

# Invasion of APIs and the BLOB,

or how I learned to stop worrying and love the acronym.

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- 15+ Years in Synon/2e
- DBA, Architect, Developer, Instructor, Consultant, Cantankerous old coot.
- Currently Sr. Programmer Analyst/General Know It All at the warranty group<sup>®</sup>



- 2e developers with the following skills
  - Basic 2e skills (you can create a function)
  - Very basic RPG skills (You can spell RPG if spotted 2 letters and given 26 guesses)
  - Basic SQL skills (Create Table, Select, Insert and Update)



- Using APIs in a 2e Model
- Using the SQL BLOB data type.
- Q & A



- Issues arose with traditional method for listing spool files
  - Concerns over system upgrades
  - Speed
  - Left over spool filess
- Solution was to use API
  - Faster
  - Upgrade resistant
  - Sounds good, but what is it, and how do we use it



# What is an API

- An Application Programming Interface (API) is an interface between different software programs.
- An API can be generic (like a JAVA API) or specific to an application (like Google Maps API).
- OS/400 provides APIs that replicate commands (but with greater control/results.



- So, what can it do.
  - Information found on IBM Infocenter
  - "List" programs
    - Spool Files (hey that could work), Jobs, Objects, Object locks.
  - "Detail" programs
    - Object information, Job Information
  - Cool Other Stuff
    - User Spaces (sort of like large flat files) Used to store the "list" results
    - Validate User Password
    - Encryption



- Multiple methods to access APIs
  - Traditional RPG Programs (OPM and ILE)
    - Requires source code skills, limits enhancement/maintenance
  - CL Programs
    - Greater access to skills required, but still not a home run
  - 2e Functions
    - Pretty sure all 2e developers have the skills to enhance/maintain



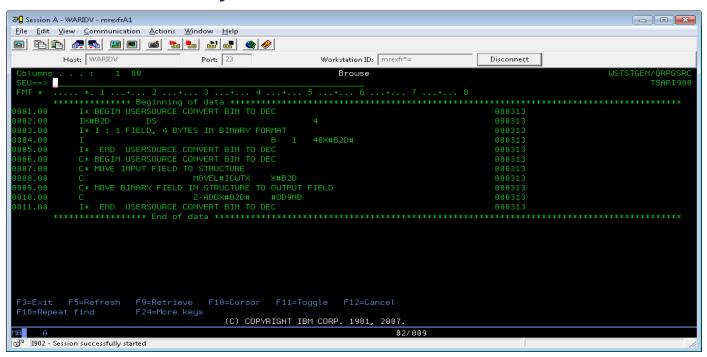
- So how do we get started
  - What API do I need?
    - List Spool Files
    - Create/Delete User Space
    - Retrieve User Space
  - Um, these don't look like 2e functions.
    - How do I deal with Binary fields?
    - Have no fear, lets break it down.



- 2e function required
  - Execute User Source
    - Used to convert decimal to binary back
  - Execute User Program
    - Used to define the API call
  - Execute Internal Functions
    - Wrapper
  - 2e Arrays
    - Used as parameter lists
    - Extensive use element feature

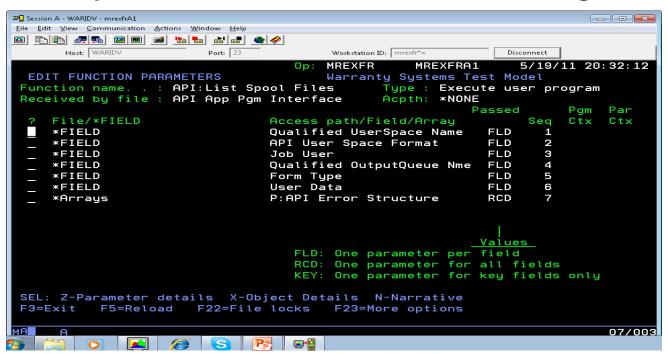


- User Source
  - Not as scary as it seems
  - 2e stores binary values as 4 character text



