



**COMMON COURSE OUTLINE: Course discipline/number/title: COMP 2297: RPG Programming**

**A. CATALOG DESCRIPTION**

- 1. Credits: 4**
- 2. Hours/Week: 4**
- 3. Prerequisites (Course discipline/number):** Successful completion of COMP 1150; college level reading
- 4. Co-requisites (Course discipline/number):** None
- 5. MnTC Goals (if any):** NA

An introduction to the elements of RPG (Report Program Generator) programming and program documentation. The specific orientation will be toward RPG as it is used on IBM mid-range hardware. Applications will be taken from its use in day-to-day professional programming environment and in report generation. **RECOMMENDED ENTRY SKILLS/KNOWLEDGE:** Understanding of data storage and data manipulation techniques, be able to use pseudo code, flow charts, and/or action diagrams, understand elementary algorithms and top-down design, know the fundamental properties of high-level language.

**B. DATE LAST REVISED (Month, year):** March, 1998

**C. OUTLINE OF MAJOR CONTENT AREAS:**

1. Documentation
2. Data Definition Specifications
3. File Description Specifications
4. Input Specifications
5. Calculation Specifications
6. Output Specifications
7. Data Definition Specification (DDS) Utility
8. Source Entry Utility (SEU)
9. Data File Utility (DFU)
10. Printing Reports
11. Debugging Interactive Programs
12. Printed Reports
13. Screen Designs
14. Tables and Arrays

**D. LEARNING OUTCOMES (GENERAL):** The student will be able to:

1. Analyze, design, code, and test programs using RPG.
2. Write physical files using DDS.
3. Test and debug a program
4. Compile, run and update a program.
5. Write interactive programs using SEU and DFU.
6. Print formatted and exception reports.

**E. LEARNING OUTCOMES (MNTC):** NA

**F. METHODS FOR EVALUATION OF STUDENT LEARNING:**

1. Exams
2. Programming Assignments
3. Quizzes
4. Homework
5. Comprehensive Final Exam

**G. SPECIAL INFORMATION (if any):** None