IBM Software UKInnovate2010 The Rational Software Conference





RDp – Future of Development on Power Servers

Andrew Ireland



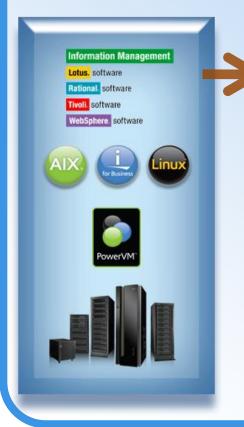




Power your planet.

Smarter systems for a Smarter Planet.

IBM Power Systems



<u>Agenda</u>

- Solution Overview
- Rational Developer for Power -RPG and COBOL Development Tools for IBM
- > Open Access: RPG edition
- Rational Developer for Power for AIX Development
- Summary

Power your plan it.

POWER7

BUILT ON

Power

In February, IBM will introduce the next ger storage designed to meet the demends of a the way through to the operating system, mil integrated to help septent the complex work Power Systems – the future of UNXC® serv

Ibm.com/poweryourplan

ion Power Systems¹⁹ - the first of a family of systems and ter planet. From the chip and virtualization capabilition all wave and onegy management, Power Systems from IBM are a and dynamic computing models of a new kind of world. Invy'rs coming, Brnarter systems for a Brnarter Planet.





Announcing: The IBM Rational Solutions for Power Systems

IBM Rational Developer for Power Systems Software

Common developer desktop delivering integrated **developer tools** for Power operating systems and programming languages.

IBM Rational Team Concert for Power Systems Software

Common server infrastructure enables **collaborative coordination** for multi-platform development teams.

IBM Rational Compilers

New **compilers** exploit Power Systems including the latest POWER7 architecture and multi-core technology, boosting performance, productivity and portability.





Power

IBM Rational solutions for Power Systems can help



for Busines

IBM.

What is Rational Developer for Power Systems

Rational Developer for Power

Modern workstation development tools for native IBM i and AIX development

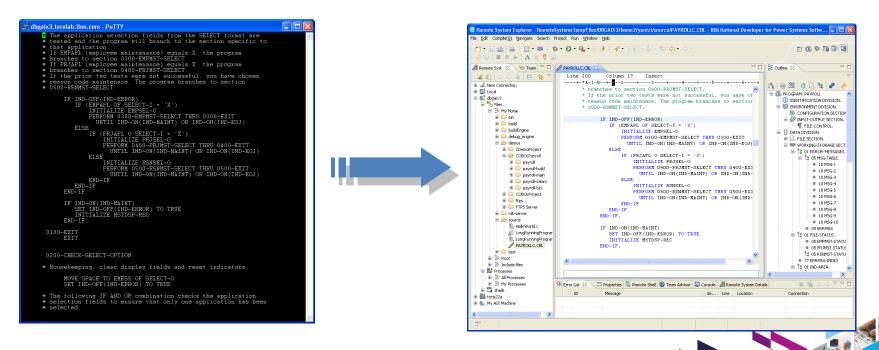
Industry standard Eclipse base development environment

Integrated search, edit, analysis, build, and debug capabilities

Work with remote files, folders, and processes

Tools to help developers understand applications

<u>Replacement</u> for text based, command line development tools





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Rational Developer for Power Systems Software

RPG and COBOL Development Tools for IBM i

Modern development tools for RPG, COBOL, CL, DDS, and SQL on IBM i

SEU and PDM still supported but no longer being enhanced

WDSC went out of support in April

Replaces Rational Developer for i

Features

Lightweight, graphical, development tools for RPG, COBOL, CL, DDS, and SQL

Integrated file access, search, edit, compile and debug Rich editing features such as outline view, content assist, formatting, color tokenizing, filtering, searching, compare Visualize program structure with Application Diagram Easily debug batch, interactive, and Web applications and Web services with a common visual debugger

Visual DDS design tools: Screen and Report Designer Integration with Rational Team Concert for Power



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Why Use Rational Developer for Power Systems Software

Improved productivity

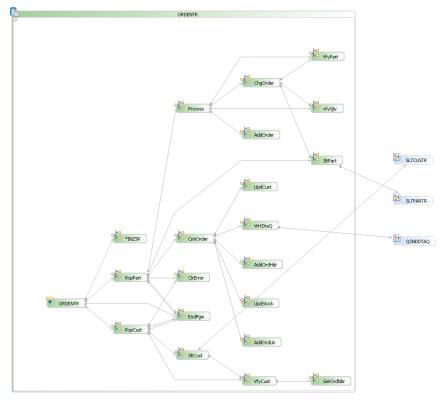
- Integrated search / edit / compile / debug
- Rich source editing features
- Visual analysis tools
- Visual DDS designers

Improved developer skills

- Lower learning curve for other technologies
- Learn Rational Developer for Power (Eclipse) for RPG or COBOL development
- Then use similar Eclipse based tools for Java, Web, EGL, XML, or PHP development

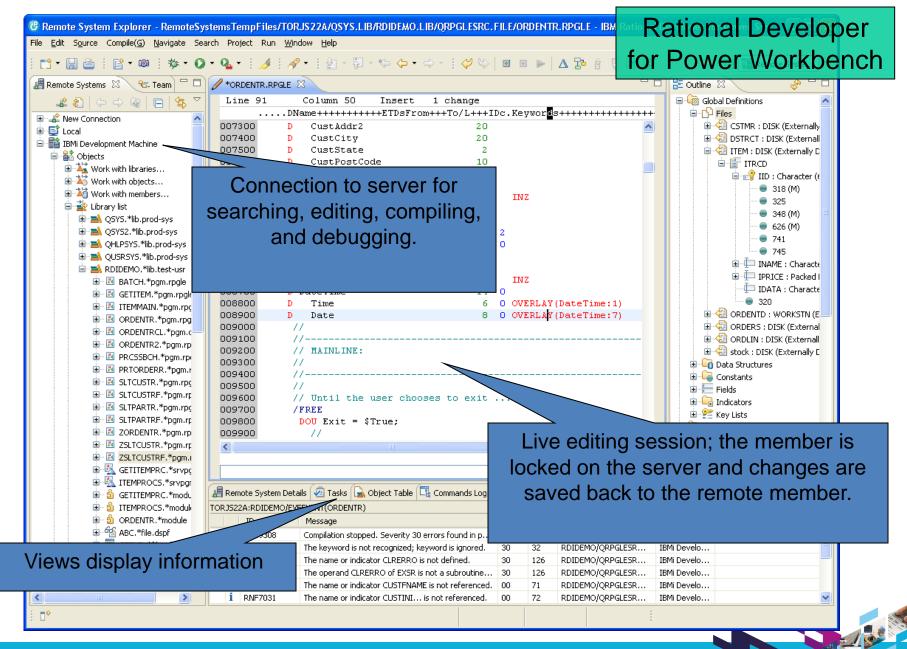
Common development tools across multiple platforms and languages

- Rational Developer for Power
- Rational Application Developer for J2EE
- Rational Business Developer for EGL
- Rational Software Architect for UML modeling Integration with Rational Team Concert for Power Systems Software



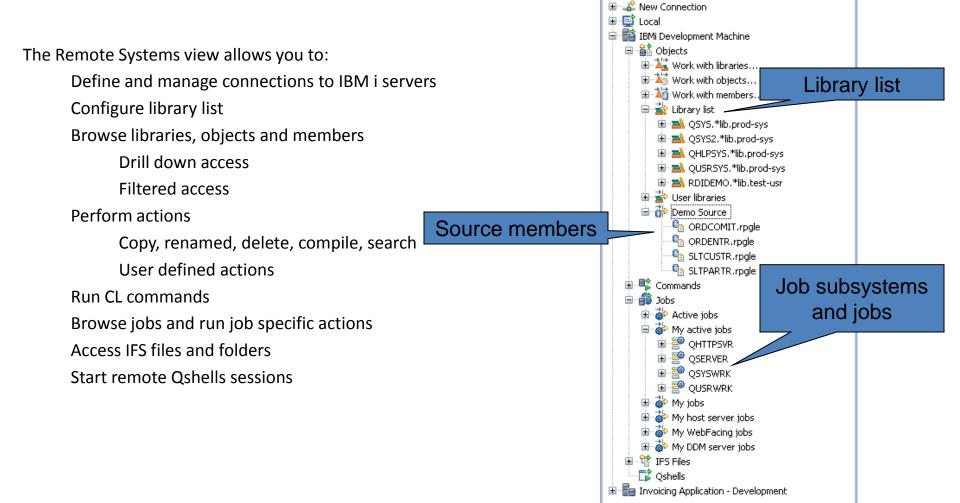
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Remote System Explorer



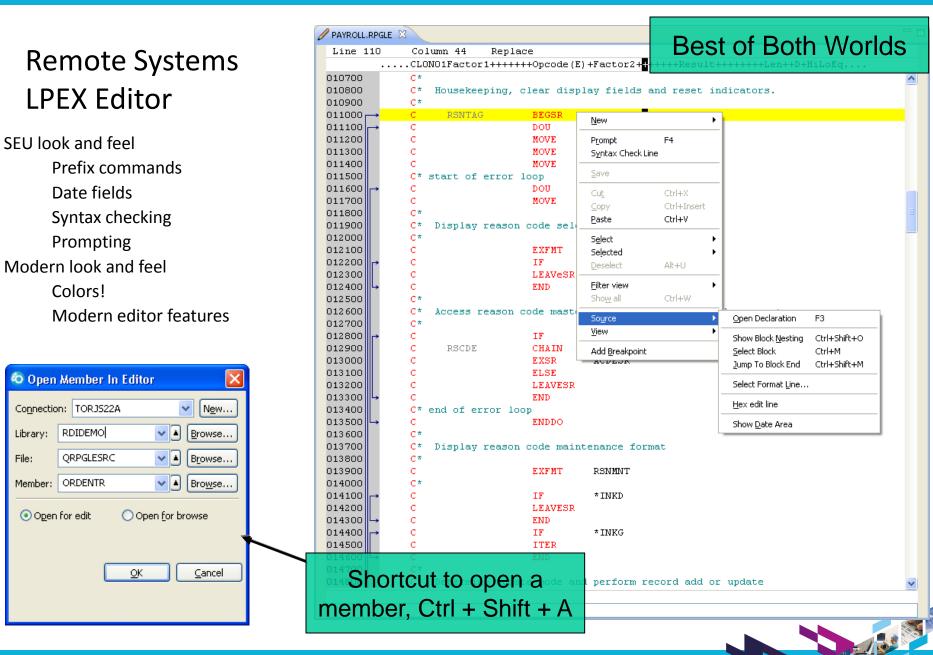
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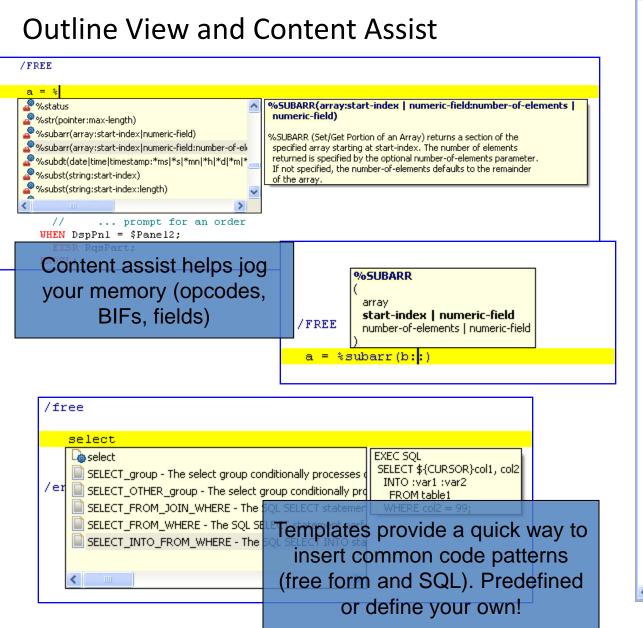
Smarter software for a smarter planet.

