This is a sample application that displays baseball statistics.

The components are:

- a display file **BBALLDSP** with 2 record formats (Record 1 and Record 2).
- a group of logical files which select on Player Positions.
- an RPGLE program **PLAYERINFO**, that accepts one parameter.
- a CLLE driver program **DSPPLYRSP** that accepts two parameters and passes one of them to the RPG program. The second parameter is used to control overrides.
- a command **DSPPLYRS** that runs the CLLE program.

This sample is very similar to the programming tasks on the final exam.

Physical File:

INPUT: BASEBALL12/AMERICANLG Record format: AMERICANLG

le Edit View Rows Help											
NUMBER	POSITION	FNAME		LNAME	HEIGHT	BIRTHDATE	COMMENT	WEIGHT	TEAM	DIVISION	HITSTHROWS
58	P	T.J.		Beam .	6-7	1980-08-28		215	2	E	R/R
74	P	Matt		DeSalvo .	6-0	1980-09-11		170	2	E	R/R
29	P	Octavio		Dotel .	6-0	1973-11-25	15-day Di	210	2	E	R/R
48	P	Kyle		Farnsworth .	6-4	1976-04-14		240	2	E	R/R
87	P	Sean		Henn .	6-5	1981-04-23		200	2	E	R/L
80	P	Philip		Hughes .	6-5	1986-06-24		220	2	E	R/R
41	P	Randy		Johnson .	6-1	1963-09-10		230	2	E	R/L
75	P	Jeff		Karstens .	6-3	1982-09-24		175	2	E	R/R
30	P	Cory		Lidle .	. 5-1	1972-03-22		190	2	E	R/R
35	P	Mike		Mussina .	6-2	1968-12-08		190	2	E	L/R
36	P	Mike		Myers .	6-3	1969-06-26		220	2	E	L/L
45	P	Carl		Pavano .	6-5	1976-01-08	15-day Di	240	2	E	R/R
24	Р	Sidney		Ponson .	. 6-1	1976-11-02		250	2	E	R/R
43	P	Scott		Proctor .	6-1	1977-01-02		200	2	E	R/R
68	Р	Darrell		Rasner .	6-3	1981-01-13	60-day Di	210	2	E	R/R
42	Р	Mariano		Rivera .	6-2	1969-11-29	T	195	2	E	R/R

Logical Files (used in this application):

ALLPLAYE	RS.LF	
A	.T.Name+++++	.Functions++++++++++++++++++++++++++++++++++++
A A		PFILE (BASEBALL12/AMERICANLG)
	K FNAME	
PITCHERS	.LF	
A	.T.Name+++++	.Functions++++++++++++++++++++++++++++++++++++
A		PFILE (BASEBALL12/AMERICANLG)
A A	S POSITION	COMP(EQ 'P')
CATCHERS	.LF	
A	.T.Name+++++	.Functions++++++++++++++++++++++++++++++++++++
A A A		PFILE (BASEBALL12/AMERICANLG)
	S POSITION	COMP(EQ 'C')
OUTFIELD	.LF	
A	.T.Name+++++	.Functions++++++++++++++++++++++++++++++++++++
A	R AMERICANLG K LNAME K FNAME	PFILE (BASEBALL12/AMERICANLG)
	S POSITION	COMP(EQ 'O')
INFIELD.	LF	
A	.T.Name+++++	.Functions++++++++++++++++++++++++++++++++++++
	R AMERICANLG K LNAME K FNAME	PFILE (BASEBALL12/AMERICANLG)
A	S POSITION	COMP(EQ 'I')

As an alternate example (not used in this application) code the DDS for a logical file that would show only Bluejay pitchers called BLUEJAYP

Produce the following logical file, BLUEJAYP using the appropriate method of either DDS code or SQL.

It is based on the AMERICANLG file in a library called BASEBALL12. The file data and field names show on page 1.

The logical file should select all Toronto Blue Jay Pitchers in last name order. The Blue Jay Team Number is 3 and the position code for a Pitcher is 'P'.

