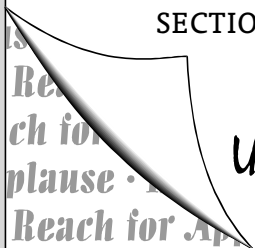


AS/SET Overview

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AS/SET Workshops

Workshop 4: Display Program Definition

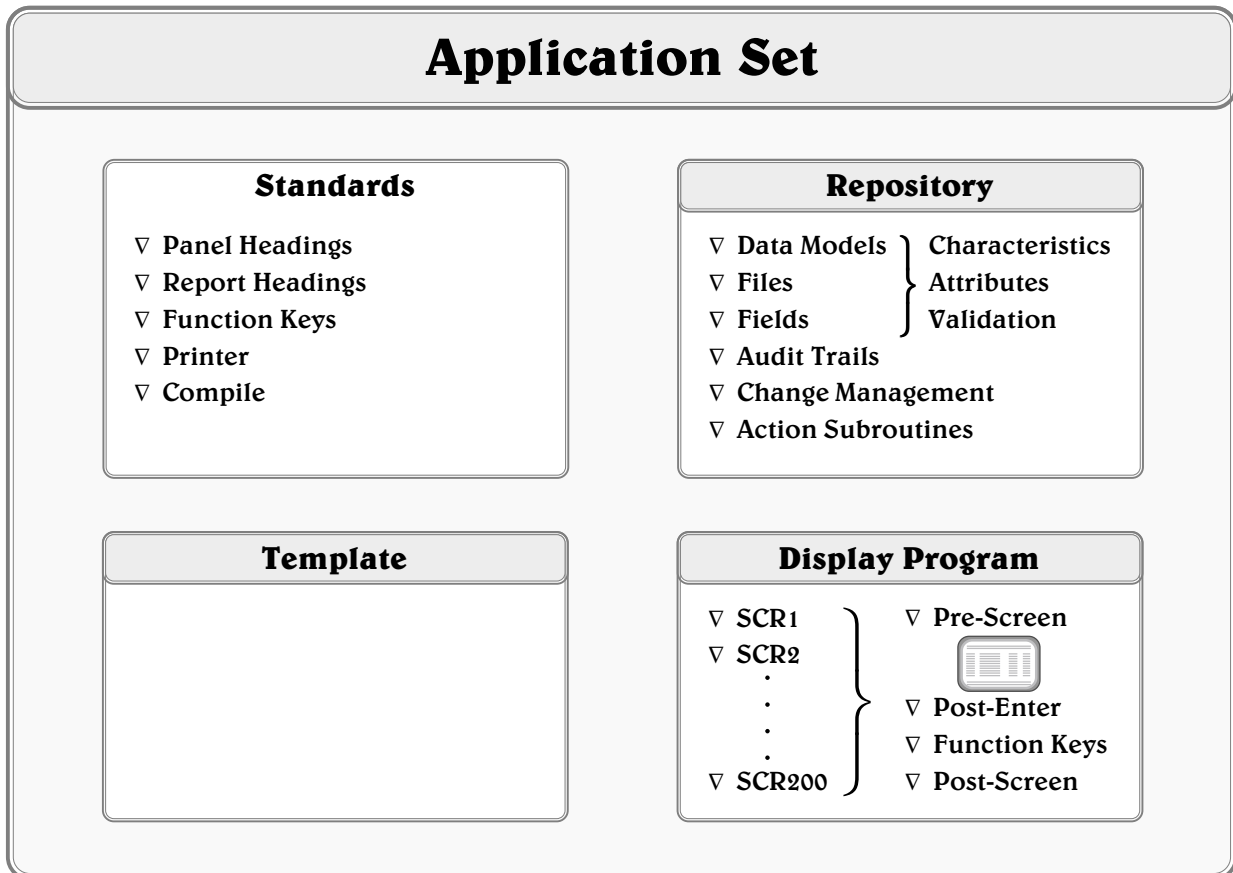
```
Fields Delete Exit Help
DP12205 Data Model / Field Selection - CUSTMNT More:
S Include Delete Exit Help
m DP12235 Data Model Field Selection - ORDER More:
A S DP12240 Available Fields - ORDER More: +
d Select ("/") one or more fields to be Included. Then Enter.
A
Act Field Typ Lngt Field Description File
/ CUSNUM P 7,0 Customer Number CUSTOMER
/ CNAME A 30 Customer Name CUSTOMER
- CADDR1 A 25 Customer Address 1 CUSTOMER
- CADDR2 A 25 Customer Address 2 CUSTOMER
- CCITY A 15 Customer City CUSTOMER
/ CSTATE A 2 Customer State CUSTOMER
- CZIPCD A 10 Customer Zipcode CUSTOMER
E - SLSNO P 6,0 Customer Salesperson CUSTOMER
F Enter F1=Help F7=Bkwd F8=Fwd F12=Cancel F14=Select All
```

- ◆ This window shows all the available Fields from the Data Model. The Fields shown here may not be in the same order as the order on your screen.
- ◆ Select using a / (slash) the Fields needed on the subfile. Select the customer number (CUSNUM), name (CNAME) and state (CSTATE) Fields. The order in which the Fields are Selected is the order in which they will be displayed on the Screen. The order can be changed on the Screen, but it is easier to Select the order as early as possible.
- ◆ Press **ENTER** to accept the Selections and **ENTER** again to return to the Selected Fields screen.

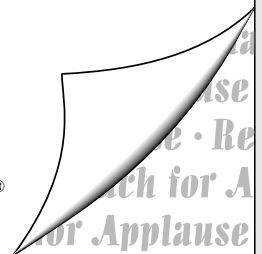
Reach for
Achieve
please
Reach for Ap

Unbeaten Path®

Display Programs



- ◆ A Screen is comprised of a panel and action diagram logic points.
The Screen painter used is a superset of the AS/400 Screen painter called SDA.
If you know SDA, then you know how to paint Screens with AS/SET.
Once the panel is painted, logic needs to be defined in 4 areas that allow the panel to be fully functional. These 4 areas are called action diagram points.
This logic determines, for example, what happens before the Screen is displayed, what happens when the user pressed ENTER, etc. This logic is known as action diagramming.
- ◆ Display Programs provide 4 points at which to do action diagramming.
These points are Pre-Screen, Post-Enter, Function Keys and Post-Screen.
The function keys of the Display Program will inherit the logic used to determine how function keys operate in the Application Set. These same four action diagram points appear in all Display Programs. Action diagramming is the lowest level of the product.



Appendix

Display Programs: Screen Header Information

Data_Models Placed_Fields Define_Actions Define_Help Exit Help

DP10100 Screen Edit - SCR1 5

F2=Data Models F3=Ext F5=Refrsh F6=Placed FlDs F7=Repaint Scrn F8=Edit Off
F11=Avail FlDs F12=Cn1 F14=Defn Help F16=Dsp Actn Bar F17=Pre-Scrn Actions
F18=Post-Scrn Actn F19=Post-Enter Actn F20=Func Key Actn F23=AD F24=DS Def

- F2** Select fields from data models.
- F3** Exit AS/SET program prompt.
- F5** Refresh screen.
- F6** View placed fields on screen.
- F7** Repaint screen from defaults and fields selected from data models.
- F8** Toggle screen editing on and off.
- F11** Prompt for available fields for selection.

- F12** Exit screen edit.
- F14** Define screen level help.
- F16** Toggle action bar on and off.
- F17** Define pre-screen actions.
- F18** Define post-screen actions.
- F19** Define post-enter actions.
- F20** Define function key actions.
- F23** View action diagram for entire program.
- F24** Define data structures and data areas.