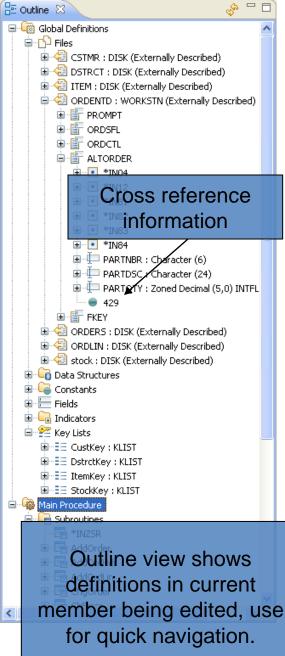
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Open for edit

File:









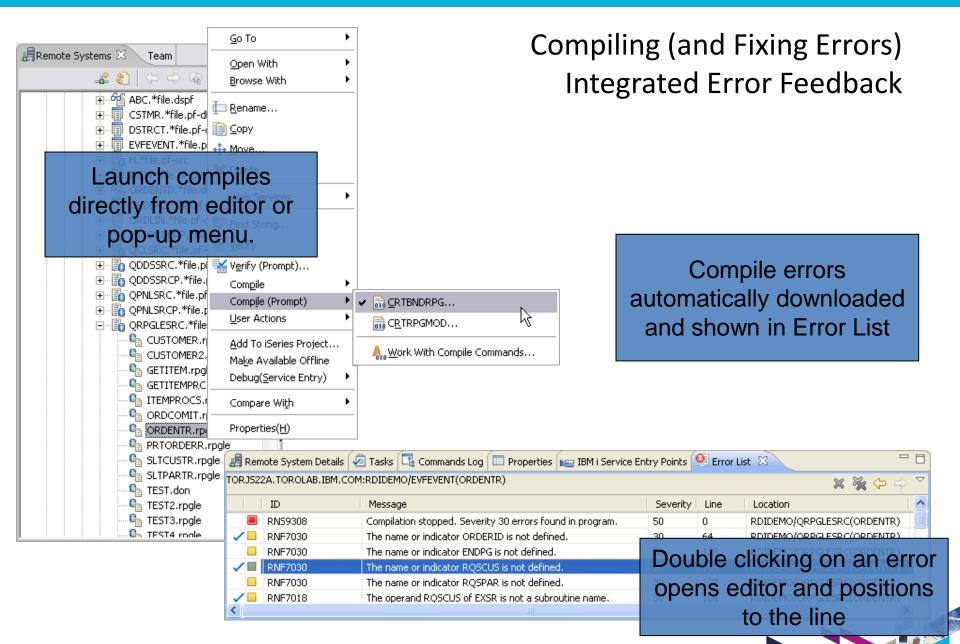


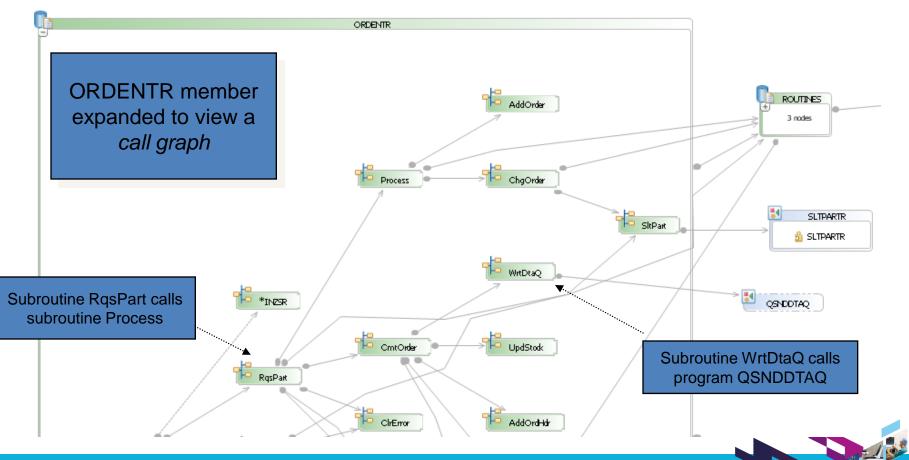


Table view eases migration **Object Table View** from PDM to RSE! ✓ Change contents 📊 Library RSELAB01 (20 Objects) ⇒15 0 0 4 0 È × Name Type Attribute Text ✓ Subset Work with ~ 🛃 CLC1 *PGM CLLE debuggable, call: Subset... ✓ Sort CLR1 debuggable, call: *PGM CLLE Show All MYCOMPILE *PGM CLLE ✓ Position list Additional Information PAYROLLD *PGM CBLLE no errors Position to... 🔜 ολνοριία DDCLE *DCM ✓ Print list < Print... Command Normal Ŧ • Messages Library RSELAB01 already exists in library list. Details... ✓.... Just like PDM! -Show Log Remote System Details | Tasks | iSeries Table View | iSeries Commands Log 🔥 Library RSELAB01 (20 Objects) ⇒‱ 🔄 🗘 🔁 🔻 × Name Attribute Text Status Last modified Created Size Type debuggable, calls Pay... 🛃 CLC1 *PGM CLLE July 17, 2003 4:13:24 PM EDT OK. July 17, 2003 ... 81920 CLR1 *PGM CLLE debuggable, calls Pay... July 17, 2003 ... July 17, 2003 4:13:24 PM EDT OK 81920 July 17, 2003 ... July 17, 2003 4:13:24 PM EDT NYCOMPILE CLLE *PGM OK. 73728 PAYROLLD *PGM CBLLE July 17, 2003 ... July 17, 2003 4:13:24 PM EDT 360448 no errors OK. 🔜 ολγρωμια July 17, 2003 Toly 17, 2003 4:13:24 DM EDT. 360448 *DCM DDCLE OK. > Command Normal ▼ Ŧ Messages Library RSELAB01 already exists in library list. Details... Show Log... -Remote System Details | Tasks | iSeries Table View | iSeries Commands Log

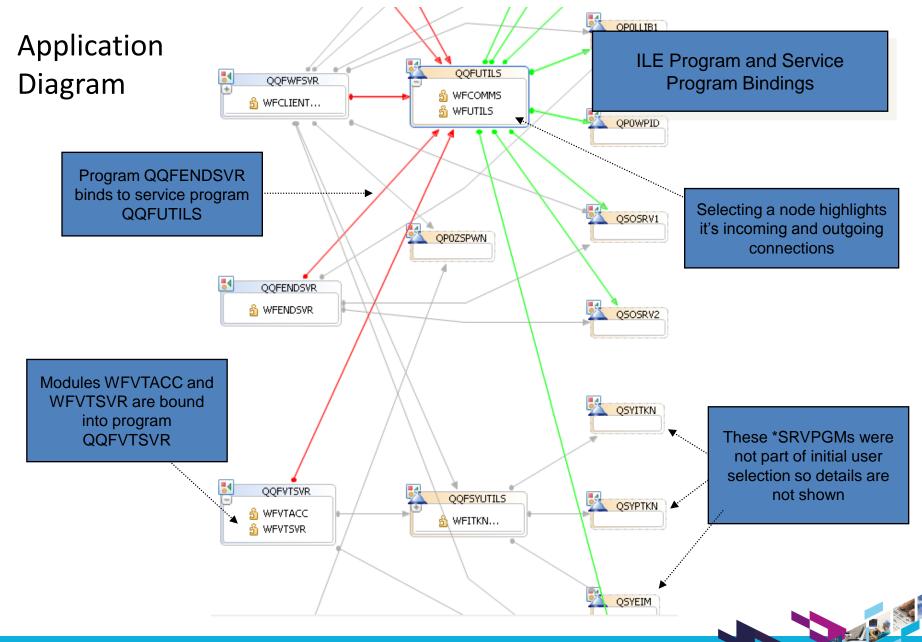
IBM,

Application Diagram

- > Provides developers with a graphical overview of the structure of their native i applications
 - Call graph showing subroutine, procedure, and program calls
 - ILE program and service program bindings







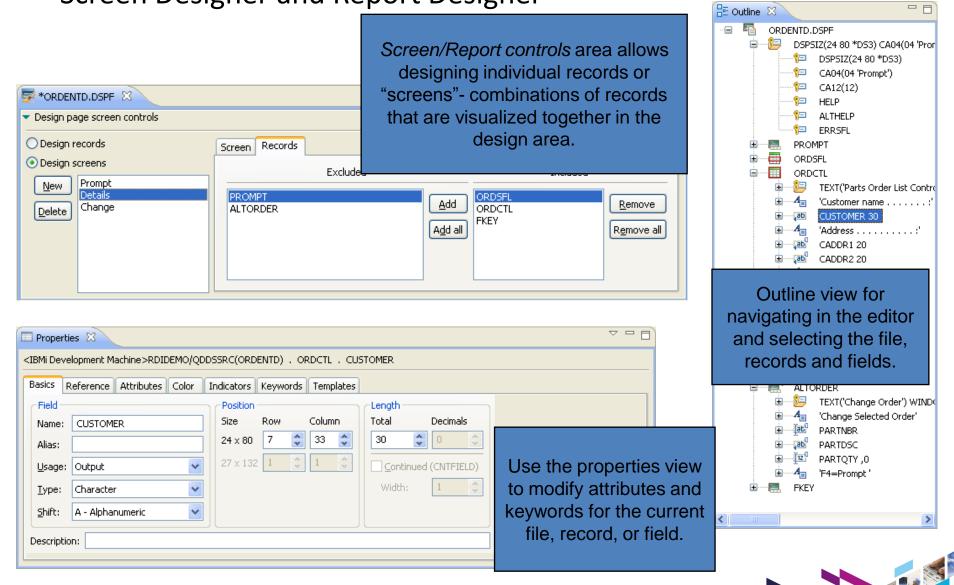
IBM

Screen Designer and Report Designer

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Screen Designer and Report Designer

