Course Title: REXX for beginners

Course Description: Introduction to REXX, a procedural language that allows programs and algorithms to be written in a clear and structural way. The REXX programming language is typically used for: performing routine tasks, such as entering TSO/E commands, invoking other REXX execs, invoking applications written in other languages, ISPF applications, and one-time quick solutions to problems.

Course Prerequisite(s): Introduction to Mainframe Computing I and II, COBOL Programming, or experience with another programming language.

Course Objectives: To introduce REXX as an interpreted language under z/OS. Identify the language basic structures, perform data string manipulation and arithmetic. Explain REXX built-in functions, IO routines, arrays as stem variables and how to debug program through tracing.

Student Expectations: Write simple applications using REXX that involve calculation, data parsing, doing IOs to z/OS files and indexing/searching using stem variable. Use tracing to debug problem within the exec.

Textbook(s): OPTIONAL
Rexx's Programmer Reference; Wrox Publisher; Howard Fosdick; ISBN 0-7645-7996-7

Instructor Notes: The Textbooks are not required for the course, only as references. Handout will be given for each class session.

Lesson Plan – by week or session
Session 1: Introduction
   Language Basics:
   Expressions
   Operators
   Keyword instructions
Session 2: Control structures:
   If / Else
   Do
   Signal
   Select
   Call
Session 3: Subroutines / Functions
   Compound variables / Stem
   Indexing
   Data stack

5/18/2009
Session 4: Parsing
   IOs
Session 5: Built-in Functions
Session 6: Built-in Functions (cont)
   z/OS Functions
Session 7: Debugging
   Tracing
Session 8: Programming Style
   Interfacing with ISPF