IMS02 IMS/DC(TM) For Application Developers

- **Course Description** This course provides students with the knowledge required to design, develop and maintain IMS/DC(TM) applications (MPP, IFP and BMP), written in either PL/1, COBOL or Assembler. The schedule incorporates practical sessions, giving students first hand experience of developing IMS/DC(TM) applications. The course includes an introduction to screen design using MFS, and includes the use of BTS as a development tool.
- **Who Should Attend** Students should be programmers, analyst/programmers or application developers intending to design or maintain IMS/DC(TM) applications in either PL/1, COBOL or Assembler.
 - **Pre-Requisites** No previous IMS/DC(TM) knowledge is required, but students should already be familiar with the host programming language, the TSO/ISPF development environment and should have attended IMS01 or have attained a base knowledge of IMS/DB(DL/1).
 - Duration 3 Days

The Information Management System

Review Of IMS/DB (DLI) IMS/DC(TM) Overview On-Line Programming Overview Fast Path Databases Overview On-Line VS. Batch

The IMS/DC(TM) On-Line Environment

The IMS/ESA Control Region IMS/ESA Dependent Regions -(MPR, IFP and BMP) Messages / Transactions The Message Queue(s) Logical / Physical Terminals Program Scheduling System / Transaction Flow IMS/ESA System Generation Overview

On-Line Programs

MPP IFP

Transaction Oriented BMP's Non Transaction Oriented BMP's PCB's - I/O, D/B, Alternate Receiving Messages Replying To Messages The Expedited Message Handler Transaction Response Mode WFI Transactions

Message Format Services

MFS Functional Overview Transaction Flow Using MFS MFS Control Blocks (MID/MOD/DIF/DOF)

Batch Terminal Simulator Overview

BTS Functional Overview Development Benefits BTS Commands File Requirements

IMS/DC(TM) Integrity Overview

Locking Logging Checkpoint RollBack

Conversational Processing

Conversational Transactions Overview Scratch Pad Area Processing

Fast Path Access Methods

MSDB's DEDB's DEDB Subset Pointers Access Method Compatibility