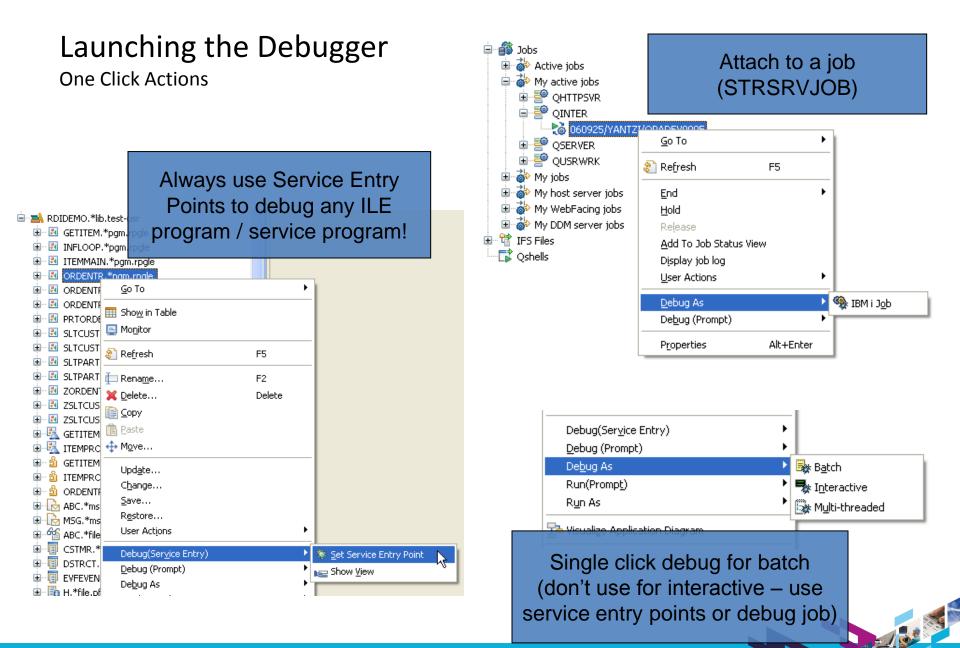


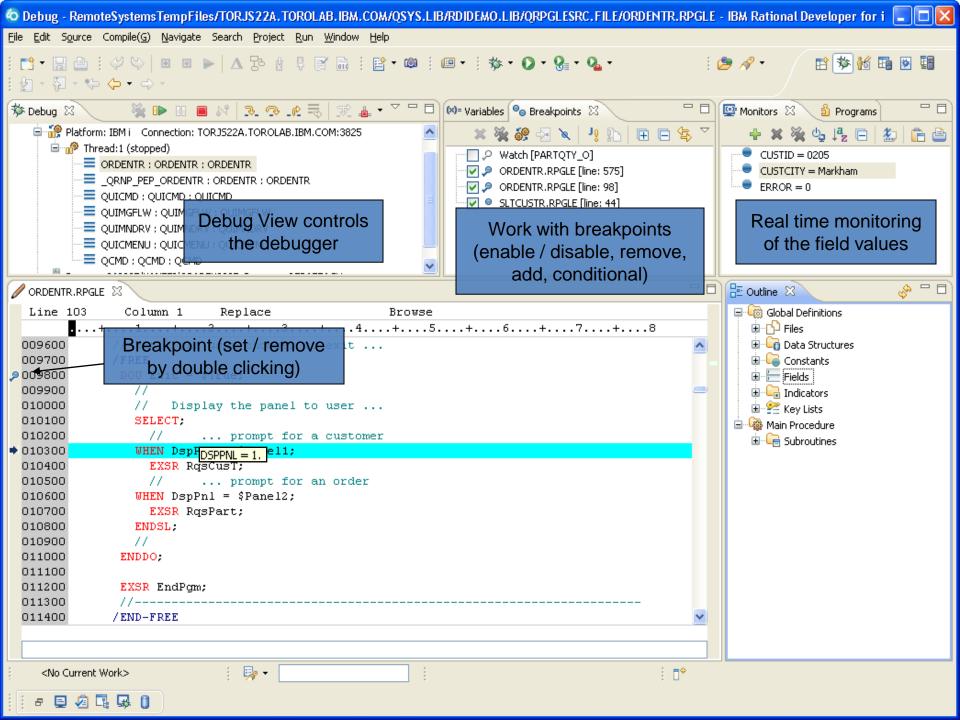


Integrated i Debugger - Overview

- RPG, COBOL, CL, C, and C++
- ILE and non-ILE
- DB2 and SQL stored procedures
- Source and Listing view
- Batch, interactive, and Multi-Threaded Applications
- Web applications
- Client/Server applications
- Distributed applications







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BUILT ON

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In February, BM will introduce the next general storage designed to meet the demands of a ema the way through to the operating system, middle relegated to help expect the complex workload Power Systems – the future of UNX® servers.

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Power Systems¹⁹ - the first of a family of systems and planet. From the chip and virtualization capabilities all a and energy management, Power Systems from IBM are nd dynamic computing models of a new kind of world. sy're coming. Breatter systems for a Binarter Planet. en c

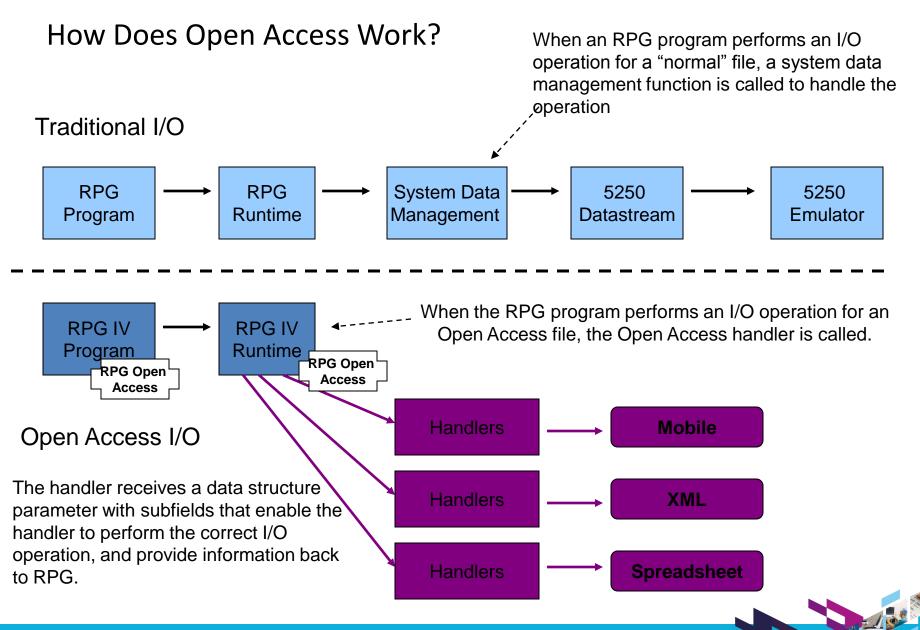


What is Rational Open Access: RPG Edition?

IBM has opened the RPG I/O interface to allow programmers to extend their applications to access resources beyond the native interfaces available in previous releases of RPG.

Developers are able to direct RPG IV I/O operations to devices other than traditional 5250 screens, printer files, or native database. Such as: Web browsers, mobile devices, Web services, XML, or spreadsheets to name a few. This feature is limitless once programmer imagination and modern coding techniques are applied to business applications.





Details...

Who provides the handlers?

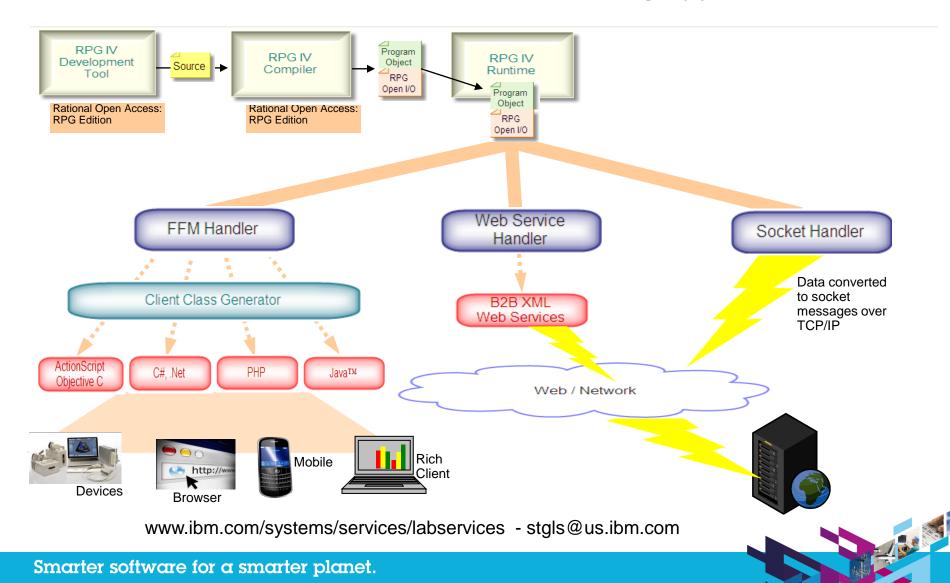
- Open Access does not provide the handlers
- Anyone can write the handlers that extend RPG IV's I/O capabilities to new resources and devices
 - Software tool vendors
 - Business partners
 - Services organizations
 - Programmers

What device type to use?

- Any RPG device type can be defined as an Open Access file: DISK, PRINTER, or WORKSTN
- The provider of the handling procedure can choose the RPG device-type that best fits the function that the handler provides
- Examples:
 - User interface device: WORKSTN file
 - Creating an spreadsheet: PRINTER file
 - Accessing a Web service: keyed DISK file



Real World Example STG Lab Services: RPG Handlers for Interfacing Applications





ILE RPG Enhancements

Many enhancements have been made to ILE RPG over the past releases of IBM i and 7.1 is no exception Enhancements are based on user feedback, system changes, and language improvements

Improve code quality and ease application maintenance

- ✓ Support for ALIAS names in externally-described data structures
- ✓ New built-in function %PARMNUM

Improve programmer productivity

- ✓ Sort and search data structures
- ✓ Sort Ascend or descend
- ✓ New and updated built-in functions %LEN and %SCANRPL
- ✓ Optional prototypes

Improve performance

✓ Performance when returning large values

Allow RPG to be used in today's mixed environments

- ✓ Implicit Unicode conversion for parameters
- ✓ New options for XML-INTO (also available with a PTF for 6.1)



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Exploit Infrastructure

Compilers on Power Systems



IBM Power Systems

- Exploit multi-core capabilities of your hardware
- Improve performance of your application suite
- Easily port applications to IBM platforms



Compiler Version

Same hardware + NEW compiler = <u>Increased</u> Performance

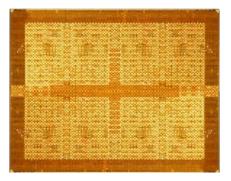
NEW hardware + NEW compiler = <u>Maximum</u> Performance

- IBM XL C/C++ for AIX and Linux
- IBM XL Fortran for AIX and Linux
- IBM COBOL for AIX
- IBM PL/I for AIX
- IBM WebSphere[®] Development Studio (IBM i compilers)

IBM.

