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Since its original publication, *Programming in RPG IV* has given thousands of students and professionals a strong foundation in the essentials of business programming using RPG IV. Now Joyce Mayers has revised it and she has to produce the most significant update to the book since that first edition. The all-new Fourth Edition is completely reorganized and rewritten to reflect the RPG IV style and techniques used by today's most capable RPG programmers.

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The scope of the book includes comprehensive coverage of the program development process, RPG IV specifications and operations, its three structured design, database relations and processing, database applications, and modular programming. This edition explains and emphasizes important concepts of the integrated language environment, including the use of modular procedures and generic programs in a modern IBM i application.

A series of appendices will prove useful not only while you are learning RPG IV, but also as everyday references. The appendices include a comprehensive overview of RPG IV syntax, keywords, specifications, operations, functions, and so on; an RPG IV style guide; introductions to program development tools (including ModelVision Development Studio) and Programming Development Manager; a guide to debugging programs; and a summary of syntax syntax and techniques for use when maintaining your application.

Open completion of this book you will be well equipped to create highly effective and maintainable RPG IV programs using the latest techniques.

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**Expert Praise for *PROGRAMMING in RPG IV* 4th edition**

This book approaches the language with the intent of teaching you all the up-to-date features and tools. It is an easy-to-read and useful book.

A great way to learn the latest RPG IV programming! I recommend this book and will use it, although my own course material when teaching students in the RPG language.

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