT DOES THIS CODE DO?

#### Prompt

```
What does this code do?
**free
ctl-opt dftactgrp(*no);
CallPython('/path/to/hello.py', 'arg1 arg2 arg3');
*inlr = *on:
dcl-proc CallPython;
 dcl-pi ind;
  script varchar(256) const;
  parms varchar(256) const;
 end-pi;
 dcl-pr system extproc('system');
  *n pointer value options(*string);
 end-pr;
 dcl-s command varchar(512);
 dcl-s logId int(10);
 dcl-s resultCode int(10);
 exec sal
  SELECT ID
 INTO:logId
  FROM FINAL TABLE (
  INSERT INTO PYTHON LOGS (SCRIPT PATH, PARAMETERS)
   VALUES (:script, :parms)
                                    Continued...
```

#### Response

The provided RPG code demonstrates the calling of a Python script from an RPG program and logging the execution details to a database table. Here's a detailed breakdown of what the code does:

#### Overview

The main objective of this program is to call a Python script ('hello.py') with specified arguments ('arg1 arg2 arg3') and log the execution details (script path, parameters, and result code) in a database table named 'PYTHON LOGS'.

#### Code Breakdown

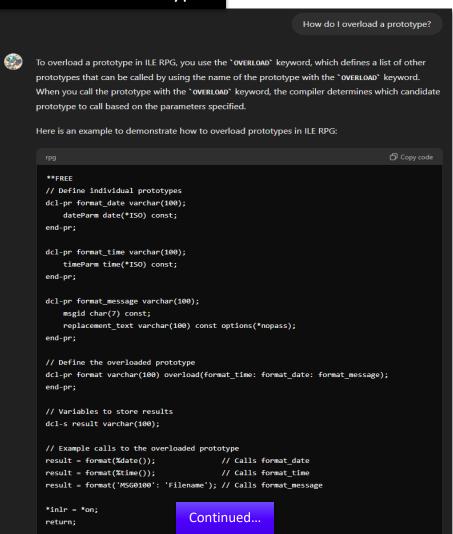


- `ctl-opt dftactgrp(\*no);`: This control option specifies that the program does not run in the default activation group, which allows for better modularity and resource management.
- `CallPython('/path/to/hello.py', 'arg1 arg2 arg3');`: This line calls the `CallPython` procedure with the specified script path and arguments.
- `\*inlr = \*on;`: This sets the last record indicators to `on`, indicating the end of the program.

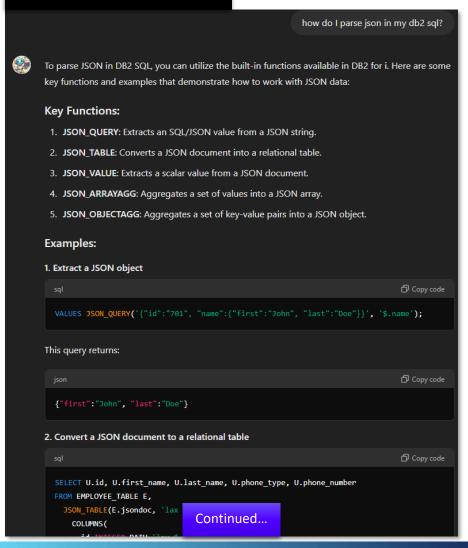
  Continued...

## HOW DO I DO X?

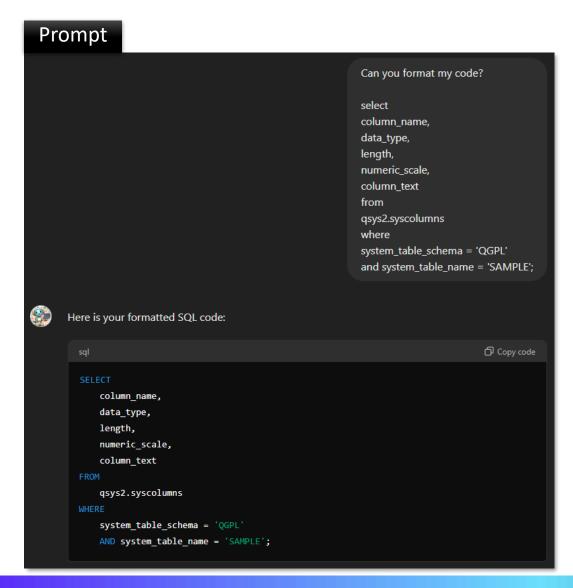
#### Overload a Prototype?