Advanced Optimization & Exploitation

- XL C/C++ v11 is key to delivering application performance for POWER7 systems
- Enhancements to industry leading optimization technology
 - Exploitation of POWER7 architecture
 - Software pipelining, instruction scheduling, code generation...
 - Exploit Vector-Scalar Extension (VSX) unit
 - Memory optimization, Loop optimization, Auto-SIMDization, Autoparallelization...
- Industry Leadership on Performance with latest IBM Rational XL C/C++ and XL Fortran Compilers on POWER7







IBM COBOL Products

Enterprise COBOL for z/OS

Leading-edge IBM z/OS-based compiler

Helps create and maintain mission-critical, line-of-business COBOL applications targeted to execute on z/OS systems

Helps integrate COBOL and web-based business processes in Web Services, XML, Java™ and COBOL applications

Provides access to IBM DB2[®], IBM CICS[®], and IBM IMS[™] systems

COBOL for AIX

Productive and powerful development tool for building COBOL applications includes COBOL compiler, COBOL library, and distributed debugger for the AIX Based on Enterprise COBOL for z/OS Provides access to IBM DB2[®], and IBM CICS TX[®] Certified to work with Oracle and Tuxedo



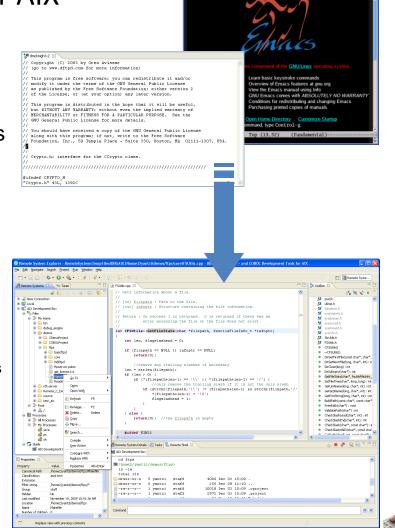


Rational Developer for Power Systems Software C/C++ & Cobol Development Tools for AIX

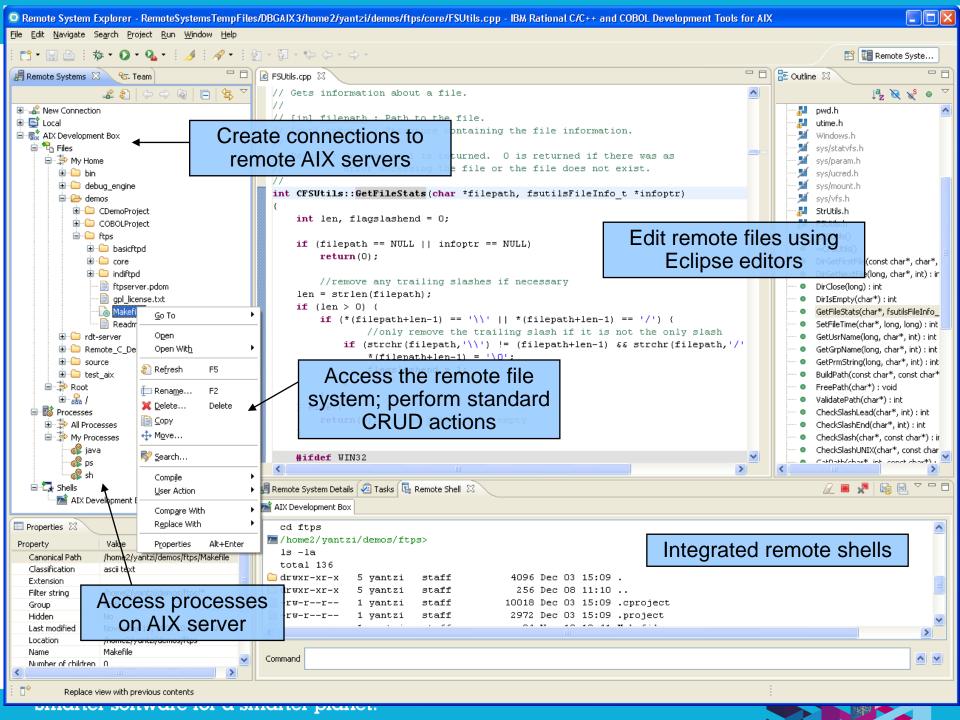
Modern development environment for C/C++ development on AIX

Based on Eclipse
Integrated search, edit, build, and debug
Remote access to files, processes, and shells
Language aware searching
Rich editing features
Integrated build with error feedback
Remote debug
Analysis tools
Integration with Rational Team Concert for Power Systems Software

Replacement (compliment) to text based and command development tools



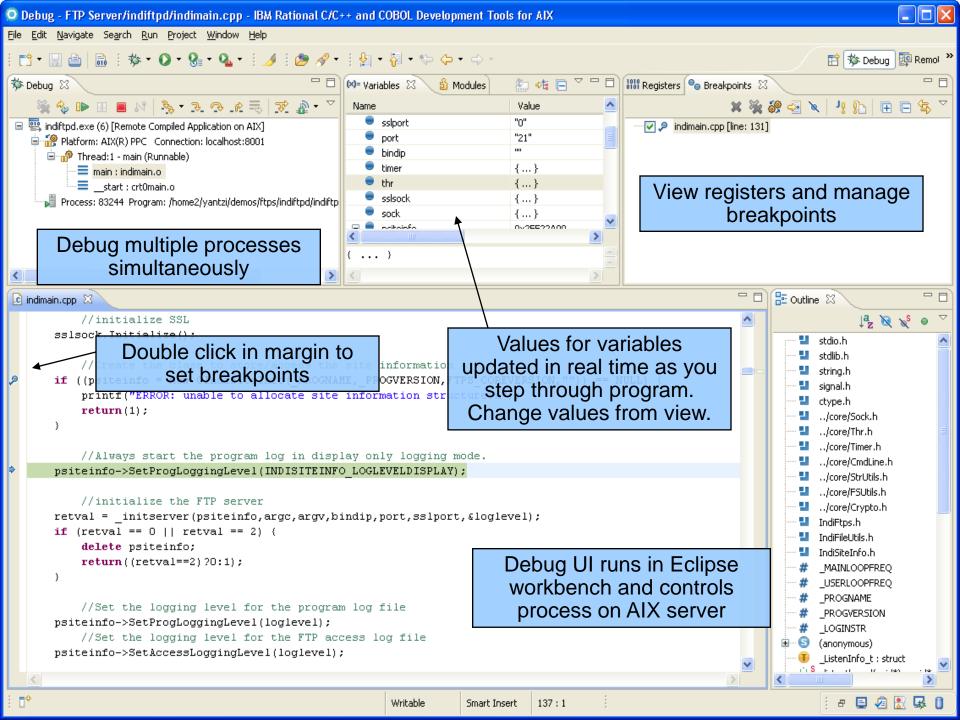
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Integrated Debug



Integrated graphical debug tooling that can debug: Interactive and batch C/C++ applications Attach to existing processes CORE file debug for post analysis Simple user interface based on Eclipse debug Same debugger used for AIX, IBM i, System z, WebSphere J2EE, EGL, etc. No more cryptic debug commands eases adoption





Integrated Cobol Debug

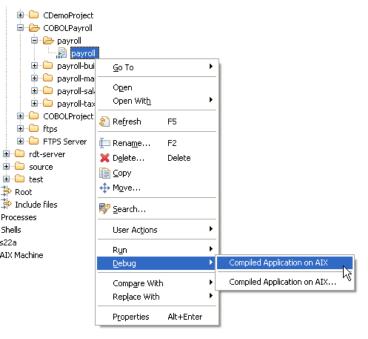


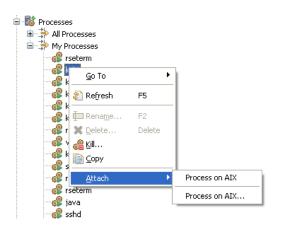
Integrated graphical debug tooling that can debug: Interactive/Batch COBOL applications TXSeries applications

Same debugger used for AIX, IBM i, System z, WebSph^{shels}

Simple user interface based on Eclipse debug used by.

No more cryptic debug commands eases adoption







End to end debugging of heterogeneous applications

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IBM.

Summary

Common Toolset across Power Platform

IBM offers a complete development solution for IBM i development to help leverage this asset

Modern and productive development tools

Application Lifecycle Management

RPG, COBOL & C/C++ language enhancements to keep the languages current

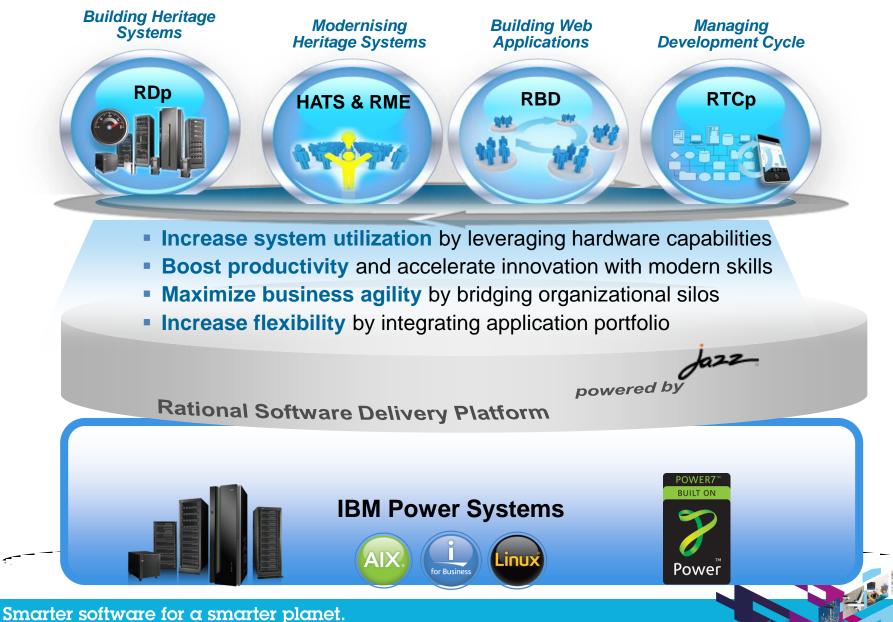
On "I" typically 10-30% productivity gains

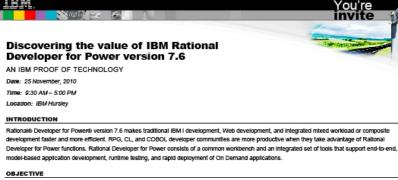
Rational Open Access: RPG Edition to leverage new devices and resources

Additional Material at the end of this presentation



IBM Rational Portfolio of Solution for Power Users





This Rational Developer for Power Proof of Technology session provides altendees with basic skills and hands-on exposure to the major features of the Rational Developer for Power version 7.6. Attendees will have an opportunity to work with Rational Developer for Power and evaluate the IBM® Software Development Platform offering for use in their System I.

AUDIENCE

This Proof of Technology is targeted for Architects, Technical Specialist or Developers. However, it is not limited to technical folks. Some RPG[™] and IBM II experience or understanding is required; also it is desirable (but not necessary) to have introductory knowledge of Eclipse or Rational Application Developer.

COST

This session is offered free of charge. Complimentary refreshments including lunch will be provided. However, participants are responsible for their own business travel expenses.

SCHEDULE

For your convenience, registration and coffee will begin at 9:30 AM. The session will start at 10:00 AM and end at approximately 5:00 PM.

CONTACT FOR INFORMATION

To enroll in this Proof of Technology, please contact your Software Sales Representative.

AGENDA

This session is designed to give a high level, hands-on view of Rational Developer for Power version 7.6. It covers the most important features of the product. We have many exploratory labs. All students must complete the first mandatory lab and based on their interest they will elect which exploratory labs to complete.

- Lab 01 Getting started with RSE. Create a connection to IBM I and work with objects
- Lab 02 Edit an RPG source member and work with the LPEX editor
- Lab 03 Verify/compile an RPG source member and work with the error list
- Lab 04 Debug a CL/RPG program
- Lab 05 Screen Designer Introduction
- Lab 06 Introduction to Application Diagram Viewer
- Lab 07 Advanced Lab Customising RSE
- Lab 08 Working offline using I Projects
- Lab 09 Working with Report Designer

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Additional Material



Improve Maintenance: Support for ALIAS names

Background

- Fields in externally described files can have a standard name up to 10 characters and an alternate (ALIAS) name up to 128 characters.
- RPG III only allowed 6 characters, so many customers have files with cryptic names like CUSNAM, CUSADR. The files often have alternate names such as CUSTOMER_NAME and CUSTOMER_ADDRESS, that can be used in SQL queries.

New ALIAS keyword for RPG

When ALIAS is specified, RPG will use the alternate name instead of the 10-character standard name.

Supported on F specs for any file that will not have Input or Output specs generated. Used for LIKEREC data structures. Supported on D specs for any externally-described data structure.