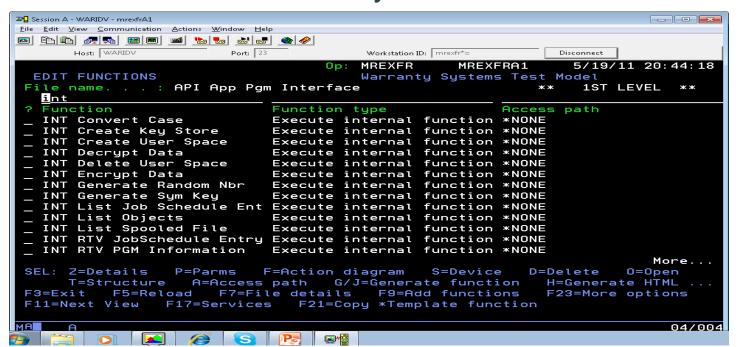


- Execute User Program
  - Placeholder for calls
  - Use arrays to handle parameter lists
  - Nearly all API calls return error messages





- Execute Internal Function
  - Basis for Modular Design
  - Functions limited to a single purpose
  - Build once use many times.



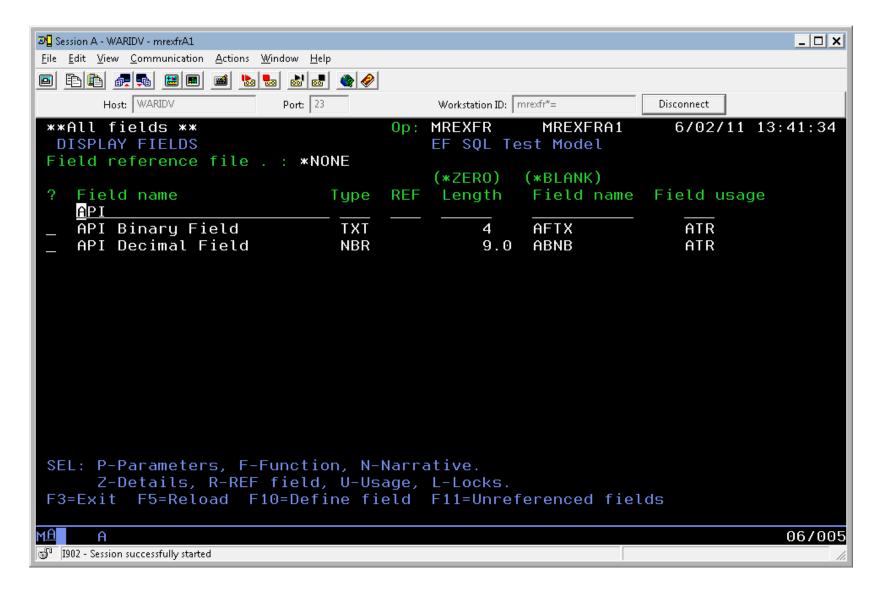
the warranty group whatever you need, wherever you are.



- Defining the functions
  - Fields required, Binary data is defined as 4 character text field in the model.
  - One time setup Binary to Decimal, Decimal to Binary User Source
  - Define API as an Execute User Programs.
  - All API functions define an Error Structure as part of each call. This returns blank or the message ID if there is a problem.

