



# GEMKO Information Group, Inc.

Information Systems Specialists

## 21<sup>st</sup> Century IBM i Developer Training Student Courses

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### Course 5 – Externalizing Modifications

Length: 1 day

**Delivery Method:** Instructor led, group-paced, classroom delivery learning model with structured hands-on activities.

**Course Description:** This RPG programming training workshop explores ways to utilize IBM i programming techniques to enhance your 3<sup>rd</sup> party software without making modifications to their code, thus dramatically simplifying the deployment of new software releases.

**Course Objective:** You will learn how to extend the event driven philosophy from Course 4 to include your modification programming efforts, thus getting mods out of the vendor's code and into external objects under your control.

**Target Student:** This course is designed for programmers whose workload includes support of 3<sup>rd</sup> party software and execution of user requests for modifications to those software applications.

**Prerequisites:** Courses 4 and 1,2 or comparable experience.

**Performance Based Objectives:** Upon successful completion of this course, students will be able to:

- Recognize the true cost and risk of modifications
- Identify mods that are candidates for externalization
- Identify the principal impact point of a modification
- Leverage triggers to respond to data base activity
- Leverage API's to interrogate the run time environment
- Leverage data queues to respond to spooled file activity
- Approach screen mods from a different point of view
- Eliminate the "one mod fits all" traditional strategy

**Course Content:**

- The true cost of modifications
- Timing is everything – identifying impact points
- Using triggers and data queues strategically
- Event driven mods
- User specific mods
- Reformatting spooled files
- Simplifying screen modifications
- Performance considerations
- Comprehensive labs