А	R CUSTREC	
	A CUSTNM 25A ALIAS(CUSTOMER_NAME)	
	A CUSTAD 25A ALIAS(CUSTOMER_ADDRESS)	
	A ID 10P 0	
	D custDs e ds ALIAS	
	D QUALIFIED EXTNAME(custFile)	
	custDs.customer_name = 'John Smith';	
	custDs.customer_address = '123 Mockingbird Lane'; custDs.id = 12345;	



Improve Maintenance: New built-in function %PARMNUM

Problem solved by %PARMNUM:

- →Parameter-information APIs such as CEEDOD or CEETSTA require a parameter's number.
- →The %PARMNUM built-in function returns a parameter's position in the parameter list.
- →Soft-coding the parameter's number makes the code easier to read and maintain.

D	myProc	pi	10A	OPDESC
D	company		25A	OPTIONS(*VARSIZE)
D	city		25A	OPTIONS(*VARSIZE)
		more parms) RMNUM(city)		<pre>// hard to understand e parms); // better</pre>





Improve Productivity: Sort & Search

SORT AND SEARCH DATA STRUCTURE ARRAYS:

➤To sort or search a data structure array, one subfield is identified as the "key" for the array, using the syntax ARRAY(*).KEYSUBFIELD.

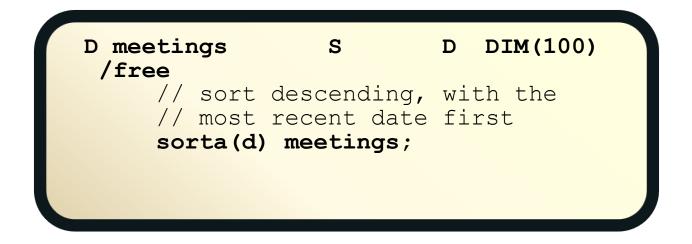
Example: Sort the INFO array by the SALARY subfield and search for the name. Note that 'Jack' in the NAME subfield of the INFO array.

```
Sort a data structure array using one subfield as a key
    // sort by name
    SORTA info(*).name;
    // sort by due date
    SORTA info(*).dueDate;
Search a data structure array using one subfield as a key
    // search for a name
    pos = %LOOKUP('Jack' : info(*).name);
    // search for today's date
    pos = %LOOKUP(%date() : info(*).dueDate);
```

IBM,

Improve Productivity: Sort ascending or descending

- >Non-sequenced arrays can be sorted either ascending or descending.
- >Extender indicates a descending sort.
- ≻Extender indicates ascending (default).

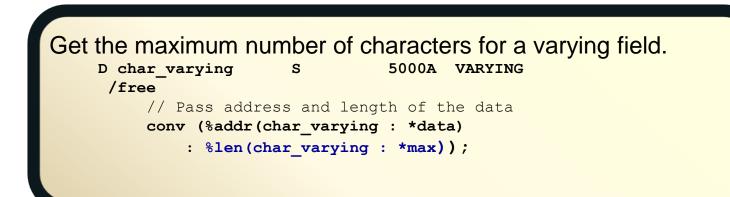




Improve Productivity: %LEN(varying : *MAX)

Problem solved by %LEN(*MAX):

- Starting in V6R1, calculations involving the size of the varying-length prefix became error-prone because the size might be either 2 or 4.
- In V6R1, %ADDR was enhanced with %ADDR(*DATA) to simplify getting the address of the data part. Previously, programmers added 2 to %ADDR.
- %LEN(*MAX) simplifies getting the maximum length of the data part. Previously, programmers subtracted 2 from %SIZE, and then divided by 2 for UCS-2 and DBCS.





Improve Productivity: New built-in function %SCANRPL

Problem solved by %SCANRPL:

- → Hand-written versions of scan-and-replace tend to be large, error prone, and difficult to maintain.
- \rightarrow The %SCANRPL built-in function replaces all occurrences a string with another string.

```
fileErr = 'File &1 not found. Please create &1.';
msg = %scanrpl ('&1' : filename : fileErr);
```

// msg = 'File MYFILE not found. Please create MYFILE.'



Improve Performance: Returning large values

- RTNPARM keyword greatly improves performance when a procedure returns a large value
- The speed of using a parameter with the convenience of using a return value
- Especially noticeable when the prototyped return value is a large varying length value

D	center		pr	100000a		varying	
D						rtnparm	
D	text			50000a		const varying	
D	len			10i	0	value	
D	title		S	100a		varying	
/	'free						
	title	= center	('Chapter	1': 60)	;		

IBM

Mixed Environments: Implicit CCSID conversion - parms

- Implicit CCSID conversion is now supported for prototyped parameters passed by VALUE and by read-only reference (CONST)
- This reduces the number of code changes that have to be made when a database field is changed from alphanumeric or DBCS to Unicode (UCS-2 or UTF-16).
- Prior to this change, if the type (A, C or G) of a passed parameter was not the same as the prototype, the compiler would issue a diagnostic. With this change, the compiler will implicitly convert the passed parameter to the type of the prototype.

In the example below, there is only one "makeTitle" procedure with a UCS-2 parameter and return value. If the passed parameter is alpha or DBCS, it will be converted to UCS-2 on the call. The procedure will work with the UCS-2 parameter and return a UCS-2 value. This returned value can then be converted on assignment to alpha or DBCS, if necessary.

```
// makeTitle() upper-cases the parameter
// and centers it within the provided length
```

```
alphaTitle = makeTitle(alphaValue : 50);
ucs2Title = makeTitle(ucs2Value : 50);
dbcsTitle = makeTitle(dbcsValue : 50);
```



Mixed Environments: New XML-INTO option datasubf

The new <u>datasubf</u> option enables XML-INTO to support XML elements in this form <mp type="regular" id="13573">John Smith

Problem solved by datasubf:

When an XML element has attributes or child elements, the XML element (emp) itself matches an RPG data structure and the attributes (type, id) match the subfields. (Child elements would also match subfields.) If there is text data for the data structure ("John Smith"), there is no XML name available for subfield matching.

Without the datasubf option, two XML-INTO operations would be needed to get the data from that XML element.

One XML-INTO would get the type and id values One XML-INTO would get the value "John Smith" The allowextra=yes option would be needed for both XML-INTOs



XML-INTO datasubf Example

<emp type="regular" id="13573">John Smith</emp>

RPG coding to get the information with one XML-INTO operation:

```
D emp
             ds
                      7p 0
D
   id
                    10a
D
 type
  value
                    100a
D
/free
   XML-INTO emp %xml('emp.xml' :
                    : 'datasubf=value doc=file');
   // \text{emp.id} = 13573
   // emp.type = 'regular'
   // emp.value = 'John Smith'
```



Mixed Environments: New XML-INTO option countprefix

The new <u>countprefix</u> option enables RPG programmers to get more information about an XML document using XML-INTO.

Problem solved by countprefix:

When an XML element has a variable number repeating elements, it matches an RPG array. The RPG programmer has to code the maximum elements for the RPG array, but the XML document will usually have fewer elements.

Without the countprefix option,

The allowmissing=yes option would be required, also allowing other necessary data to be missing The RPG programmer would have to figure out how many XML elements there were by looking for some default valu**e**.



XML-INTO countprefix Example

The <u>countprefix</u> option gives the prefix for the subfields to receive the count of the number of XML elements used to fill the RPG array.

<team>

```
<manager>Jack Spratt</manager>
  <emp>John Smith</emp>
  <emp>Mary Jones</emp>
</team>
```

The RPG data structure.

D	team	DS		
D	manager		25A	
D	emp		25A	dim(100)
D	numemp		10i 0	

No "numemp" tag in the XML for subfield "numemp".





IBM XL C/C++ for AIX Compiler



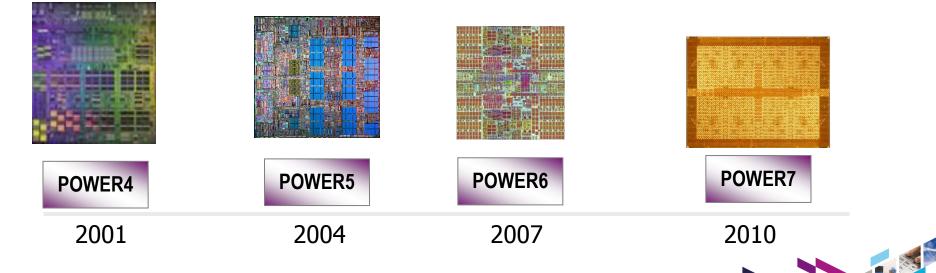


XL C/C++ for AIX

- Provides full exploitation of all POWER hardware architectures, including POWER7
 - Enable applications to take advantage of leading-edge performance of the new hardware without source code changes

Compiler development works closely with hardware development team

 Compiler prototypes were used to validate functional and performance objectives of IBM processors



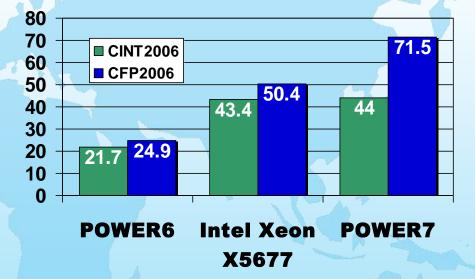


spec'

Delivering industry leading performance on POWER7

- XL C/C++ v11, XL Fortran v13 and POWER7 delivered *indsutry leading* SPEC[®] CPU2006 performance results
 - #1 in both SPECint [®] and SPECfp [®] performance
- Enhanced Optimization Capabilities:
 - POWER7 exploitation
 - Automatic SIMD code generation
 - Automatic parallelization
 - Whole program optimization
 - Profile-based optimization
 - Aggressive memory optimization





SPEC® and the benchmark names SPECint® and SPECfp® are registered trademarks of the Standard Performance Evaluation Corporation. Competitive benchmark results stated above reflect results published on www.spec.org as of May 19, 2010. For the latest SPEC®CPU2006 benchmark results, visit <u>www.spec.org</u>.



Delivering Performance for Key IBM Software

XL C/C++ for AIX is used to build and tune IBM's leading software products

Example: DB2, AIX Operating System...



"The DB2 product is built using the xIC compiler, including advanced optimization capabilities including whole program analysis and profile directed feedback. We leverage the detailed informational messages emitted by the compiler to improve source quality and identify defects early in the development cycle. We find that the xIC compiler produces high quality code that contributes to the superior database performance that our customers value. We depend on the continual improvements in compiler optimization technology delivered in xIC to effectively exploit new processor technology such as POWER7"

Drew Bradstock, Program Director, DB2 LUW Product Management





Improve Programmer Productivity

New compile option to protect applications from stack-smashing attacks

Ensures stack stays coherent and uncorrupted

Listing enhancements to improve program understanding and problem determination

Profiling reports now shows loop iteration counts, function call structures and execution counts, and cache miss data

Data reorganization report shows a summary of how program variables areh reorganized by the compiler

New compiler reports to assist performance tuning

Provide users insights into what the optimizer has done to the code

Generate transformation report in XML format

Enable better visualization and analysis of compiler information

Consumable by programming tools

New features to reduce compile time at high optimization

Support pre-link of IPA objects

Allow use of stale profile directed feedback information at link time



IBM,

Simplify Programming Support for parallel programming

- Support for Automatic Parallelization
 - Automatically parallelize loops without changes to existing "serial" source code
 - Reduces complexity in parallel programming, shortens development time, and increases programmer productivity
- Leverage OpenMP (Open Multi-Processing)
 Parallel Programming Language
 - Non-proprietary application programming interface (API) specification for shared-memory multiprocessing systems
 - Simplify programming model to *increase productivity*
 - Develop portable parallel code
- XL C/C++ v11 support Automatic Parallelization and the latest OpenMP API V3.0 specification





Protect Investment Providing Easy Migration to IBM Power Systems

Supports the C and C++ ANSI programming language standards and gcc extensions

Allows for portability of source code among a variety of compiler implementations

Enables easy migration of C/C applications to IBM Power Systems

Supports a subset of the draft C++0x standard

C++0X is the the next C++ programming language standard

Supports OpenMP (Open Multi-Processing)

Non-proprietary application programming interface (API) specification for sharedmemory multiprocessing systems

Simplify programming model to increase productivity

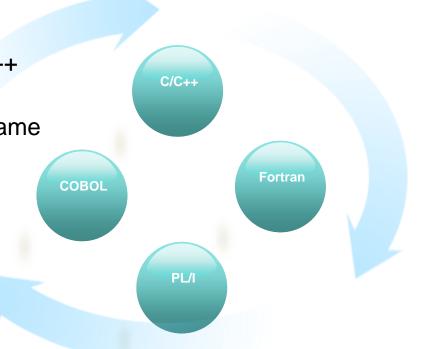




Complex Applications with Multiple Languages

Leverage the strengths of different programming languages within the same application

Support mixed language environment Allows intermix COBOL, PL/I, C, and C++ within the same application Intermix C/C++ and Fortran within the same application



Summary

- IBM C/C++ Compilers are designed to exploit ...
 - Advances in POWER architectures
- New innovations in optimization technology improves application performance on both new and existing hardware
 - Introduced over 100 new optimizations in the last 5 years
 - Provides significant performance boost to applications without the need for source change
 - > Don't have to wait for hardware upgrade to upgrade compilers

IBM C/C++ compilers provide capability to ….