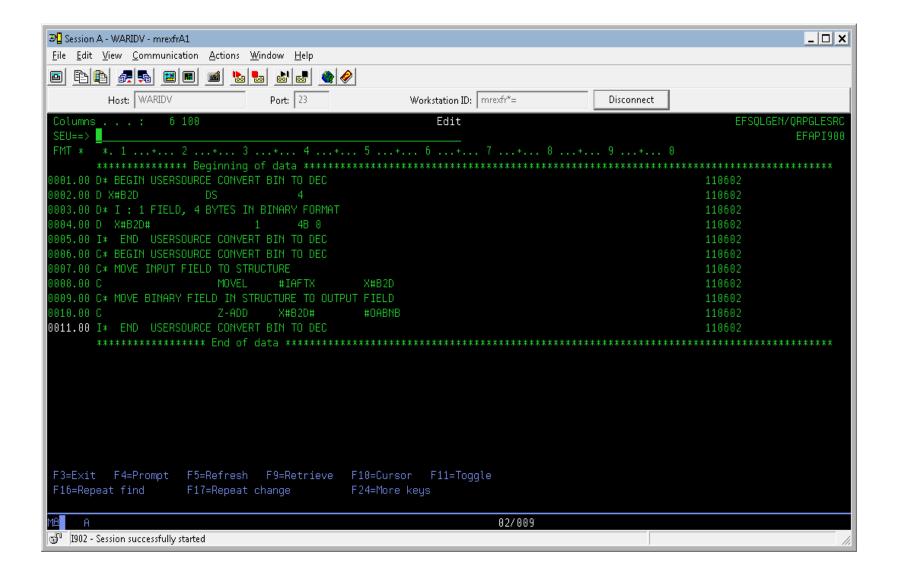


### API Sample – Defining Fields



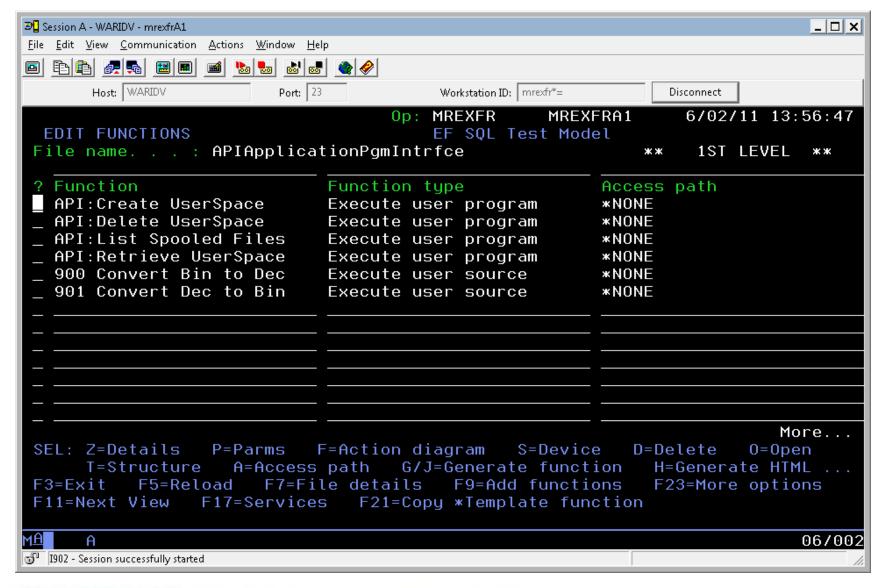


# API Sample – Create Conversion Source





# API Sample – User Program Stubs





- Define Execute Internal Function to wrap around the call to the API (Create User Space).
  - Users provide the name/library for object and get the return code to test for success/fail.
  - This creates a "black box" approach.
  - Hides the formatting and other logic from the developer.
  - Rinse and repeat for the Delete User Space API



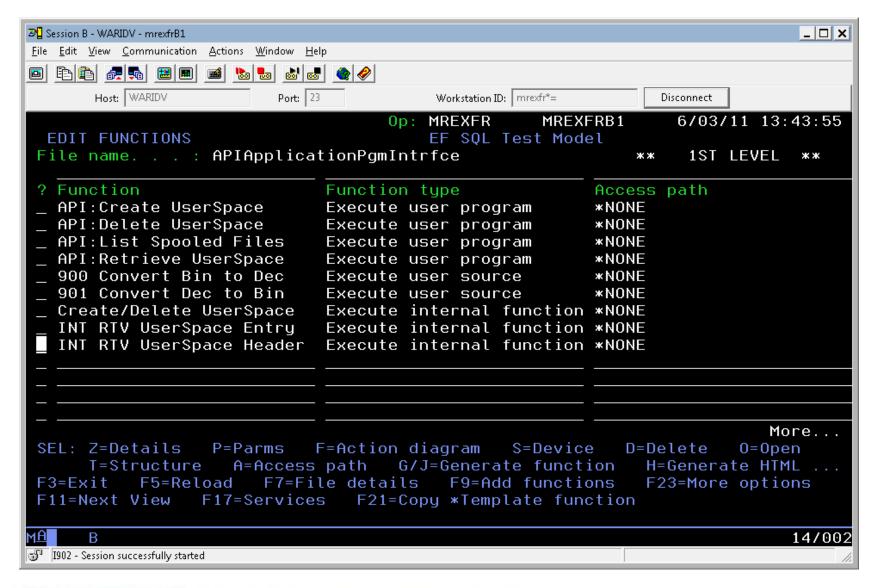
- Define a EXCINTFUN around the call to the list spool files API.
  - API Format (common to lists and some other types) is used to define the information returned.
- Reading from the User Space
  - A user space is nothing more then a flat file.
  - When you read, you define the starting point and how far to read



