

# *iSeries Application Development with Java*

(Course Number S6228)

## **Objective**

To explore the features of the Java™ platform and other technologies as implemented for the IBM *e*server iSeries platform. The student will receive hands-on education through the development of a Java application for the iSeries that will employ the concepts discussed in class.

**Audience:** Programmers and software engineers.

**Location:** Rochester, Minnesota

**Duration:** 4.5 Days

**Schedule:** Class will meet from 8:30 a.m. to 4:30 p.m. Monday through Thursday and 8:30 a.m. to Noon on Friday.

**Format:** Hands-on workshop with supporting lecture.

**Prerequisites:** S6222 - Object Oriented Software Engineering with Java for iSeries, or equivalent.

## **Abstract**

The course revolves around the application development efforts of a hypothetical company. This company has made past investments in Information Technology solutions deployed to the iSeries platform. These solutions include RPG based applications and data stores containing company data. Now the company wishes to extend a portion of their infrastructure in order to realize the benefits of using the object oriented technique and the Java platform on iSeries.

This course will have the student implement software solutions to a set of provided requirements. The solutions will be built in a series of steps, with each step incorporating new function and building upon the success of prior steps. The instructor will provide an overview of technologies to be used to implement the requirements, and provide one-on-one mentoring and guidance during implementation.



The solution will focus on architectural elements relevant to a distributed application solution, including:

- User interface construction
- Interprocess communication
- Data and legacy application access
- Thread management

In addition, the student will gain experience in the use of VisualAge® for Java as an implementation tool, and performance and debugging tools.



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## Remarks

This course does not explore web based architectures as an implementation alternative to that developed in class, as this would require an introduction to supporting middleware. Rather the goal is to give the student an appreciation for technologies not found in a typical RPG implementation such as Client/Server architectures, GUI toolkits, SQL, thread management, TCP/IP programming, and object oriented software construction. These skills further translate to the implementation of a web architecture.

<b>Day</b>	<b>Topics</b>
<b>1</b>	Data Access
<b>2</b>	Data Access/Legacy Access
<b>3</b>	Interprocess Communication
<b>4</b>	Thread Management/UI Construction
<b>5</b>	Performance Evaluation