

Chapter  
1

# FUNDAMENTALS

*Get on the  
Fast Track!*



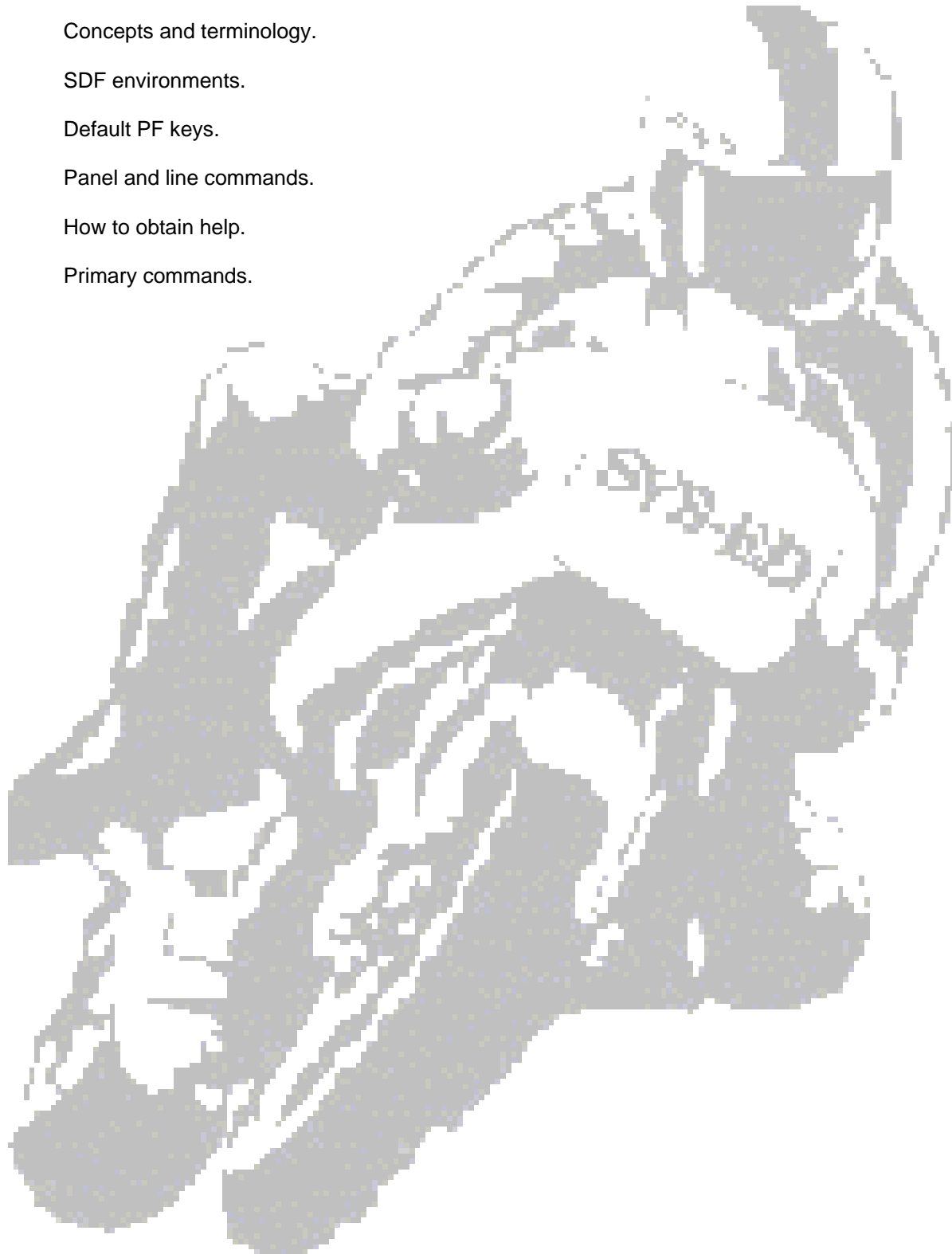
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**SYS-ED/  
COMPUTER  
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**Objectives**

You will learn:

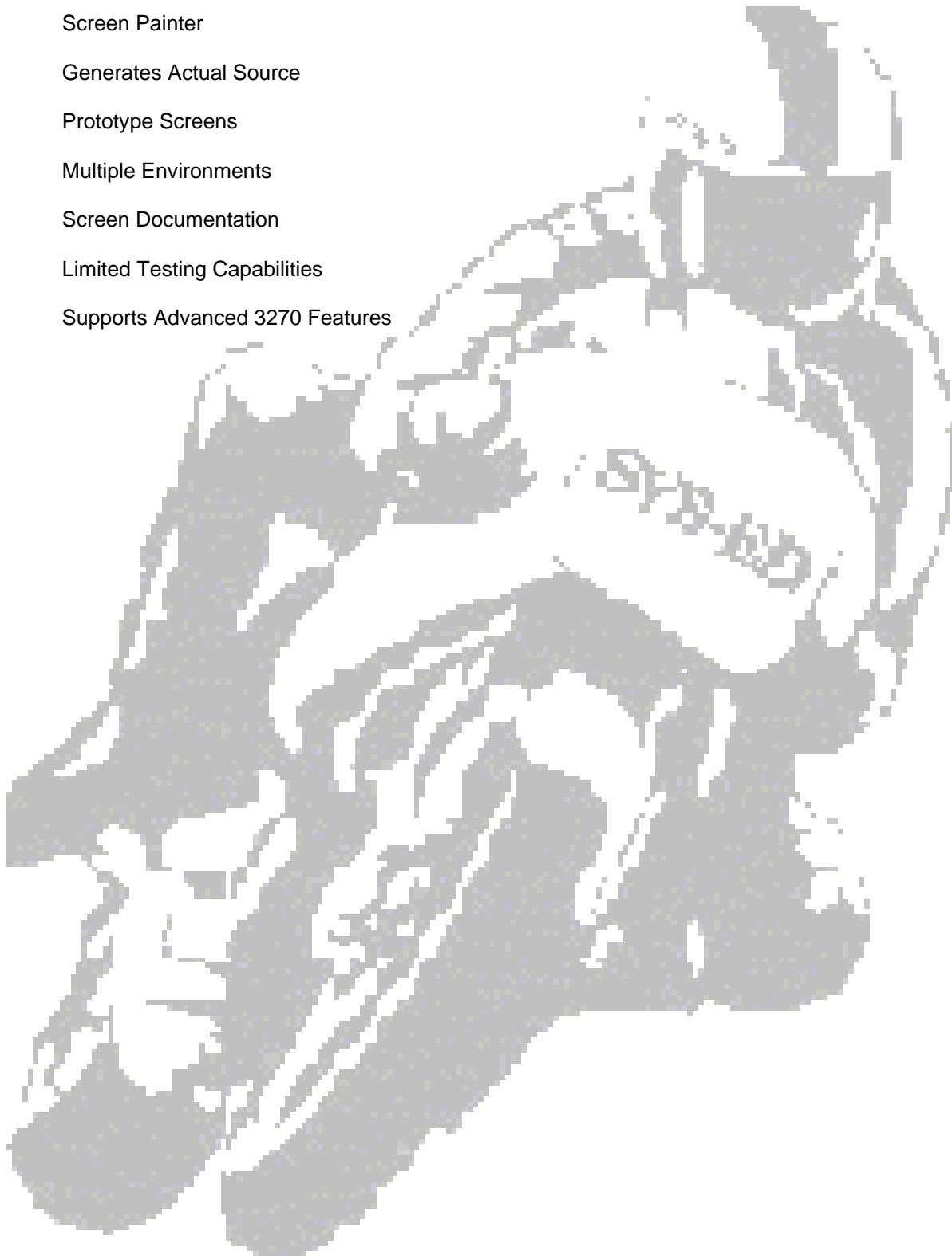
- C Concepts and terminology.
- C SDF environments.
- C Default PF keys.
- C Panel and line commands.
- C How to obtain help.
- C Primary commands.



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**1 What is SDF II**

- C Screen Painter
- C Generates Actual Source
- C Prototype Screens
- C Multiple Environments
- C Screen Documentation
- C Limited Testing Capabilities
- C Supports Advanced 3270 Features



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## 2 Concepts and Terminology

### TEXT

Unchanging information that the application program displays. This is text.

### VARIABLE FIELDS

Fields containing information that can be changed.

### ATTRIBUTES

Each field has properties, called attributes (e.g. color).

### FORMAT

The layout of the information and its attributes are the panel's format.

### DATA STRUCTURE

The application program uses the data structure to receive information from the panel and to pass information to it.

### ATTRIBUTE TABLE

A table which indicates to SDF II what the fields of your panel will look like and how they are to be handled.

**MARKS TABLE**

A table which identifies what special marks you may use when defining your panel. For example, one mark tells SDF II to center the contents of a line.

**DIALOG**

A dialog is an exchange of information.

**OBJECT**

SDF II stores panels on a disk. A panel is a type of object.

**LIBRARY**

SDF II stores all objects in a library.

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**3 DF Environments**

SDFII Object	IMS/MFS	CICS/BMS	CSP/AD	ISPF
Panel	Format set	Map	Map	Panel
Panel group		Map set	Map group	
Partition set	Partition definition block	Partition set		
AID table	PF key parameter of DEV statement			
	Operator control table			
	Operator control table			

#### 4 Default PF Keys

PF1	PF2	PF3	PF4	PF5	PF6
Help	Split	End	Return	Jump	Position

PF7	PF8	PF9	PF10	PF11	PF12
Up	Down	Swap	Left	Right	Cursor

Help	Gets information. Short messages, Long messages, and Online reference information are three types of information.
Split	Splits the screen horizontally.
End	Go back to the previous panel.
Return	Return to PRIMARY OPTION screen.
Jump	Move the cursor to a SDF II window.
Position	Mark the current position of the cursor.
Up	Scroll up.
Down	Scroll down.
Swap	Move the cursor from one logical screen to the other.
Left	Scroll left.
Right	Scroll right.
Cursor	CURSOR HOME.

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## 5 Panel and Line Commands

A panel command affects a part of the panel or the whole panel.

A line command affects one or more lines of a window. Line commands that work on blocks of lines are block commands.

When you need to know about a field in a panel, enter a question mark (?) in the first position of that field.



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## 6 How to Obtain Help in SDF II

Pressing the HELP key while you are in an SDF II dialog will display reference information topics relating to the current dialog.

Pressing HELP once after the display of long message or twice after a short message will display a help panel relating to the message.

Entering a ? in the first position of a field of an SDF II function panel will display a help panel with information relating to that field. This is called field sensitive-help.

### PANEL COMMANDS

The command line is cleared after successful processing of a command unless the command is preceded by an &.

For SDF II panel commands, enter ? in the command line to redisplay the last command, or = to process the last command again.

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**7 Primary Commands**

restore	Restores the last correct state of your object.
quit	Return to the previous panel.
qquit	Return to the previous panel. SDF II does not save any changes.
cancel	Return to the editor selection panel.
ccancel	Return to the panel from which you entered the editor.