- Support industry language standards and extensions
 - Easily port applications to IBM platforms
- Improve programmer productivity
 - Reduce programming complexity of hardware architectures
 - Improve efficiency of problem determination and performance tuning









Rational Developer for Power Systems Software A family of integrated development environments for any type of Power Systems Software application development.





Why Use Rational Developer for Power Systems

Improve developer productivity

- Integrated tools
- Rich development features
- Analysis tools to improve code understanding
- Customizable environment

Skills

- Attract and retain new talent
- Skills portability between projects and platforms
- Common development tools across multiple platforms and programming languages
 - Rational Developer for System z
 - Rational Application Developer for J2EE
 - Rational Business Developer for EGL
 - Rational Software Architect for UML modeling

Community

 Vibrant Eclipse community providing educational ongoing enhancements, resources, open source and 3rd party extensions

Remote C/C++-RemoteSystemsTempFiles/DBGAIX3.TOROLAB.IDMLOM/home2/voultsin/fe File Edit Refactor Navigate Search Project Run Window Heip	ttchmail/alloca.c - IIIM Rational Developer for Power Systems Software
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Project Expl 🖉 Remote Syst 🕺 🔍 🗖 🖻 aloca.c 😒	
Alex Connection	compile-time
B-G Local #endif /* STACE DIRECTION undef:	ined */ blockinput.h
B Plos #endif /* emacs */	pointer : void*
B P My Home B C Engine /* If your stack is a linked link	st of frames, you have to
Engine provide an "address metric" .	ADDRESS_FUNCTION macro. */
B C fetchmal	CRAY_STACKSEG_END) - * stack_dr: vt
- 0. accolm4 long 100afunc (); -0. accolm4 #define ADDRESS_FUNCTION(arg) (4	char *) 100afunc (6(arg)) -# STAOC_DR - • ⁶ find_stad_drection():voi
- AUTHORS #else	# ALION_SIZE
Bootstrap.sc #endif #define ADDRESS FUNCTION	N(arg) {(arg) - • algn:char[]
- Changelog - El charkelas c #1.1 ST	E S (anonymous)
-8, conf.c typedef void *pointer;	o deep : dhar* o h : struct
- config.guess typedef char *pointer;	- 10 header : union hdr
-8 config.h #endif	
🖹 Remote Type Hierarchy 🛛 🕄	accounting and a power
DistributionResponseMessage t	
🎦 🐮 🏗 🗄 🗝 🤣 🔲	E Outline 🛛 🕴 🖓 👷 🔏 🔍 🗖
😑 🔄 DistributionResponseMessage_t	
DistributionResponseMessage	RequestDistribution.hpp
	FD2messageString.hpp
	vector h Open
	string
	# AN_DISTRIBUTION_HPF Declarations •
	std References
	DataItem
	RequestDistribution
DistributionnseMessage t 🛛 🛼 🛛 😿 🦷	Distribution_Cache
DistributionnseMessage_t 🍾 🕅	AnDistribution
bucketCount	 Distribution_Cache(RequestDistribution&)
-	💿 initMinMaxInc() : void
 _buckets 	makeLabel(int) : const char*
 _dataLen 	····· 🔶 _id : short
 	baseGroupId : AnGroupId_t
• id	< _groupUnderOver : unsigned
	🔶 _bounds : tBounds
 _realMaxValue 	dataType : TypeIndex::PrimitiveType
 _realMinValue 	🔶 _dataSize : unsigned
_	inc : DataItem*
	→ max : DataItem*



Install Local – Develop Remote



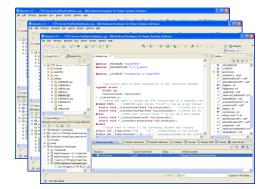
Rational Developer for Power tools install on a PC

Leveraging processing and graphical capabilities of the workstation Allows for off-loading of server and disconnected development Target remote systems for development (IBM i, AIX)

File access, searching, build, and debug performed on server

Same design as Rational Developer for System z

Authentication and access based on AIX server ID









Remote System Explorer



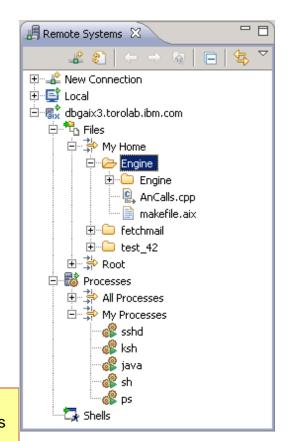
Remote System Explorer (RSE) is a graphical explorer mechanism for remote systems

- 1. Define a connection to your desired server
- 2. Expand to explore the file system and processes
- 3. Create filters for quick access to common folders & files
- 4. Integrated actions (copy, renamed, delete, search)
- 5. Run shells from inside the Workbench

\$ ls -l							-
total 808							
-rw-rr	1 voutsin	staff	347648	Mar		FDFD.doc	
drwxr-xr-x	5 voutsin	staff	4096	Mar		distribution	
drwxr-xr-x	5 voutsin	staff	256	Mar	14:33	eValidator	
drwxr-xr-x	3 voutsin	staff	256	Mar		interface	
drwxr-xr-x	2 voutsin	staff	4096	Mar			
-rw-rr	1 voutsin	staff		Mar		makefile.aix	
-rw-rr	1 voutsin	staff	1784	Mar	13:38	makefile.linux	
-rw-rr	1 voutsin	staff	2060	Mar	13:38	makefile.picl	
-rw-rr	1 voutsin	staff	13619	Mar		makerule.aix	
-rw-rr	1 voutsin	staff	13628	Mar	13:38	makerule.linux	
drwxr-xr-x	5 voutsin	staff	256	Mar	14:33	max	
drwxr-xr-x	5 voutsin	staff	4096	Mar	14:33	minmax	
drwxr-xr-x	5 voutsin	staff	4096	Mar		outliers	
drwxr-xr-x	2 voutsin	staff	256	Mar	14:34	unitTest	
drwxr-xr-x	2 voutsin	staff	256	Mar	14:57	userLib	
-rw-rr	1 voutsin	staff	162	Mar	14:57	~\$FDFD.doc	
4 4 4 4 4 4 4 4							



 * Reduce learning curve with simple UI
 * Eliminate platform specific development tools improving skills portability between platforms





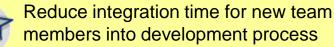
Remote System Explorer

Remote System Explorer predefines common actions for files, folders, and processes

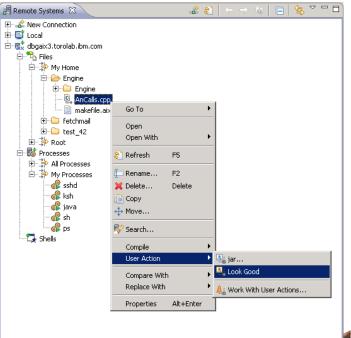
Users can define their own as well

- Predefined actions for all file types on the server
- User/team can define custom actions Custom commands like "make pretty" Build scripts

Team specific tools for files, folders, jobs, etc.



Parent profile: emorg			
E New	Action name: Lo	ok Good	
Folder action	Comment: ma	make pretty command	
E-C Folder	Command:		
iavac	./pretty \${resource_name}	}	
🖳 🔠 jar			
E- 📄 File	त	Þ	
javac	Insert variable	- 12	
jar	Insert Variable	<u>E</u> dit	
- 🏭 unjar			
&≟ gmake &≟ make	Prompt first	Refresh after 🔽 Show acti	
make	Single selection only		
	Resource types for which t	his action will appear	
	Defined Types	Selected Types	
	ZIP 🔺	Add> CPP	
		lemove	
	C	: <u>d</u> it	
	WAR -	<u>-9</u> cm	
î.			

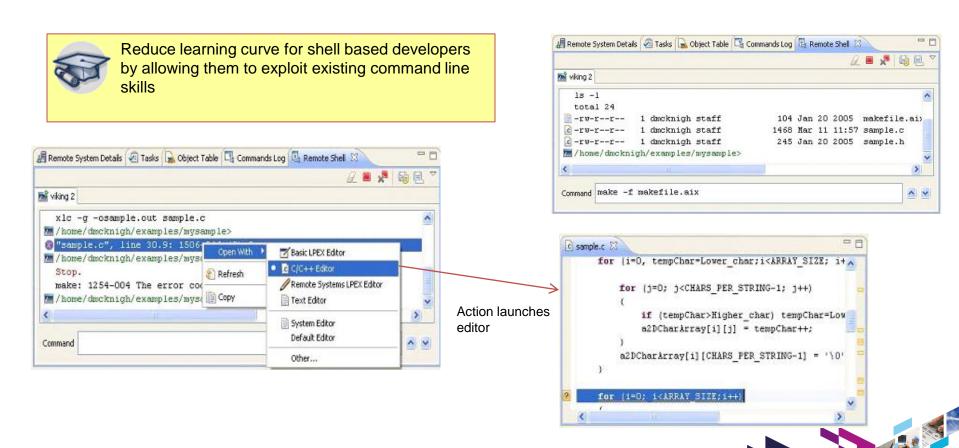


IBM.

Integrated Command Shell

Remote System Explorer (RSE) brings the shell environment into the IDE

- Open multiple shells for any connection
- Helps bridge old command line with new technology by integrating actions into shell



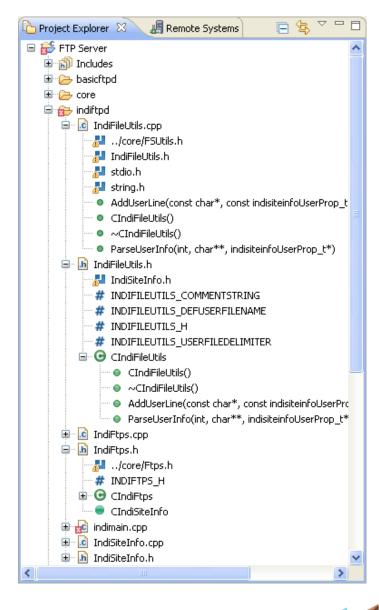


Organize with Projects

- Projects are a grouping to help organize source
 - 3 Options: remote, local, or mounted
- Remote projects
 - Maps project to remote file system
 - Keeps source code on the server
- Local projects
 - Project stored on local drive
 - Changes synchronized with remote location
 - Allows disconnected development

- Mounted projects
 - Local project but stored on a mounted file system
 - Hybrid of remote and local





IBM.

