

Chapter 1: Features and Facilities

You will learn:

- C Concepts and terminology.
- C SDF environments.
- C Default PF keys.
- C Panel and line commands.
- C How to obtain help.
- C Primary commands.

Chapter 2: Screen Design

You will learn:

- C Characteristics of the 3270.
- C 3270 native-mode programming.
- C Creating a mapset.
- C Data formats.
- C Send maponly.
- C Screen design steps.
- C Types of online applications.
- C Types of operators.
- C Response-time requirements.
- C Terminal features.
- C Screen design guidelines.
- C Screen checklist.
- C Diagraming screen sequences.

Chapter 3: Screen Development

You will learn:

- C Select an SDF II function.
- C Select a profile editor dialog.
- C Specify the system environment.
- C Customize a window.
- C ISPF parameter options.
- C How to specify libraries.

Chapter 4: Panel Editor

You will learn:

- C Select an SDF II function.
- C Identify panel.
- C Steps in defining a panel.
- C Panel selection.
- C Define panel characteristics.
- C Select a panel editor dialog.
- C Define panel characteristics.
- C Define format.

Chapter 5: General Commands

You will learn:

- C AUTOSAVE, BOTTOM, CANCEL, CCANCEL, DOWN, END, JUMP, LEFT, NUMBER, PRESERVE, QUIT, QQUIT, REFRESH, RETURN, RIGHT, SAVE, TEST, TOP, UP.

Chapter 6: Line Commands

You will learn:

- C How to use of Line commands.
- C Select a panel group editor dialog.
- C Define format.
- C Quick field naming.
- C Move a block.
- C Primary commands.
- C How to define BMS characteristics.
- C Define panel instances.
- C Select an SDF II function.
- C Identify a panel group.
- C Define BMS characteristics.
- C Define panel list.
- C Define test layout.
- C Define panel group instances.

Chapter 7: Screen Commands

You will learn:

- C Screen commands.
- C Select a panel editor dialog.
- C Define fields.
- C Format element position.
- C Naming fields.
- C Field attributes list.
- C Define attributes.
- C Attribute procedures.
- C Define a minor structure.
- C Define structure column descriptions.
- C Define structure.

Chapter 8: Primary Commands

You will learn:

- C PANEL commands.
- C AUTOSAVE, CANCEL, CCANCEL, END, QUIT, QQUIT, RETURN, SAVE, BOTTOM, DOWN, LEFT TOP, UP, JUMP, NUMBER, PRESERVE, RESTORE, TEST, TRANSFER, PANEL EDITOR, COMMANDS, ATTRIBUTE, BOX, DELBOX, CAPS, COPYBLOCK, DELBLOCK, FIELDATTR, FORMAT, HEX, INITIAL, LINECMD, MARKS, MOVEBLOCK, NAME, NULLS, POSITION, REPEAT, SAMPLE, SHOW,
- C Define BMS characteristics.
- C PANEL position and justification.

Chapter 9: Generating Maps

You will learn:

- C How to define BMS characteristics.
- C How to identify object for generation.
- C Specify generation parameters.
- C List generation messages.
- C Define BMS characteristics.
- C Define panel instances.
- C List objects.
- C Specify libraries in MVS.

Chapter 10: List Utility

You will learn:

- C How to select an SDF II function.
- C Define an object list.
- C List objects.
- C List object commands.
- C Line commands for List objects.
- C Identify an object for generation.
- C Select an SDF II function.
- C Select a utility.
- C Specify Print utility parameters.
- C Select Import utility parameters.
- C Specify Conversion utility parameters.