If your choice is to use SQL – write the SQL code below the coding form:

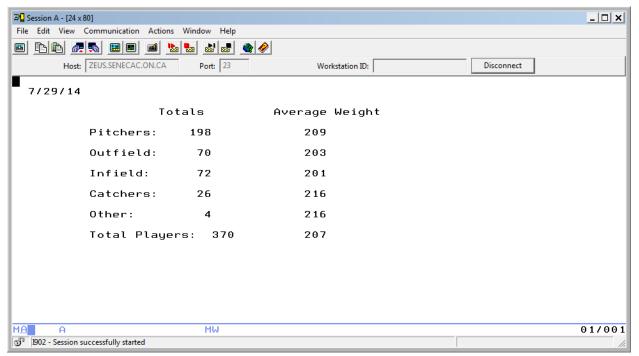
T.Name+++++RLen++TDp	Functions++++++++++++++++++++++++++++++++++++

SAMPLE SCREEN SHOTS:

OUTPUT: Display File - BBALLDSP

CALL PLAYERINFO PARM('*YES')

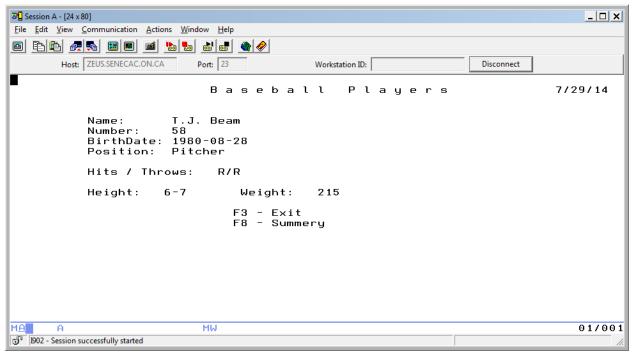
*YES indicates that all records will be processed but only the summary screen will be shown.



RECORD 2 (SUMMARY SCREEN)

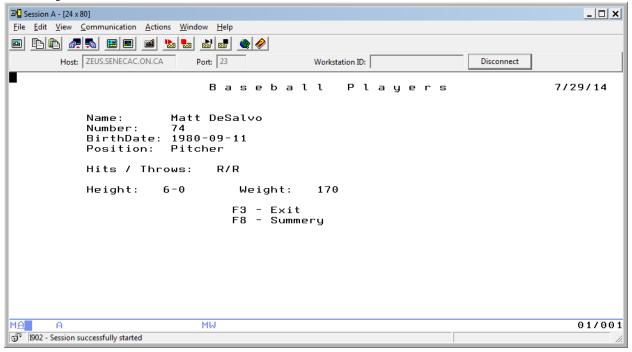
CALL PLAYERINFO PARM('*NO')

*NO indicates that each record will be displayed and the user can press either the enter key to see the next record; the F3 key to see a summary screen for the records that have been viewed; or F8 to see a summary screen for the records that have been viewed plus the rest of the records in the file.



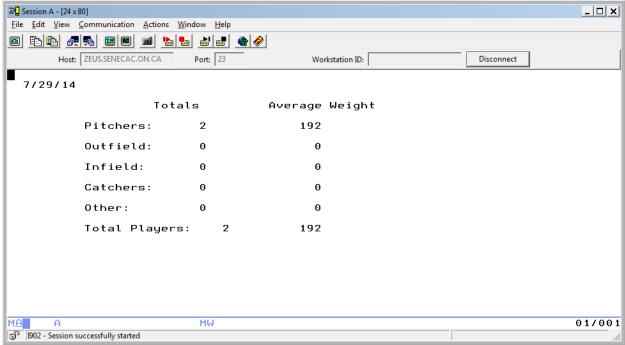
RECORD 1 (First Detail Screen)

ENTER pressed to see the next record



RECORD 1 (Next Detail Screen)

F3 pressed

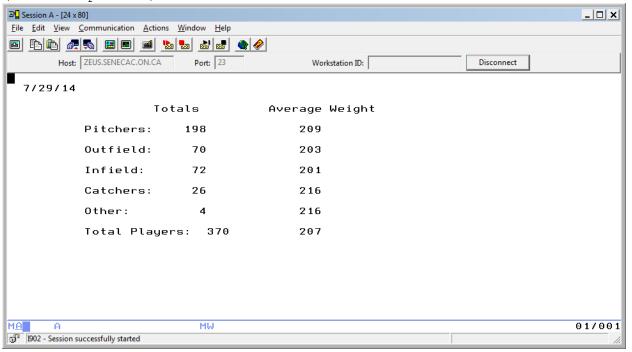


RECORD 2

OR

The first record was viewed, enter was pressed so the second record was viewed, then F8 was pressed and the rest of the records were processed but not individually displayed.