Local Project with File Synchronization

Files in a local project are stored on the local workstation

But are also associated with a remote location

Remote Reconciler view keeps local project and remote location synchronized

Changes can be pushed automatically on a save or build

esource	Type of Connection	Status	Remote Location	
📛 COBOLProject	Local		(dbgaix3) /home2/yantzi/demos/COBOLProject	
FTPS Server	Local	Pending Pending	(dbgaix3) /home2/yantzi/demos/FTP5 Server	Show Remote Location
E, FtpsXfer.cpp		In Transit		🍫 Edit Remote Location
 Makefile indimain.cpp 		Pending In Transit In Transit		♣ Push Delta ♣ Push Selected
🚰 Payroll	Local		(dbgaix3) /home2/yantzi/demos/COBOLPayroll	 ŶPush All ✓ Sign Push on Save ✓ Sign Push on Build
		1111		Pull from Remote Location
				J 🗃 Clean Project
				🔜 Build Project
				🔚 Launch Shell
				🔊 Refresh Ignore

IBM

Organize with Projects

- Projects allow the tools to understand more than individual source members
- Allows for project level awareness
 - Project level indexing
 - Content assist
 - Language aware searching
 - Type and call hierarchies
 - Leverage Eclipse project features like local history and working sets
 - Integrated build and error feedback
 - Integration with Eclipse team providers like Rational Team Concert for Power

© Search	
🔗 Remote C/C++ Search 📴 Test Log Search	< >
Search string (* = any string, ? = any character):	
	Case sensitive
Search For Class / Struct Function Variable	Limit To
	References O All Occurrences
Enumeration Enumerator Namespace	
Typedef Macro Any Element	
Scope	
Workspace Oselected resources OEnclose	ing projects
O Working set:	Choose
(?) Customize	Search Cancel

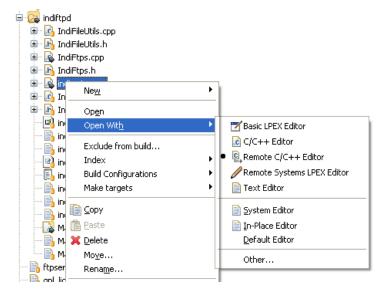


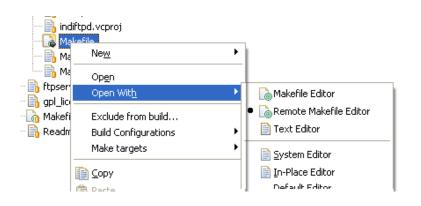


Rich C/C++ Editing



- Rational Developer for Power uses registered Eclipse editors based on file type
- Same editors are used by Remote System Explorer and projects

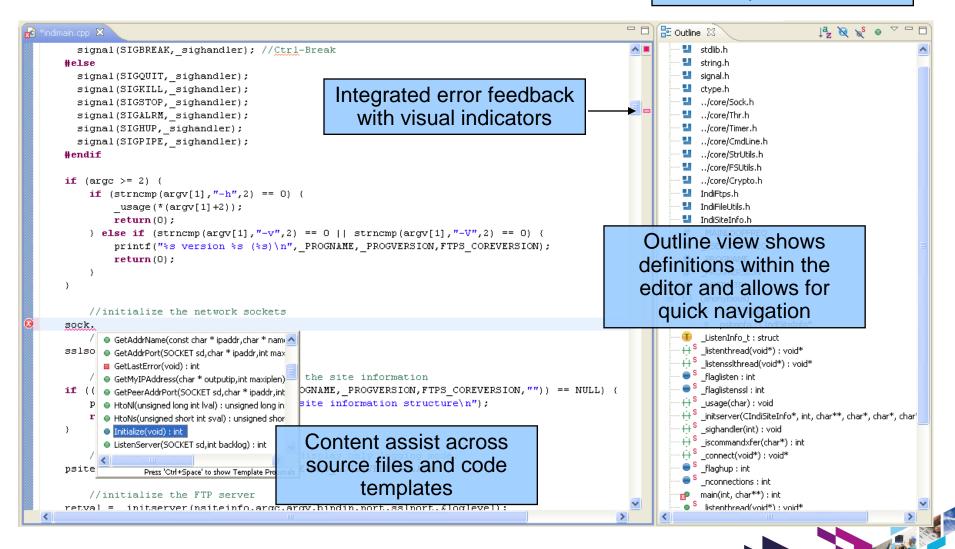






Rich C/C++ Editing

Rich editing experience with language specific Eclipse editors





Rational Developer for Power includes additional

C/C++ Analysis Tools

Rem CIndiSiteInfo	note Call Hierarchy 🖹 Remote Type Hierarch	hy X □ * 1 1 1 1 1 2 ~	tools to help understand and navigate structure of
CIndiSiteInfo	 CIndiSiteInfo m_privkeysize m_pubkeysize m_pubkeysize m_serlist CIndiSiteInfo(char *, char *, int, int *, char *	har *)	an application rarchy X Remote Type Hierarchy If TP Server/indiftpd/IndiSiteInfo.c Image: Comparison of the server indiftpd/IndiSiteInfo.c
Remote Type Hi view shows (inheritance hie along with field methods	C++ rarchy Is and	 CIndiSiteInfo::m_mutexusers (3 matches) CIndiSiteInfo::m_userlist (2 matches) CThr::V({types.h:10527} *) (2 matches) ++ pthread_mutex_unlock({types.h:10527}) CIndiSiteInfo::m_dll 	Remote Call Hierarchy



