

Chapter 1: REXX: Introduction

You will learn:

- REXX syntax rules.
- REXX language featureset and components.
- REXX syntax.
- Instruction - types.
- How to execute a REXX procedure.
- ALTLIB command.

Chapter 2: REXX Statements

You will learn:

- Variables.
- REXX expressions.
- Concatenation.
- Conditional programming and flow of control.
- Condition traps.

Chapter 3: Functions and Subroutines

You will learn:

- CALL routine and RETURN.
- Function - types.
- Coding functions in a program.
- Subroutines.
- Variable-sharing.
- Built-in functions.

Chapter 4: Application Development

You will learn:

- Passing input data on strings.
- Handling error conditions.
- Debugging commands.
- Determining dataset characteristics.
- Verifying the existence of a dataset.
- Getting system information.
- Pushing and popping a stack on a queue.

Chapter 5: Data Structures, I/O, and Host Environment

You will learn:

- The data stack and queue.
- Buffers.
- QUEUE instruction.
- PUSH instruction.
- Creating a buffer on the data stack.
- Invoking an EXEC from an EXEC.
- Host command environment.
- SUBCOM command.
- REXX components in Non-TSO address space.
- Executing REXX.
- ALTLIB - z/OS features.

Chapter 6: REXX Pitfalls

You will learn:

- Common mistakes with uninitialized variables.
- How to identify variable scoping problems.
- Problems with the PARSE instruction.
- CALL statement syntax.
- Issues with compound variables.
- Strict versus non-strict comparison.
- Avoiding line continuation errors.
- Explicit concatenation.
- Uppercasing by ARG and PULL.
- Null strings versus omitted strings.
- Case sensitivity of labels.
- Condition handling.