#### Parse JSON in DB2?



## FORMAT MY CODE, PLEASE.





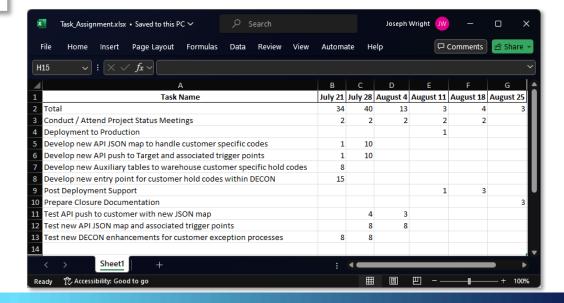
## OCR

#### A picture embedded in an email:

	July		August			
	21	28	4	11	18	2
Task Name	Assignme	Assignme	Assignme	Assignme	e Assignme	Assignm
	34	40	13	3	3 4	:
Total	34	40	13	3	3 4	:
Conduct / Attend Project Status Meetings	2	2	2	2	2 2	
Deployment to Production				1	L	
Develop new API JSON map to handle customer specific codes		10				
Develop new API push to Target and associated trigger points		10				
Develop new Auxillary tables to warehouse customer specific hold codes	8					
Develop new entry point for customer specific hold codes within DECON	15					
Post Deployment Support				1	1 3	
Prepare Closure Documentation						
Test API push to customer with new JSON map		4	4			
Test new API JSON map and associated trigger points		8	8			
Test new DECON enhancements for customer specific exception processes/Database	8	8				
	34	40	13	3	3 4	

Can you turn this into an Excel file?





## PROJECT REQUIREMENTS

#### **Requirements Document for Shopify API Project**

#### **Project Overview**

The objective of this project is to develop a system that integrates with the Shopify API to manage order fulfillment efficiently. The system will download open orders from the Shopify store into a new database table named SHOPIFY\_ORDERS, develop an RF Scanner application for processing orders, and update the order status on Shopify by marking them as fulfilled and assigning the tracking number.

#### **Functional Requirements**

#### **Data Integration**

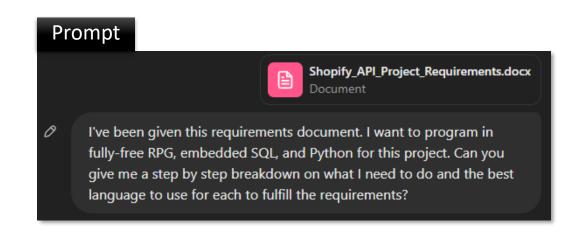
- Connect to the Shopify API to retrieve open orders.
- Store the retrieved orders into a new table named SHOPIFY\_ORDERS in the database.
- Ensure that the data is accurately mapped and stored in the database.
- Schedule regular intervals to download new open orders and update the SHOPIFY\_ORDERS table.

#### **RF Scanner Application**

- Develop an RF Scanner application that allows the user to input the Order ID and UPS tracking number.
- Validate the input to ensure the Order ID exists in the SHOPIFY\_ORDERS table and the UPS tracking number follows the correct format.
- Once the Order ID and UPS tracking number are inputted, the application should update the respective order in the SHOPIFY\_ORDERS table with the tracking number and mark it as fulfilled.

#### **Shopify Order Update**

- Connect to the Shopify API to update the order status.
- Mark the order as fulfilled.
- Assign the provided UPS tracking number to the order.
- Ensure the update is successful and handle any errors or exceptions.



