

## Beginning Cobol For Programmers

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Beginning COBOL for Programmers is a comprehensive, sophisticated tutorial and modular skills reference on the COBOL programming language for established programmers. This book is for you if you are a developer who would like to - or must - add COBOL to your repertoire.

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What is COBOL? Common Business-Oriented Language a.k.a COBOL is a compiled English-like computer programming language designed for business use. It is imperative, procedural and, since 2002,...

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a developer who would like to—or must—add COBOL to your repertoire. Perhaps you recognize the opportunities presented by the current COBOL skills crisis, or are working in a mission critical enterprise which retains legacy COBOL applications.

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Apress Source Code This repository accompanies Beginning COBOL for Programmers by Michael Coughlan (Apress, 2014). Download the files as a zip using the green button, or clone the repository to your machine using Git.

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### [Welcome to: Introduction to COBOL Programming](#)

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Visual COBOL: A Developer's Guide to Modern COBOL; 2014. Beginning COBOL for Programmers; 2013. COBOL for the 21st Century; 2008. Java for COBOL Programmers; 2006. The Power of COBOL: for Systems Developers of the 21st Century ; 2005. COBOL for the 21st Century ; 2004. COBOL Programmers Swing with Java;

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Beginning COBOL for Programmers is a comprehensive, sophisticated tutorial and modular skills reference on the COBOL programming language for established programmers. This book is for you if you are a developer who would like to—or must—add COBOL to your repertoire. Perhaps you recognize the opportunities presented by the current COBOL skills crisis, or are working in a mission critical enterprise which retains legacy COBOL applications. Whatever your situation, Beginning COBOL for Programmers meets your needs as an established programmer moving to COBOL. Beginning COBOL for

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The basics of COBOL and its control structures  
How to declare and manipulate data, including tabular data  
How to handle sequential, indexed, and relative files  
How to SORT data and use Input and Output procedures  
How to SEARCH tabular data  
How to use contained and external subprograms to create modular programs  
How to use the COBOL Report Writer  
How to write ISO 2002 object-oriented COBOL programs

Who this book is for  
This book is for established programmers looking for a COBOL tutorial and modular skills reference in one handy book. Whether you have inherited some legacy COBOL and need to maintain it, or you have a fresh COBOL project in front of you, the tutorial and skills reference will help you succeed in COBOL.

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Sams Teach Yourself COBOL in 24 Hours teaches the basics of COBOL programming in 24 step-by-step lessons. Each lesson builds on the previous one providing a solid foundation in COBOL programming concepts and techniques. This hands-on guide is the easiest, fastest way to begin creating standard COBOL compliant code. Business professionals and programmers from other languages will find this hands-on, task-oriented tutorial extremely useful for learning the essential features and concepts of COBOL programming. Writing a program can be a complex task. Concentrating on one development tool guides you to good results every time. There will be no programs that will not compile!

Based on the best-selling, COBOL text by Robert and Nancy Stern. \* Increased coverage of ILE COBOL and subfiles.

Confused about zSeries Mainframes? Need to understand the z/OS operating system - and in a hurry? Then you've just found the book you need. Avoiding technical jargon, this book gives you the basic facts in clear, light-hearted, entertaining English. You'll quickly learn what Mainframes are, what they do, what runs on them, and terms and terminology you need to speak Mainframe-ese. But it's not all technical. There's also invaluable information on the people that work on Mainframes, Mainframe management issues, new Mainframe trends, and other facts that don't seem to be written down anywhere else. Programmers, managers, recruitment consultants, and industry commentators will all find this book their new best friend when trying to understand the Mainframe world.

In the fast moving world of information technology, Java is now the number 1 programming language. Programmers and developers everywhere need to know Java to keep pace with traditional and web-based application development. COBOL Programmers Swing with Java provides COBOL programmers a clear, easy transition to Java programming by drawing on the numerous similarities between COBOL and Java. The authors introduce the COBOL programmer to the history of Java and object-oriented programming and then dive into the details of the Java syntax, always contrasting them with their parallels in COBOL. A running case study gives the reader an overall view of application development with Java, with increased functionality as new material is presented. This new edition features the development of graphical user interfaces (GUI's) using the latest in Java Swing components. The clear writing style and excellent examples make the book suitable for anyone wanting to learn Java and OO programming, whether they have a background in COBOL or not.

