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# Modern Rpg Language: With Structured Programming (4th Edition)



## Synopsis

Whether you're a new programmer or an old hand, this best-selling book will help you write the kind of code that sets you apart from the crowd - powerful RPG code that's easy to use, enhance, and expand. You'll increase your professional value as you apply the principles and ready-to-use solutions that have made the Modern RPG Language with Structured Programming the world's most popular RPG III book.

## Book Information

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## Customer Reviews

I've been out of the IBM RPG environment for years, but it's nice to know that IBM still uses this proprietary programming language on its' hardware. This book enlightened me to the changes made to keep RPG viable in today's 4th generation language.

There is still a lot of RPGIII legacy code out there. Also, it's a Great Primer & prerequisite to RPGIV. I find that beginning students do well in RPG III & make the transition to RPG IV without much trouble.

I have used this book since I first started using RPG in 1990. If you need to maintain and enhance older programs, which are still being used, you will find this book to be a great reference source. No all of the information may be easy to find, there is quite a bit of material and rules written about, without an example being given. However it has never let me down in providing a solution.

The book is not a novice learn-from-the-ground-up type of book. It is more geared to an AS/400 programmer who has to support older RPG programs. I found it useful as a reference but a little dated as it doesn't cover RPG ILE (it was published in 1989). It does not tell you how to enter RPG programs in SEU and has no explanation for any kind of development environment you may encounter on the AS/400. I wouldn't recommend this book for the novice AS/400 programmer. There are no exercises or programming projects in the book. The book is weak on programming examples outside of individual commands. The coding style is limited because of the column restriction older RPG has, so no pretty code here. It does have a section about using SQL with RPG and is strong on how to avoid using the built in logic cycle and try to do structured programming that is more effective.

At my workplace, this book circulates between all programmers throughout the day. It is not a beginner's how-to book, but a reference guide with listings of operations, descriptions and syntax. A great assistance in developing new software.

Mr. Cozzi has unstructure way of handling Structure Programming... what a oxymora! Gotos and tags lead to thrashing and spaghetti coding and unstructure form of RPG. This book selling point should read; Firewood For Sale...the Cozzi way.

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