Integrated Build Support

Exploit your make files quickly and easily Builds can be invoked

- On demand
- Each time a file is saved



Integrated error feedback, allows for fast compile problems

Output from make shown in console view

Individual compiler messages are extracted and added to the Problems view

Double-clicking on an error opens the file and jumps to the line in error



Identify, location, and fix errors quickly

Problems 🕱			
errors, 1 warning, 0 others			
Description A	Resou	rce	Path
Second			
	10		harde b
The #include file "bogus.h" is not found.	t.C		basic_b
😣 make: *** [t.o] Error 1	basic_	build	
🗄 🙆 Warnings (1 item)			
Indexer: Unresolved inclusion: "bogus.h" in file: /ho	t.C		basic_b
[
/			
1			
			•
			•
t.C 23			
tc ⊠ l#include "t.h"			
tC ⊠ 1#include "t.h" 2#include "bogus.h"			<u> </u>
tC ⊠ l#include "t.h"			
<pre> tC & ##include "t.h" 2#include "bogus.h" 3#include <stdio.h> 4 5void A::f(){ printf("In A::f this = %08x\n", this); </stdio.h></pre>			
<pre> LC X ##include "t.h" 2#include "bogus.h" 3#include <stdio.h> 4 Svoid A::f(){ printf("In A::f this = %08x\n", this); 6void B::f(){ printf("In B::f this = %08x\n", this); </stdio.h></pre>	A::f();		
<pre> tC & 1#include "t.h" 2#include "bogus.h" 3#include <stdio.h> 4 Svoid A::f() { printf("In A::f this = %08x\n", this); 6void B::f() { printf("In B::f this = %08x\n", this); ; 7void C::f() { printf("In C::f this = %08x\n", this); ; </stdio.h></pre>	A::f(); A::f();	}	
<pre> LC X ##include "t.h" 2#include "bogus.h" 3#include <stdio.h> 4 Svoid A::f(){ printf("In A::f this = %08x\n", this); 6void B::f(){ printf("In B::f this = %08x\n", this); </stdio.h></pre>	A::f(); A::f(); B::f();	}	
<pre> tc & 1#include "t.h" 2#include "bogus.h" 3#include <stdio.h> 4 5void A::f() { printf("In A::f this = %08x\n", this); 6void B::f() { printf("In B::f this = %08x\n", this); 7void C::f() { printf("In C::f this = %08x\n", this); 8void D::f() { printf("In D::f this = %08x\n", this); </stdio.h></pre>	A::f(); A::f(); B::f(); B::f();	} } C::f();	
<pre> tC & tf include "t.h"</pre>	A::f(); A::f(); B::f(); B::f(); C::f();	} } C::f(); }	
<pre> tC & 1#include "t.h" 2#include "bcgus.h" 3#include <stdio.h> 4 5void A::f() { printf("In A::f this = %0&x\n", this); 6void B::f() { printf("In B::f this = %0&x\n", this); j 7void C::f() { printf("In C::f this = %0&x\n", this); j 8void D::f() { printf("In D::f this = %0&x\n", this); j 9void C::f() { printf("In E::f this = %0&x\n", this); j 10void F::f() { printf("In F::f this = %0&x\n", this); j 11void G::f() { printf("In F::f this = %0&x\n", this); j 12void H::f() { printf("In H::f this = %0&x\n", this); j </stdio.h></pre>	A::f(); A::f(); B::f(); B::f(); C::f(); D::f(); D::f();	<pre>} } C::f(); } E::f();</pre>	3
<pre> tC & 1#include "t.h" 1#include "t.h" 2#include "bogus.h" 3#include <stdio.h> 4 Svoid A::f() { printf("In A::f this = %08x\n", this); 4 Svoid D::f() { printf("In C::f this = %08x\n", this); Pvoid C::f() { printf("In C::f this = %08x\n", this); Svoid D::f() { printf("In C::f this = %08x\n", this); Svoid E::f() { printf("In E::f this = %08x\n", this); 10void F::f() { printf("In F::f this = %08x\n", this); 11void G::f() { printf("In F::f this = %08x\n", this); 11void H::f() { printf("In I::f this = %08x\n", this); 13void I::f()</stdio.h></pre>	A::f(); A::f(); B::f(); B::f(); C::f(); D::f(); E::f();	<pre>} } C::f(); } E::f(); F::f();</pre>	3
<pre> tC & 1#include "t.h" 2#include "t.h" 2#include "t.h" 3#include <stdio.h> 4 Svoid A::f() { printf("In A::f this = %08x\n", this); 4 Svoid A::f() { printf("In B::f this = %08x\n", this); 4 Svoid C::f() { printf("In D::f this = %08x\n", this); 3void C::f() { printf("In D::f this = %08x\n", this); Svoid E::f() { printf("In E::f this = %08x\n", this); Svoid E::f() { printf("In F::f this = %08x\n", this); 10void F::f() { printf("In F::f this = %08x\n", this); 11void G::f() { printf("In S::f this = %08x\n", this); 12void H::f() { printf("In H::f this = %08x\n", this); 13void I::f() { printf("In I::f this = %08x\n", this); 14void J::f() { printf("In J::f this = %08x\n", this); 14void J::f() { printf("In J::f this = %08x\n", this); 14void J::f() { printf("In J::f this = %08x\n", this); 14void J::f() { printf("In J::f this = %08x\n", this); 15;</stdio.h></pre>	A::f(); A::f(); B::f(); B::f(); C::f(); D::f(); E::f(); F::f();	<pre>} } C::f(); } E::f(); F::f(); }</pre>	} }
<pre> tc & 1#include "t.h" 2#include "bogs.h" 3#include <stdio.h> 4 5void A::f() { printf("In A::f this = \$08x\n", this); 4 5void B::f() { printf("In B::f this = \$08x\n", this); 7void C::f() { printf("In C::f this = \$08x\n", this); 3void D::f() { printf("In C::f this = \$08x\n", this); 1void C::f() { printf("In E::f this = \$08x\n", this); 10void F::f() { printf("In F::f this = \$08x\n", this); 11void G::f() { printf("In G::f this = \$08x\n", this); 12void H::f() { printf("In I::f this = \$08x\n", this); 12void H::f() { printf("In I::f this = \$08x\n", this); 13void I::f() { printf("In I::f this = \$08x\n", this); 13void J::f() { printf("In I::f this = \$08x\n", this); 15void K::f() { printf("In K::f this =</stdio.h></pre>	A::f(); A::f(); B::f(); B::f(); C::f(); D::f(); D::f(); E::f(); F::f(); G::f();	<pre>} } C::f(); } E::f(); F::f(); H::f();</pre>	} } }
<pre> tC & 1#include "t.h" 2#include "bogus.h" 3#include <stdio.h> 4 Syoid A::f() { printf("In A::f this = %0&x\n", this); for d B::f() { printf("In B::f this = %0&x\n", this); Syoid C::f() { printf("In C::f this = %0&x\n", this); Syoid D::f() { printf("In C::f this = %0&x\n", this); Syoid D::f() { printf("In E::f this = %0&x\n", this); Syoid E::f() { printf("In F::f this = %0&x\n", this); 10void F::f() { printf("In F::f this = %0&x\n", this); 11void G::f() { printf("In F::f this = %0&x\n", this); 11void G::f() { printf("In I::f this = %0&x\n", this); 11void G::f() { printf("In I::f this = %0&x\n", this); 11void I::f() { printf("In I::f this = %0&x\n", this); 11void I::f() { printf("In X::f this = %0&x\n", this); 11void X::f() { printf("In X::f this = %0&x\n", this); 15void X::f() { printf("In I::f this = %0&x\n", this); 16void L::f() { printf("In I::f this = %0&x\n", this); 16void L::f() { printf("In I::f this = %0&x\n", this); 11void X::f() { printf("In X::f this = %0&x\n", this); 11void X::f() { printf("In X::f this = %0&x\n", this); 11void X::f() { printf("In X::f this = %0&x\n", this); 11void X::f() { printf("In X::f this = %0&x\n", this); 11void X::f() { printf("In X::f this = %0&x\n", this); 11void X::f() { printf("In X::f this = %0&x\n", this); 11void X::f() { printf("In X::f this = %0&x\n", this); 11void X::f() { printf("In X::f this = %0&x\n", this); 11void X::f() { printf("In X::f this = %0&x\n", this); 11void X::f() { printf("In X::f this = %0&x\n", this); 11void X::f() { printf("In X::f this = %0&x\n", this); 11void X::f() { printf("In X::f this = %0&x\n", this); 11void X::f() { printf("In X::f this = %0&x\n", this); 11void X::f() { printf("In X::f this = %0&x\n", this); 11void X::f() { printf("In X::f this = %0&x\n", t</stdio.h></pre>	A::f(); A::f(); B::f(); B::f(); C::f(); D::f(); D::f(); E::f(); F::f(); G::f();	<pre>} } C::f(); } E::f(); F::f(); H::f(); I::f();</pre>	} } } }
<pre> tC & 1#include "t.h" 2#include "bogus.h" 3#include <stdio.h> 4 Svoid A::f(){ printf("In A::f this = %08x\n", this); 4 Svoid A::f(){ printf("In B::f this = %08x\n", this); 4 Svoid C::f(){ printf("In D::f this = %08x\n", this); 1 void C::f(){ printf("In D::f this = %08x\n", this); 1 void E::f(){ printf("In E::f this = %08x\n", this); 1 void E::f(){ printf("In E::f this = %08x\n", this); 1 void E::f(){ printf("In E::f this = %08x\n", this); 1 lvoid F::f(){ printf("In E::f this = %08x\n", this); 1 lvoid H::f(){ printf("In I::f this = %08x\n", this); 1 lvoid I::f(){ printf("In J::f this = %08x\n", this); 1 lvoid I::f(){ printf("In X::f this = %08x\n", this); 1 lvoid L::f(){ printf("In L::f this = %08x\n", this); 1 lvoid L::f(){ printf("In K::f this = %08x\n", this); 1 lvoid L::f(){ printf("In M::f this = %08x\n", this); 1 lvoid M::f(){ printf("In M::f this = %08x\n", this); 1 lvoid M::f(){ printf("In M::f this = %08x\n", this); 1 lvoid M::f(){ printf("In M::f this = %08x\n", this); 1 lvoid M::f(){ printf("In M::f this = %08x\n", this); 1 lvoid M::f(){ printf("In M::f this = %08x\n", this); 1 lvoid M::f(){ printf("In M::f this = %08x\n", this); 1 lvoid M::f(){ printf("In M::f this = %08x\n", this); 1 lvoid M::f(){ printf("In M::f this = %08x\n", this); 1 lvoid M::f(){ printf("In M::f this = %08x\n", this); 1 lvoid M::f(){ printf("In M::f this = %08x\n", this); 1 lvoid M::f(){ printf("In M::f this = %08x\n", this); 1 lvoid M::f(){ printf("In M::f this = %08x\n", this); 1 lvoid M::f(){ printf("In M::f this = %08x\n", this); 1 lvoid M::f(){ printf</stdio.h></pre>	A::f(); A::f(); B::f(); B::f(); C::f(); D::f(); D::f(); E::f(); G::f(); H::f();	<pre>} } C::f(); } E::f(); F::f(); H::f(); J::f(); J::f();</pre>	} } } }
<pre> tC & 1#include "t.h" 1#include "t.h" 2#include "bogus.h" 3#include <stdio.h> 4 Svoid A::f() { printf("In A::f this = %08x\n", this); found A::f() { printf("In B::f this = %08x\n", this); Svoid D::f() { printf("In C::f this = %08x\n", this); Svoid D::f() { printf("In D::f this = %08x\n", this); Svoid D::f() { printf("In E::f this = %08x\n", this); 10void F::f() { printf("In F::f this = %08x\n", this); 11void G::f() { printf("In F::f this = %08x\n", this); 11void G::f() { printf("In F::f this = %08x\n", this); 11void G::f() { printf("In I::f this = %08x\n", this); 11void I::f() { printf("In I::f this = %08x\n", this); 11void I::f() { printf("In I::f this = %08x\n", this); 11void I::f() { printf("In K::f this = %08x\n", this); 11void I::f() { printf("In K::f this = %08x\n", this); 11void I::f() { printf("In K::f this = %08x\n", this); 11void I::f() { printf("In K::f this = %08x\n", this); 11void I::f() { printf("In K::f this = %08x\n", this); 11void I::f() { printf("In K::f this = %08x\n", this); 11void I::f() { printf("In K::f this = %08x\n", this); 11void I::f() { printf("In K::f this = %08x\n", this); 11void I::f() { printf("In K::f this = %08x\n", this); 11void I::f() { printf("In K::f this = %08x\n", this); 11void I::f() { printf("In K::f this = %08x\n", this); 11void I::f() { printf("In K::f this = %08x\n", this); 11void I::f() { printf("In K::f this = %08x\n", this); 11void I::f() { printf("In K::f this = %08x\n", this); 11void I::f() { printf("In K::f this = %08x\n", this); 11void I::f() { printf("In K::f this = %08x\n", this); 11void I::f() { printf("In K::f this = %08x\n", this); 11void I::f() { printf("In K::f this = %08x\n", this); 11void I::f() { printf("In K::f this = %08x\n", this); 11void I::f() { printf("</stdio.h></pre>	A::f(); A::f(); B::f(); B::f(); C::f(); D::f(); D::f(); E::f(); G::f(); H::f(); I::f(); K::f();	<pre>} } C::f(); } E::f(); F::f(); H::f(); J::f(); L::f();</pre>	} } } } }



Remote C/C++ - FTP Server/indiftpd/Makefile - IBM Rational C/C++	and COBOL Developme	nt Tools for AIX		
<u>E</u> ile <u>E</u> dit Refac <u>t</u> or <u>N</u> avigate Se <u>a</u> rch <u>P</u> roject <u>R</u> un <u>W</u> indow <u>H</u> elp				
┆╘╩╺╶╔╺╘┇╸╔╸┊┫╸╗╸┆┿╸	0 • 🧣 • 🛛 🥖 🗄 🥭	🛷 • 🗄 🔳 📑 🖢 • 🖗 • 🌾 🌾		
🕎 妃 indimain.cpp 🛛 🔂 IndiFtps.cpp 🚺 Makefile 🛛			🗖 🗖 🗗 Outline 🖾 🛛 🖓 🗸	- 8
<pre># #LIBSTDCPP = -1stdc++</pre>			CC	
<pre>#LIBPTHR = -lpthread #LDFLAGS = \$(LIBPTHR) \$(LIBSTDC) \$(LIBSTDCPP)</pre>				
LDFLAGS = -lpthread -lc -lc r				
	Makefi	le editor with	CFLAGS	
# Set the compiler options	out	line view		
CFLAGS = -02 -pedantic -fno-builtin -DAIX				
-				
<pre># List C++ source files here. (C++ dependencies # Core source files</pre>	are automatically	generated.)		
FILESCORE = BlowfishCrypt.cpp CmdLine.cpp Crypt	o.cpp Dll.cpp FSUt	ils.cpp \	⊡ Ho objects	
Ftps.cpp FtpsXfer.cpp Log.cpp Servi				_
SSLSock.cpp StrUtils.cpp Termcli.cp # IndiFTPD source files	p Termsrv.cpp Thr.	cpp Timer.cpp	↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓	
FILESINDI = IndiFileUtils.cpp IndiFtps.cpp indi	.main.cpp IndiSite?	Info.cpp	↓ \$(CC) -g -c \${CFLAGS} Ind	
			indiFtps.o	
<pre># Set the directory path for the core files SRCCORE = \$(FILESCORE:%=/core/%)</pre>			indiciteInfo.o	
# Set the directory path for the IndiFTPD files	3		\$(CC) -g -c \${CFLAGS} ind	
SRCINDI = \$(FILESINDI:%=./%)			indiobjs	
# Define the core object files.			i dean	
* berne the tore object files.				
🖹 Problems 🕱 🖉 Tasks 🔲 Properties 🇊 Remote Call Hierarch 隆 R	Remote Type Hierarc 🗋 🗖 🗖	🖳 Console 🛛 🖳 Remote Shell		
2 errors, 1 warning, 0 others	~	C-Build [FTP Server]		
Description A Resource Path	Locat Type	"indimain.cpp", line 160.5: unexpected.	: 1540-0063 (S) The text "}" is	<u>~</u>
🖃 🔇 Errors (2 items)		······································	s/proj/p0/vabld/run/vacpp/101/aix	/з
	r/indiftpd line 73 C/C++ r/indiftpd line 160 C/C++	ofucton/facesc/pin/xic -o i	-	
The text "}" is unexpected. indimain.cpp FTP Server d Warnings (1 item)	yinairtpa line 160 C/C++	/core/BlowfishCrypt.o/ /core/Dll.o/core/FSUti	/core/CmdLine.o/core/Crypto.o	
		/core/FtpsXfer.o/core/	•	
		/core/SiteInfo.o/core/		
Integrated error feedba	ck	/core/StrUtile.c/core/	/Termali o /acro/Termary o	
		IndiSiteInfo.o	Itput from makefile	
after build completes		(continuing)make: 1254-004	4 The error code from the last	
		command is 1.		
	>	. <u> </u>		~
		Writable Smart Insert 56 : 1	15	

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