

Review 5

Your RPG program uses the display file, CUSTDF with the following attributes:
RECORD1

Customer Information		MM/DD/YY
		hh:mm:ss
		UUUUUUUUUU
Customer Number:	666-666-666	
Customer Name:	00000000000000000000000000000000	
Amount Owing:	66,666.66-	
F3=Exit		

Field/Constant	Definition	Indicator used	Purpose of Indicator
MM/DD/YY	system constant		
hh:mm:ss	system constant		
Customer Number			
Custno	9S 0 10A		
UUUUUUUUUU	system constant		
Customer Name			
cname	30A		
Amount Owing			
Amtowe	6S 2	*IN80	Reverse Image
F3=Exit	CA03	*in03	

RECORD2

Customer Totals

Number of Customers: 6,666-

Total Account Balance: 6,666,666.66-

MM/DD/YY

hh:mm:ss

UUUUUUUUUU

Field/Constant	Definition	Indicator used	Purpose of Indicator
HH/DD/YY	system constant		
hh:mm:ss	system constant		
Number of Customers			
cnum	4S 0		
UUUUUUUUUUU	system constant		
Total Account Balance			
totbal	9S 2		

Your program uses the physical file, CUSTPF which has the following layout:

Field Name	Type	Size	Description
ccode	Alphanumeric	10	Customer Code – uniquely identifies the customer
cfirst	Alphanumeric	10	Customer First Name
cmiddle	Alphanumeric	1	Customer Middle Initial
clast	Alphanumeric	15	Customer Last Name
actbal	Packed Numeric	6, 2	Account Balance – what the customer owes

Write an RPG program that displays information from the customer file using the display file RECORD1, one record at a time. When the end of file is reached, or F3 is pressed, RECORD2 should be displayed with the total number of customers are their account balances read. The cname field is made up of the cfirst, cmiddle and clast fields.

Enter the code for the display file, file description:

Filename	File Type	File Designation	End of File	File Addition
Sequence	File Format	Limits Processing	Record Address Type	Device
Keywords	-	-	Comment	

Enter the code for the physical file, file description:

Filename	File Type	File Designation	End of File	File Addition
Sequence	File Format	Limits Processing	Record Address Type	Device
Keywords	-	-	Comment	

/free

CL commands and Syntax:

Command	Parameter keyword(s)	Command	Parameter keyword(s)
ADDLIB	LIB POSITION	RCVF	DEV RCDFMT OPNID WAIT
CALL	PGM PARM	RMVLIB	LIB
CALLPRC	PRC PARM RTNVAL	RTVJOBA	DATE USER
CHGCURLIB	CURLIB	RTVSYSVAL	SYSVAL RTNVAR
CHGLIBL	LIBL CURLIB	RTVUSRPRF	RTNUSRPRF TEXT MAXSTG STGUSED PWDEXPITV OUTQ OUTQLIB INLPGM
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		SNDPGMMMSG	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	<u>String Handling</u>	
GRTOBJAUT	OBJ OBJTYPE ASPDEV USER AUT AUTL REFOBJ REFOBJTYPE REFASPDEV REPLACE	%SST(&FIELD offset length) &STRINGA *CAT &STRINGB &STRINGA *BCAT &STRINGB &STRINGA *TCAT &STRINGB	
IF	COND THEN	<u>Indicators</u>	&IN03
MONMSG	MSGID CMPDTA EXEC		
PGM	PARM		
OTHERWISE	CMD		
OVRDBF	FILE TOFILE LVLCHK		
OVRPRTF	FILE SPLFNAME		

RPG Verbs, Functions and Special Values

RPG	Attribute	RPG	Attribute	RPG	Attribute
%EOF	File Name	*ENTRY		RENAME(recordformat:newformat)	
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		