This IBM® Redbooks® publication is based on the book Introduction to the New Mainframe: z/OS Basics, SG24-6366, which was produced by the International Technical Support Organization (ITSO), Poughkeepsie Center. It provides students of information systems technology with the background knowledge and skills necessary to begin using the basic facilities of a mainframe computer. For optimal learning, students are assumed to have successfully completed an introductory course in computer system concepts, such as computer organization and architecture, operating systems, data management, or data communications. They should also have successfully completed courses in one or more programming languages, and be PC literate. This textbook can also be used as a prerequisite for courses in advanced topics, or for internships and special studies. It is not intended to be a complete text covering all aspects of mainframe operation. It is also not a reference book that discusses every feature and option of the mainframe facilities. Others who can benefit from this course include experienced data processing professionals who have worked with non-mainframe platforms, or who are familiar with some aspects of the mainframe but want to become knowledgeable with other facilities and benefits of the mainframe environment. As we go through this course, we suggest that the instructor alternate between text, lecture, discussions, and hands-on exercises. Many of the exercises are cumulative, and are designed to show the student how to design and implement the topic presented. The instructor-led discussions and hands-on exercises are an integral part of the course, and can include topics not covered in this textbook. In this course, we use simplified examples and focus mainly on basic system functions. Hands-on exercises are provided throughout the course to help students explore the mainframe style of computing. At the end of this course, you will be familiar with the following information: Basic concepts of the mainframe, including its usage and architecture  
Fundamentals of IBM z/VSE® (VSE), an IBM zTM Systems entry mainframe operating system (OS)  
An understanding of mainframe workloads and the major middleware applications in use on mainframes today  
The basis for subsequent course work in more advanced, specialized areas of z/VSE, such as system administration or application programming

Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

Summary Do you have a fantastic idea for an iPhone app but no idea how to bring it to life? Great news! With the right tools and a little practice, anyone can create an app. This book will get you started, even if you've never written a line of computer code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Anyone Can Create an App begins with the basics by introducing programming concepts, the Swift language, and the tools you'll need to write iOS apps. As you explore the interesting examples, illuminating illustrations, and crystal-

clear step-by-step instructions, you'll learn to: Get started programming, no experience necessary! Add controls like text boxes and buttons Keep track of your favorite things by creating the Like It or Not (LioN) app By the end, you'll be able to create and run your own apps, and you'll have the confidence to learn more on your own. The book is updated for Swift 3. About the Reader This book is written especially for non programmers - no experience needed! About the Author Wendy Wise has an extensive background in mobile and application development and has worked with several Fortune 500 companies. In her 17-year technical career, Wendy has served as a senior director of software development, a senior product manager for international mobile applications, and a hands-on developer for web and mobile technologies, among many other technical roles. Wendy fully embraces her nerd/geek side, as you'll find out as you read this book. In her spare time, she enjoys beer, coffee, photography, camping, and being outdoors. Table of Contents PART 1 - YOUR VERY FIRST APP Getting started Building your first app Your first app, explained Learning more about your development tools: Xcode Capturing users' actions: adding buttons The button app, explained Capturing user input: adding text boxes Playing on the Playground PART 2 - THE KEYS TO THE CITY: UNDERSTANDING KEY DEVELOPMENT CONCEPTS Go with the flow, man! Controlling the flow of your app While you're doing that... Collections Telling stories with storyboards ViewControllers in depth Put it on my tab: creating tab bars Table views: more than a coffee table picture book Patterns: learning to sew PART 3 - CREATING THE LIKE IT OR NOT APP Putting it all together: the LioN app Adding data to your LioN app Displaying details of your LioN Creating the details of the detail view The AddEditView scene Delegates are everywhere Editing LioNs Saving LioNs Making your LioN prettier Working with Auto Layout Search your LioNs

Forget what you think you may know about COBOL. Even though the language is more than 50 years old, COBOL applications still reign in the world of enterprise IT. With billions of transactions executed every day and often running behind the scenes, COBOL systems touch many aspects of our daily lives. Your mission: To start a new era of innovation powered by modern tools that bridge COBOL systems to the world of Java and .NET. Brought to you by Micro Focus ([www.microfocus.com](http://www.microfocus.com)), the leader in COBOL development tools, this book is written for the COBOL, Java and .NET developer. Key features include: A simplified real-world example to illustrate key concepts; an explanation of the .NET and Java object models for the COBOL developer; an introduction to COBOL for the Java or .NET developer; a complete reference to the new syntax for Visual COBOL; and a free student development tools license integrated within Visual Studio and Eclipse. The author, Paul Kelly, has worked at Micro Focus for over twenty years. He started as a technical author before moving into software development. Paul worked on Visual COBOL for 10 years between 2002 and 2012, initially on Visual Studio development, then later on Eclipse, before changing roles again to work as an architect developing a cloud-based SaaS offering for Micro Focus.

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