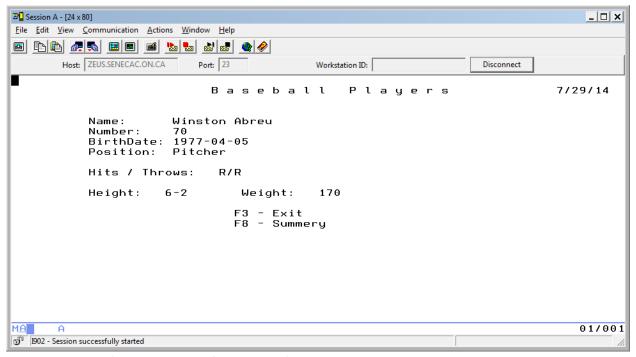
(after F8 pressed)



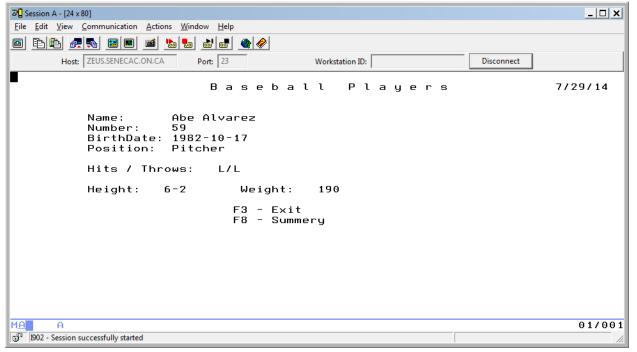
RECORD 2

CALL DSPPLYRSP PARM('*PITCHERS' '*NO')

Only pitchers show each time you press enter. Pitchers show in alphabetical order by last name.



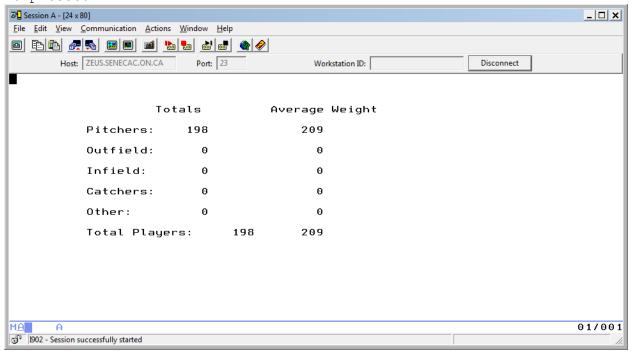
RECORD 1 (First Detail Screen)



RECORD 1 (Next Detail Screen)

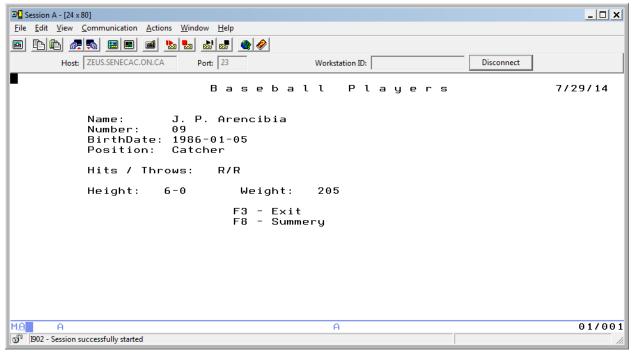
F3 would show summary info for the two pitchers, F8 would show summary info for all pitchers

F8 pressed



RECORD 2

CALL DSPPLYRSP PARM('*CATCHERS' '*NO')