- Reading from the User Space cont.
  - List functions all define their information in a header the same way
  - Information header tells you how many records, where to start and how big a record is
  - Break down the process into 2 functions
    - Get User Space Record and Get Header Information
  - First create a EXCINTFUN that passes in user space name, starting point and length to read and returns what was read and a return code
  - Get Header Information calls the prior function.

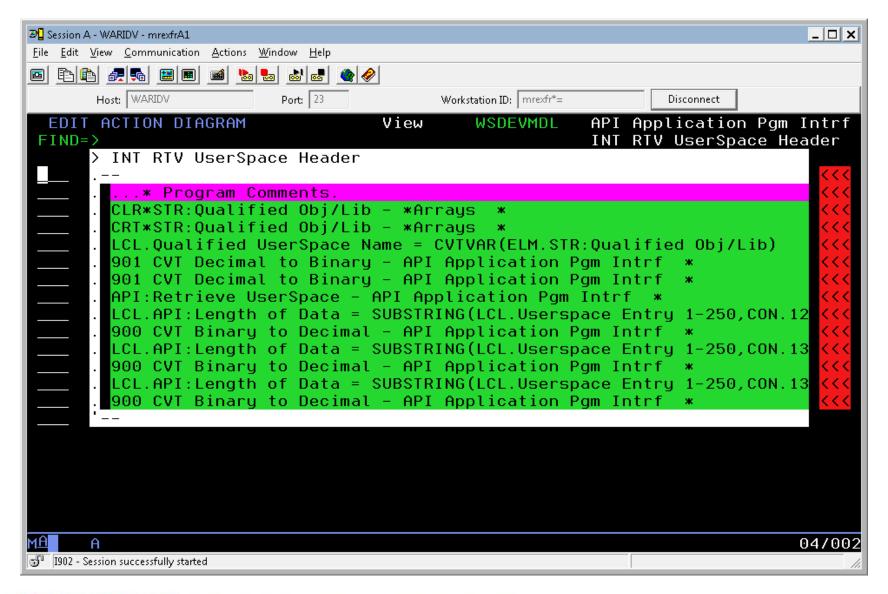


# **API** Sample cont





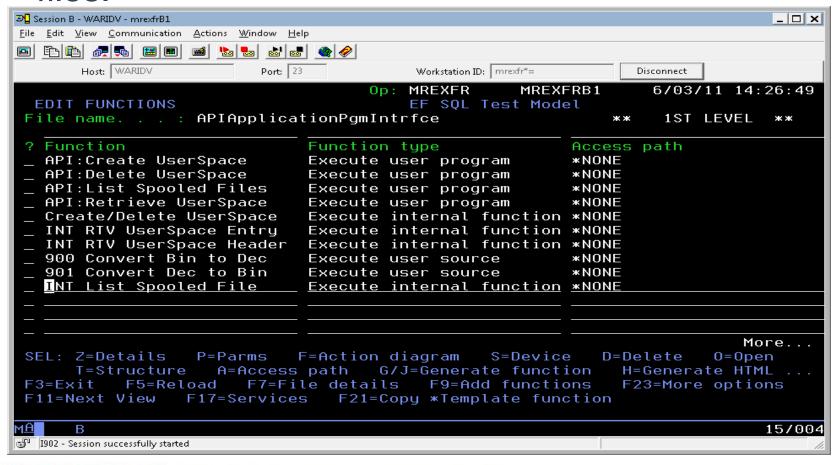
### API Sample cont



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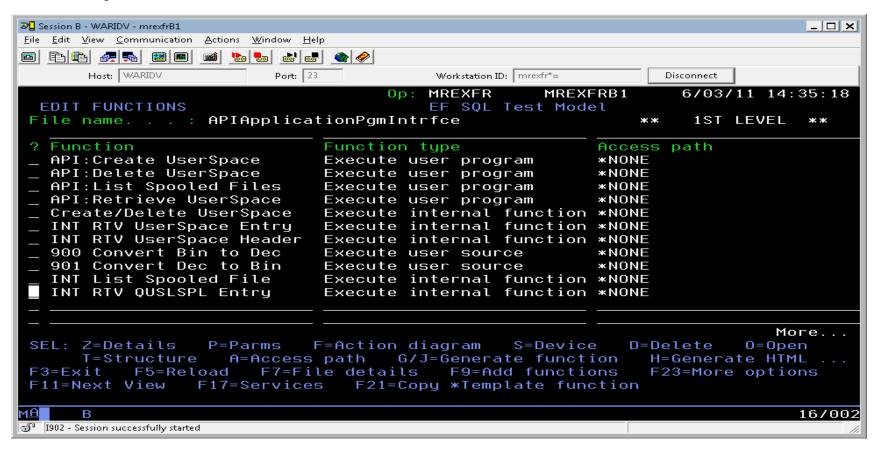


 Now we need to setup our call to list the spool files.





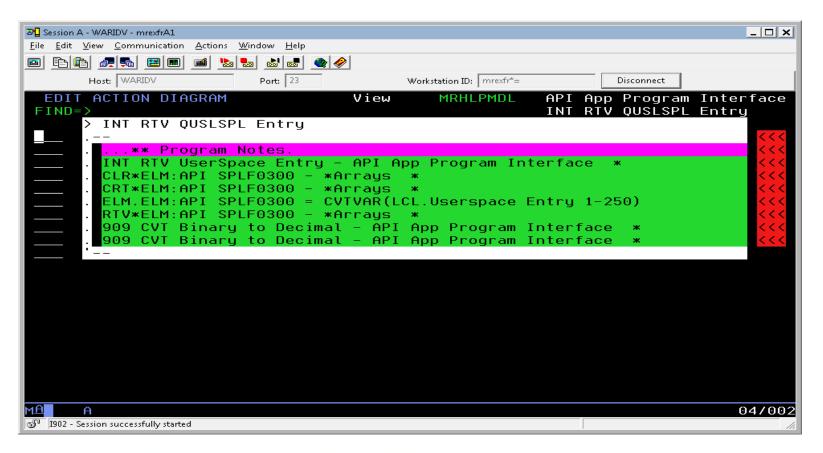
 Lastly we setup our retrieve of the spool file list entry.







Now take the returned data and parse it out. (An array element is nice here).