## REFERENCE MATERIAL

#### Reference

Build

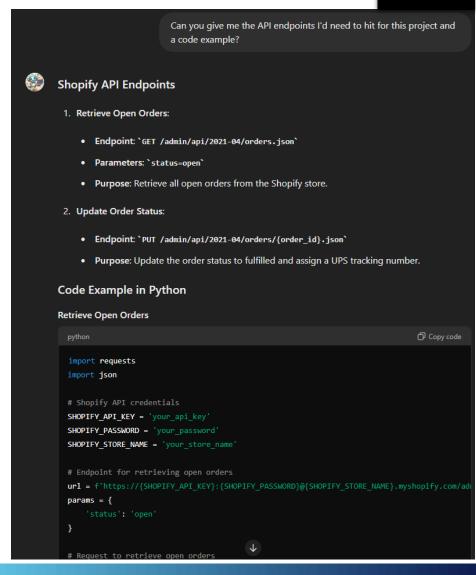


#### **Project Overview**

- Objective: Integrate with the Shopify API to manage order fulfillment efficiently.
- Key Functionalities:
  - 1. Data Integration with Shopify API.
  - 2. RF Scanner Application.
  - 3. Shopify Order Update.

#### **Recommended Languages and Key Functions**

- Python:
  - Data Integration:
    - Connect to the Shopify API to retrieve open orders.
    - Schedule regular intervals to download new open orders.
    - Handle API responses and errors.
  - Shopify Order Update:
    - Update order status on Shopify.
    - · Assign UPS tracking numbers to orders.
- RPG with Embedded SQL:
  - Data Integration:
    - Store retrieved orders into the `SHOPIFY ORDERS` table.
  - RF Scanner Application:
    - Input and validate Order ID and UPS tracking number.
    - Update orders in the `SHOPIFY\_ORDERS` table with tracking numbers and fulfillment status.



## DOCUMENT THIS CODE

```
Can you document this code?
    ctl-opt debug option(*NODEBUGIO: *SRCSTMT: *NOUNREF:
*NOSHOWCPY)
         dftactgrp(*NO) actgrp(*caller);
    dcl-s input varchar(30) inz;
    dcl-s total_length packed(2);
    dcl-s position packed(2) inz(1);
    dcl-s word_start packed(2) inz(0);
    dcl-s word_end packed(2) inz(0);
    dcl-s unique_letters packed(2) inz(0);
    dcl-s word_length packed(2) inz(0);
    dcl-s word like(input) inz;
    dcl-s dupe_letters like(input) inz;
    dcl-s counter packed(2) inz(1);
    dcl-s result like(input) inz;
    input = 'Automotive Repair Shop #5 Utah';
    total_length = %len(input);
    dow position <= total_length;
%check('abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVW
XYZ':
           %subst(input:position:1)) <> 0 or
       position = total_length;
      if word start > 0:
        if position = total_length;
         word_end = position;
```

Prompt

Response

```
Here is the documented version of your RPG code:
                                                                                 Copy code
  **FREE
  // Title: Unique Letter Counter in Words
  // Program Name: WordUniqueLetterCounter.rpgle
  // Date: 2024-07-22
  // Author: Your Name
  // Description: This program processes a given input string, counts the unique letters in
  ctl-opt debug option(*NODEBUGIO : *SRCSTMT : *NOUNREF : *NOSHOWCPY)
          dftactgrp(*NO) actgrp(*caller);
  // Declare variables
  dcl-s input varchar(30) inz;
  dcl-s totalLength packed(2);
  dcl-s position packed(2) inz(1);
  dcl-s wordStart packed(2) inz(0);
  dcl-s wordEnd packed(2) inz(0);
  dcl-s uniqueLetters packed(2) inz(0);
  dcl-s wordLength packed(2) inz(0);
  dcl-s word like(input) inz;
  dcl-s dupeLetters like(input) inz;
  dcl-s counter packed(2) inz(1);
  dcl-s result like(input) inz;
  // Initialize input string
  input = 'Automotive Repair Shop #5 Utah';
  // Calculate total length of the input string
  totalLength = %len(input);
  dow position <= totalLength;</pre>
    // Check if the current character is not a letter or end of the input string is reached
    if %check('abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ': %subst(input:position:
      // If a word start is marked
      if wordStart > 0;
        // Mark the end of the word
        if position = totalLength;
          wordEnd = position;
        else;
```

## FINAL TIPS & TAKEAWAYS

Al is a powerful tool, but it has its limits.

Stay updated!
Al is moving faster than ever.

Collaborate with the AI - Iterate & Build.

Take the time to craft effective prompts.

Review the code, understand it, learn from it.

## THANK YOU!

## **JOSEPH WRIGHT**

Wright4i.com