RECORD 1

Display File: BBALLDSP

```
Α
                                        CF03(03 'EXIT')
Α
                                        CF08(08 ' SUMMARY')
Α
           R RECORD1
             HEIGHT
                                 O 12 21REFFLD (AMERICANLG/HEIGHT +
Α
                       R
                                        BASEBALL08/AMERICANLG)
Α
Α
             BIRTHDATE R
                                   7 22REFFLD (AMERICANLG/BIRTHDATE +
Α
                                        BASEBALL08/AMERICANLG)
             WEIGHT
                                 O 12 41REFFLD (AMERICANLG/WEIGHT +
Α
                       R
Α
                                        BASEBALL08/AMERICANLG)
             HITSTHROWSR
                                 O 10 28REFFLD (AMERICANLG/HITSTHROWS +
Α
Α
                                        BASEBALL08/AMERICANLG)
Α
             NUMBER
                       R
                                 O 6 22REFFLD (AMERICANLG/NUMBER +
Α
                                        BASEBALL08/AMERICANLG)
Α
                                   14 30'F3 - Exit'
                                   15 30'F8 - Summery'
Α
                                   12 11'Height:'
Α
                                   12 31'Weight:'
Α
Α
                                    7 11'BirthDate:'
                                    5 11'Name:'
Α
                                   10 11'Hits / Throws:'
Α
                                    8 11'Position:'
Α
                            21
                                   5 22
Α
             FULLNAME
                                 0
                             8
                                 0 8 22
Α
             PPOSITION
Α
                                    2 27'Baseball Players'
                                    2 71DATE
Α
Α
                                        EDTCDE (Y)
                                    6 11'Number:'
Α
           R RECORD2
Α
                               00 6 24EDTCDE(1)
Α
             TOTALPITCH
Α
             TOTALOUT
                             3
                               00 8 24EDTCDE(1)
             TOTALIN
                             3
                               00 10 24EDTCDE(1)
Α
                               00 12 24EDTCDE(1)
Α
             TOTALCATCH
                                    4 20'Totals'
Α
                                    8 11'Outfield:'
Α
Α
                                   10 11'Infield:'
Α
                                   12 11'Catchers:'
                                   14 11'Other:'
Α
                                00 14 24EDTCDE(1)
Α
             TOTALOTHER
                                   16 11'Total Players:'
Α
             TOTALPLAY
                                00 16 30EDTCDE(1)
Α
Α
                                    4 35'Average Weight'
Α
                                    6 11'Pitchers:'
                             3
                                    6 39EDTCDE(1)
Α
             AVGPITCH
                               0
             AVGOUT
                             3
                               0
                                  8 39EDTCDE(1)
Α
                             3
                               0 10 39EDTCDE(1)
Α
             AVGIN
                             3 0 12 39EDTCDE(1)
Α
             AVGCATCH
                             3 0 14 39EDTCDE(1)
Α
             AVGOTHER
                             3 0 16 39EDTCDE(1)
Α
             AVGPLAY
```

Processing:

The screen dialog above indicates some of the processing with the enter key, F3 key and F8 key. When individual player records are being shown on the screen, the first and last names are stored in a calculated field for the full name.

The position of 'P' is converted to a calculated field containing 'Pitcher'. 'C', 'O', 'I' are converted to 'Catcher', 'Outfield' and 'Infield'.

Total counts are maintained for pitchers, catchers etc and average player weight for each position is determined.

File Type File Designation End of File File Addition File Format	FT (IOUC) FD (PSRTF EF FA FF (F]	Record Leng Record Addr Device Keywords	-	RL RAT (AD) (Printer,Dis		
Filename		FT FD	EF FA FF	RL F	RAT Device	2		Keywords
F			·					
F								
Declaration Keywords -								r, S, U FROMFILE(), OCCURS()
D* P A S S D* W O R F				ΓE R	(Only Su	ımmary S	Scre	een)
Name	\	S/U	Declaration			Decima		Keywords
D			Type ——	From	Length	Type	Pos	
D								
D								
D								
D								
D								
D								
D								
D								
D								
D								

RPGLE program: PLAYERINFO

/FREE

CLLE Driver Program for RPGLE program

PGM	PARM	()
	DCL		
	DCL		
	ADDLIBLE		
	SELECT WHEN	() DO
	ENDDO		
	WHEN		
	WHEN		
	WHEN		

ENDSELECT ENDPGM

Command Programming

Assuming the code has already been supplied in a source physical file called BBALLAPSRC for PLAYERINFO.RPGLE, DSPPLYRS.CMD, and DSPPLYRSP.CLLE: and DSPPLYRS has already been successfully compiled — provide the command being run to connect these two and the missing information for the prompts.

