

ISPF Dialog Manager Services

Course No.	2215
Description	This course teaches the basic concepts of Dialog Manager Programming in an MVS REXX environment. ISPF panels, selection screen logic, ISPF variable pools, ISPF tables, and ISPF skeletons are all major topics that are reinforced with machine exercises. This course emphasizes the concepts of ISPF dialog design as well as the specifics of coding syntax.
Audience	Designers/programmers who have had little or no exposure to ISPF Dialog Manager programming; designers/programmers who have had some 'production support' exposure to ISPF Dialog Manager but need to fill in the 'why?' concepts of this environment.
Prerequisites	Students must have at least six months of programming experience in an IBM MVS Host Environment or equivalent college work.
Objectives	<ul style="list-style-type: none">• Describe the concept of a dialog• Describe the concept of an APPLID• Describe internal panel processing flow• Define field level help• Build a selection panel• Describe the different kinds of selection panels• Describe dialog variable naming conventions
Major Topics	<ul style="list-style-type: none">• Dialog Manager Overview• Basic Panels• Basic Panel Processing and Selection Panels• Help Panels and Tutorials• Invoking ISPF Services in function• Variables and Variable Services• Messages• Dialog Manager in a Program• ISPF Tables• Skeletons and File Tailoring
Duration	4 days



Course Contents

1. Dialog Manager Overview

- Objectives
- Dialog definition
- Dialog environment
- Components of a dialog
- Dialog Manager in an MVS/TSO environment
- Starting your ISPF session
- Configuring your ISPF session
- Using the LIBDEF service to control the ISPF
- Allocations
- Special LIBDEF keywords for load libraries
- "Sandwiching" with the LIBDEF service
- Dialog manager applications and APPLID
- Review

2. Basic Panels

- Objectives
- Panel types
- Selection Panel
- Tutorial panel
- Display/Input Panel
- Scrollable table display panel
- ISPF panels
- Defining field attributes
- Assigning attributes
- Coding the body of a panel
- General panel layout guidelines
- Placing variables in the panel body
- More design considerations
- Processing data entered on the panel body
- Assigning values to variables
- The IF statement
- GOTO and EXIT
- Editing data via the VER statement
- Coding VER statements
- Using VER and IF/ELSE
- Ending a panel with)END
- Testing a panel using ISPF Dialog Test
- Review
- Basic ISPF workshop

3. Basic Panel Processing & Selection Panels

- Objectives
- Toggling a data value using TOG
- Retrieving and storing dialog variable values
- Interrogating PFKEY settings
- Dialog control variables
- Using placeholder variables
- Cursor positioning
- Flow of panel processing
- Refreshing variables in the REINIT section
- Defining field level help
- Selection panel processing
- Selection panel
- Using the TRUNC function
- Using the TRANS function
- The JUMP capability
- Using the TRANS and TRUNC together on a selection
- Panel
- Primary Options selection panel
- Review

4. Help Panels & Tutorials

- Objectives
- Help Panel
- Constructing a help panel
- How a user invokes help processing
- Constructing a tutorial
- Index panels
- Connecting an application to help facilities
- Tutorial Commands
- Review of tutorials variables
- Review
- Selection Panel & Tutorial

5. Invoking ISPF services In A Funtion

- Objectives
- Setting session characteristics using the CONTROL
- Service
- Using DISPLAY
- DISPLAY panel algorithm
- The SELECT statement
- Selection Panels and SELECT
- Review



6. Variables & Variable Services

- Objectives
- Naming of variables
- Function variables using REXX/CLIST
- Shared variables in REXX/CLIST
- Profile variables in REXX/CLIST
- Search sequence of variable pools in REXX/CLIST
- System variables in REXX/CLIST
- Saving variables using VPUT
- Retrieving variables using VGET
- Erasing variables using VERASE
- Behind the scenes
- SELECT and its relationship to variable pools
- Review
- Exercise

7. Messages

- Objectives
- Coding messages
- Issuing error messages
- Retrieving messages using GETMSG
- Sending messages to the LOG
- Review
- Variable Pool Workshop

8. Dialog Manager in a Program

- Objectives
- REXX vs. a compiled language
- Displaying a panel using a program
- Invoking a program
- ISPF program structure
- Calling ISPF from a program
- Accessing ISPF variables
- Removing defined variables using VDELETE
- Copying a value into a program using VCOPY
- Updating a defined variable using VREPLACE
- Editing defined variables using VMASK and
- VEDIT
- Review

9. ISPF Tables

- Objectives
- ISPF Table Types
- The ISPF table environment
- ISPF tables in a multi-user environment
- Creating a table using TBCREATE
- Opening a table using TBOPEN
- Saving a table with TBSAVE
- Closing a table with TBCLOSE
- Aborting a table with TBEND
- Erasing a permanent table with TBERASE
- Obtaining table information using TBQUERY
- Obtaining detail table statistics using TBSTATS
- Sorting a table using TBSORT
- Table processing algorithm
- Table columns and row variables
- Row processing and the Current Row Pointer (CRP)
- Adding a row to a table using TBADD
- Deleting a table row using TBDELETE
- Retrieving a row from a table using TBPUT
- Positioning the CRP to the top or bottom of a table
- Looking for existing rows using TBEXIST
- Moving the CRP using TBSKIP
- Clearing table variables using TBVCLEAR
- Using TBSARG and TBSCAN to search a table
- Using table row commands
- Displaying multiple rows of data
- The)MODEL panel section
- The model set
- Selecting a model set
- Table display control variables for use in a panel
- Displaying a)MODEL panel with TBDISPL
- TBDISPL prior to panel display
- Review
- Questions
- Table Workshop.



10. Skeletons & File Tailoring

- Objectives
- What is a skeleton?
- Skeletons are 'outlines' of data
- The file tailoring environment
- Overview of file tailoring commands
- Defining a skeleton
- Substituting variables into a skeleton
- Control characters for character strings
- Skeleton control statements
- Beginning file tailoring with FOPEN
- Including skeleton using FTINCL
- Ending file tailoring with FTCLOSE
- Deleting file tailoring library output using FTERASE
- A general file tailoring Algorithm
- Review
- File Tailoring Workshop

