

Terms

AS/400 – An old name for the power systems server

batch job – job that is submitted to run in the background.

CL – Control Language – ibm i ‘scripting’ language. Not quite a high level language – but close!

Client Access – the green screen emulator program.

CLLE – type for Integrated Language Environment Control Language.

CUR – usually means current

DB2 – name of the power systems database

DDS – Data Description Specifications – language used to define *FILE objects.

DFU – Data File Utility – maintenance program for files. You can access DFU via the UPDDTA and STRDFU commands

Display File – a *FILE object that stores the layout of a screen.

DSPF – Display File

GUI – Graphical User Interface

job – work on the power systems – can be interactive and batch

ibm i – power systems server operating system

interactive job – your online conversation with the power systems

iSeries – An old name for the power systems server

i5 – an old name for the power systems server

i5/OS – an old name for ibm i.

library – object that stores other object.

Library list – your ibm i search path. It’s built when you signon (from system values and your user profile) and deleted when you signoff.

LF – Logical File

Logical File – a view or index of a physical file.

LPEX - Live Parsing Extensible Editor – RDi editor.

member – partition of a physical file. Most data physical files have 1 member. Source physical files have one member per program.

OS/400 – An old name for the power systems server operating system, ibm i

Overlay – when one screen format is displayed on top of another screen and both are still visible.

Packed number – a number that stores 2 digits in one byte.

PDM – Program Development Manager – green screen development environment.

Perspective – collection of RDi views or windows.

PF – physical file

Physical File – object that stores data.

power systems – ibm midrange server

PRD – Usually means Product

PRTF – Printer File

Printer File – stores the layout of a report.

QCLLESRC – the ibm defined name for the *FILE that stores Control Language (CLLE) code.
 QDDSSRC - the ibm defined name for the *FILE that stores Data Description Specification (DDS) code.
 QRPGLSRC - the ibm defined name for the *FILE that stores Report Program Generator (RPGLE) code
 RPG – Report Program Generator Language – the high level language that we are studying in IBC233.
 RPGLE – Integrated Language Environment RPG.
 RDi – Rational Developer for ibm i – PC development program.
 SEU – Source Entry Utility – Green Screen Editor
 Signed number – a number that stores 1 digit/byte. Same as a zoned number.
 source physical file – database file designed to store source code.
 spooled file – Report waiting to be printed.
 subsystem – logical grouping of resources of the power systems server
 SYS – Usually means system
 system – the server
 system i – old name for power systems.
 user id – the name of your user profile. You need a user id and password to sign on to the power systems server.
 user profile – object that stores your personal settings on the power system.
 USR – usually means user
 workspace – folders used by RDi to store your RDi settings and preferences.
 Zoned number – a number that stores 1 digit/byte. Same as a signed number.

Objects

*FILE – file object. Can be physical file, logical file, display file or printer file.
 *LIB – Library
 *LIBL – Library List
 *MODULE – Module or procedure
 *MSGQ – Message Queue
 *OUTQ – Output queue
 *PGM – Program
 *USRPRF – User Profile

CL Commands

ADDLIBL – Add Library List Entry – Adds a library to the user portion of the library list.
 ADDPFM – Add Physical File Member – used to create a new member in a file – used to start writing a new program.
 CALL – executes a program
 CALLPRC – executes a module or procedure
 CHGCURLIB – change Current Library – changes the current library on your library list

CHGLIBL – change library list – changes the User and Current library parts of your library list.

CHGPF – Change Physical File - used to change a data physical file based on modifications to the source code.

CHGPRF – Change Profile – Changes your own user profile.

CHGSPLFA – Change a spooled file attributes – used to move a spooled file from your output queue to another output queue.

CHGUSRPRF – Change a User Profile – Changes a specific User Profile.

CHGVAR – Change Variable – Changes a Variable

CLROUTQ – Clear Output Queue – Clears an output queue.

CPYF – Copy File – Copies the data from one physical data file to another.

CPYSRCPF – Copy a Source Physical File – Copies a source member from one source physical file member to another.

CRTBNDCL – CL Compiler Program

CRTBNDRPG – RPG Compiler Program

CRTDSPF – Create a display file – used to compile dds code for a display file.

CRTOUTQ – Create an Output Queue

CRTPF – Create a physical file - used to create/compile data physical files.

CRTPTF – Create a Printer File – used to create/compile dds code for a printer file.

CRTSRCPF – Create Source Physical File – creates a DB2 *FILE object designed to store source code.