		(command run)
Type choices, press Enter.		
Command		Name
Library		Name, *CURLIB
Program to process command		Name, *REXX
Library		Name, *LIBL, *CURLIB
Source file		Name
Library		Name, *LIBL, *CURLIB
Source member	*CMD	Name, *CMD

DSPBBLPLY (F4)

DISPLAY BASEBALL PLAYERS (DSPPLYRS)
Type choices, press Enter.
WHICH SET OF PLAYERS?
Bottom F3=Exit F4=Prompt F5=Refresh F12=Cancel F13=How to use this display F24=More keys Parameter PLAYERTYPE required.
The command entered below shows with keyword notation and the default value being overridden. The user must indicate which set of players are to be reported on.
==> DSPPLYRS PLAYERTYPE(*PITCHERS) SUMMARY(*YES)
Using some or all of the following, provide the command source code for DSPPLYRS.CMD
CMD 'XXXX',PARM,KWD(),MIN(),SPCVAL(),TYPE(),LEN(),RSTD(),VALUES(),QUAL(),PROMPT(

CL commands and Syntax:

Command	Parameter keyword(s)	Command	Parameter keyword(s)
ADDLIBLE	LIB POSITION	RCVF	DEV RCDFMT OPNID WAIT
CALL	PGM PARM	RMVLIBLE	LIB
CALLPRC	PRC PARM RTNVAL	RTVJOBA	DATE USER
CHGCURLIB	CURLIB	RTVSYSVAL	SYSVAL RTNVAR
CHGLIBL	LIBL CURLIB	RTVUSRPRF	RTNUSRPRF TEXT MAXSTG
			STGUSED PWDEXPITV
			OUTQ OUTQLIB
CHGVAR	VAR VALUE	RUNQRY	QRY QRYFILE OUTTYPE
			OUTFORM RCDSLT
DCL	VAR TYPE LEN VALUE	RVKOBJAUT	OBJ OBJTYPE ASPDEV
			USER AUT AUTL
DCLF	FILE RCDFMT OPNID	SELECT	
DO		SNDMSG	MSG TOUSR
DOFOR	VAR FROM TO BY	SNDUSRMSG	MSGRPY
DOUNTIL	COND	SELECT	
DOWHILE	COND	SNDMSG	MSG TOUSR
DSPMSG		SNDPGMMSG	MSG
DSPSPLF	SPLNBR(*LAST)	SNDRCVF	DEV RCDFMT OPNID WAIT
EDTOBJAUT	OBJ OBJTYPE ASPDEV	SNDUSRMSG	MSG MSGID MSGF
			MSGDTA VALUES MSGTYPE
			TOMSGQ TOUSR MSGRPY
EDTLIBL		WHEN	COND THEN
ELSE	CMD	WRKOUTQ	OUTQ
ENDDO		WRKSPLF	
ENDPGM			
ENDSELECT			
GOTO	CMDLBL	String Handling	
GRTOBJAUT	OBJ OBJTYPE ASPDEV	%SST(&FIELDA offset length)	
	USER AUT AUTL REFOBJ	&STRINGA *CAT &STRINGB	
	REFOBJTYPE REFASPDEV	&STRINGA *BCAT &STRINGB	
	REPLACE	&STRINGA *TCAT &STRINGB	
IF	COND THEN	Indicators	&IN03
MONMSG	MSGID CMPDTA EXEC		
PGM	PARM		
OTHERWISE	CMD		
OVRDBF	FILE TOFILE LVLCHK		
OVRPRTF	FILE SPLFNAME		

RPG Verbs, Functions and Special Values

Tri O verbe, i uniocione una opeciai valace							
RPG	Attribute	RPG	Attribute	RPG	Attribute		
%EOF	File Name	*ENTRY		RENAME(recordformat:ne	ewformat)		
DOU	Condition	PLIST					
DOW	Condition	PARM		%TRIMR(fieldname)			
ENDDO		*IN03					
ENDIF		EXSR					
ENDSL		BEGSR					
EXFMT	Record name	ENDSR					
IF	Condition	*INLR = *ON					
OTHER		OFLIND(*INOF)					
READ	File Name	WRITE	Record name				
SELECT		WHEN	Condition				