

Chapter 1: Introduction
You will learn: <ul style="list-style-type: none">• The design process for on-line systems.• What the design must accomplish.• A transaction processing system model.• Elements of a project cycle.• Creating a functional design.
Chapter 2: Overview
You will learn: <ul style="list-style-type: none">• The differences between on-line and batch.• CICS application program memory management.• The purpose of a task.• Purpose of the CICS system programs.
Chapter 3: Facilities and Functions
You will learn: <ul style="list-style-type: none">• CICS system modules and its interaction with CICS tables.• Program management and its relation to a task.• To enable a program to work with VSAM files.• Features of BMS.• Usage of a Temporary Storage queue.• The different types of Transient Data queues.• How to apply interval control and time management into programs.
Chapter 4: Tuning a System
You will learn: <ul style="list-style-type: none">• Factors affecting performance.• Performance tools that are available.• Tips for the application programmer to improve performance.
Chapter 5: Task Design
You will learn: <ul style="list-style-type: none">• The interaction between the PCT and PPT.• Task initiation process under CICS.• Multitasking programming issues.• Pseudo conversation program design.

Chapter 6: Screen Design

You will learn:

- Basic screen layout.
- Screen verbiage issues - ie. clarity, conciseness.
- 3270 attributes and extended attributes.
- Using cursor and color effectively.
- Optimize screen output.
- Screen testing techniques.

Chapter 7: File Design

You will learn:

- The different type of files supported by CICS.
- File browsing and some of its pitfalls.
- Working with alternate indexes.
- File locking and integrity.
- Advantages of using a database over using VSAM.

Chapter 8: Other Design Areas

You will learn:

- The different type of files supported by CICS.
- When to use temporary storage and transient data queues.
- Naming conventions for queues.
- ATI usage.

Chapter 9: Recovery and Restart

You will learn:

- Background and forward recovery.
- System startup/shutdown procedures and what can be done at startup/shutdown.
- The different types of shutdown.

Chapter 10: CICS Recommendations and Conventions

You will learn:

- Design issues and conventions that reflect paging and reference set.
- Additional file design recommendations.
- Program design, debugging, and performance issues.
- Naming conventions.