DCL – Declare a variable – valid variable types are *DEC (Decimal), *CHAR (Character), *LGL (Logical), *INT (Integer), or *UINT (Unsigned Integer)

DCLF – Declare a File

DO – Starts a logical block

DOFOR – CL For Loop. Must end in an ENDDO

DOUNTIL – Do Until – Executes a loop until the condition is true. Must end in an ENDDO.

DOWHILE – Do While – Executes a loop while the condition is true. Must end in an ENDDO.

DSPFD – Display File Description – Displays information about the *FILE object, such as key fields of an access path.

DSPFFD – Display File Field Description – Displays the fields in the *FILE object.

DSPLIBL – Displays your library list

DSPMSG – Display Message

DSPPFM – Display Physical File Member – displays the data in the *FILE.

DSPSYSVAL – displays a system value. WRKSYSVAL is also useful.

EDTLIBL – Edit Library List – changes the user portion of the library list.

EDTOBJAUT – Edit Object Authority – gives User Profiles, Group Profile and Authorization

ELSE – used with an if statement to do the opposite.

ENDDBG – End Debug

ENDDO – ends a DO statement

ENDPGM – Ends a CL Program.

ENDSELECT – ends a select statement.

GO – execute a menu
 GOTO – goes to a specific label
 IF – if statement.
 MONMSG – Monitor Message – Used to trap the black screen of death
 OTHERWISE – the default condition in a SELECT statement.
 PGM – Program – starts a CL program.
 QSH – executes the unix shell environment.
 RMVLIBLE – Remove Library List Entry – Removes a library from the user portion of the library list.
 SBMJOB – submits a job to run in the background
 SNDMSG – Sends a message to a user profile or message queue
 SNDPGMMSG – Send Program Message – sends a message to the calling program.
 STRDBG – Start the debugger. You must give the name of the program that you are debugging. When
 you're finished, make sure that you end the debugger with the ENDDBG command
 STRDFU – Start Data File Utility – Starts a DFU program.
 STRSQL – (start SQL) executes the sql environment
 RCVF – reads a record from a file
 RTVJOBA – Retrieve Job Attributes – retrieves information from the job environment.
 RTVSYSVAL – Retrieves System Value – Retrieves the value of a system value.
 RTVUSRPRF – Retrieve User Profile – Retrieves information from the user profile
 RUNQRY – executes a query. If only a file name is passed as a parameter, Query builds a default report
 that is similar to running an SQL Select statement.
 SELECT – starts a select statement
 SIGNOFF – Command to end your interactive job
 SNDMSG – Send Message – sends a message to a user profile.
 SNDRCVF – Send Receive File – displays a screen and wait for input.
 UPDDTA – Update Data – used to update data in DB2 objects using DFU
 WHEN – defines a condition in a select statement.
 WRKACTJOB – Work with Active Jobs – displays the active jobs on the system.
 WRKLIBPDM – Work with Libraries using PDM (Program Development Manager)
 WRKMBRPDM – Work with Members using PDM (Program Development Manager)
 WRKOBJPDM – Work with Objects using PDM (Program Development Manager)
 WRKOUTQ – Work with Output Queue – Work with the spooled files in a specific output queue.
 WRKSBMJOB – Work with Submitted Jobs.
 WRKSPLF – Work with Spooled Files – works with all your spooled file.
 WRKSYSVAL – Work with system values – displays a list of all system values.

DDS Keywords

COLHDG – column headings – used in physical file definitions
 DSPATR – Display Attribute – used in display file definitions

RI – Reverse Image
 PC – Position Cursor
 UL – Underline
 HI – Highlight
 BL - Blink

EDTCDE – Edit Code – used in display file, physical file and printer file definitions. Changes the way a number is displayed. More restrictive than an EDTWRD.

EDTWRD – Edit Word – used in display file, physical file and printer file definitions. Changes the way a number is displayed.

RPG Verbs and Constants

/FREE – the compiler directive that starts the free format RPG part of the program.

*INLR – Last record indicator – must be set *ON at the end of the program

*OFF – Logical '0'

*ON – logical '1'

%EOF – checks for the end of file.

BEGSR – Begins a subroutine. You must give the subroutine a name.

DOW – Do While. You must give a condition name.

ENDDO – ends a dow loop

ENDIF – ends an if statement

ENDSL – ends a select statement.

ENDSR – Ends a subroutine.

EXSR - Executes Sub Routine. You must give a subroutine name that is defined later in your program with a BEGSR.

EXFMT – displays a display file record format. Any data typed in the both or input fields will be saved and passed back to the program.

IF – starts an if statement

OTHER – the default condition in a select statement

READ – Reads a record from a database object.

SELECT – starts a select statement

WHEN – a condition in a select statement

WRITE – displays a display file record format. Any data typed in will be lost.