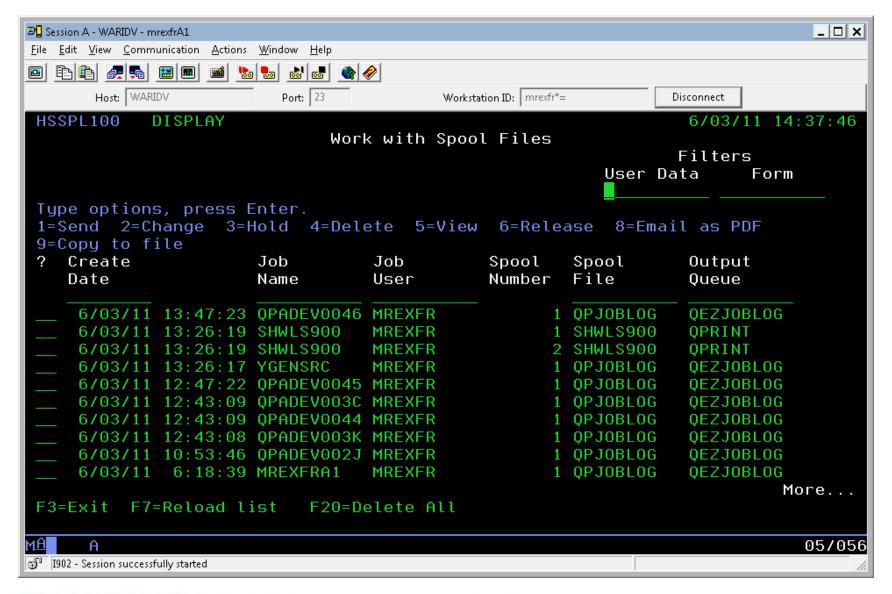




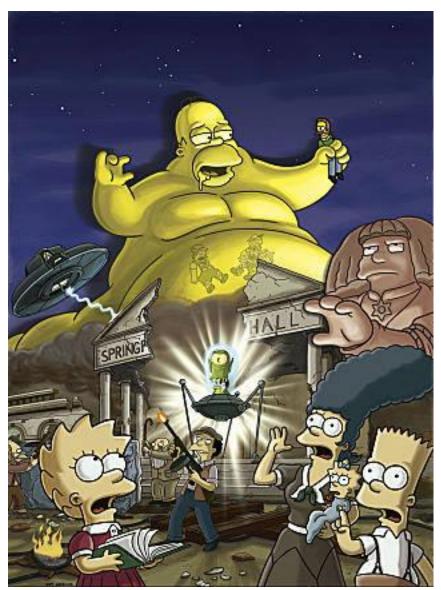
- Seems like a lot of work.
  - Nearly all of the functions are built to be resuable.
  - Modular, Modular, Modular.



### Sample in the wild







SQL And the Blob

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- What is a BLOB
  - Not the latest blockbuster summer movie monster
  - Binary Large Object
    - Useful for storing items such as PDF / images / documents / Jimmy Hoffa
    - Not native to the 2e world (yet?)



- Getting Started
  - All code on an article from Scott Klement
  - http://systeminetwork.com/article/rpg-vs-blob
  - Will require User Source
    - Not beyond the skill of a bad RPG developer (like me)



- 3 Main Items of source code
  - SQL Source for your table

EXCUSRSRC – Define BLOB data type

EXCUSRSRC – The Read and Write of object



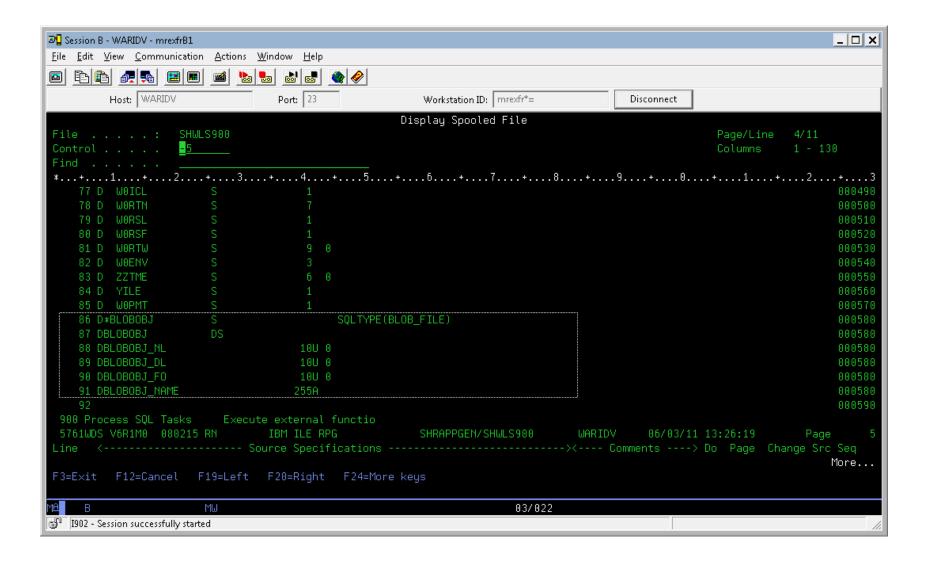
- SQL Source for your table
  - Plenty of ways to define this
    - STRSQL
    - SQL editor in Ops Navigator
    - <Insert name of favorite SQL editor here>
  - Just so long as you have defined the BLOB SQL data type for one of your fields.



- EXCUSRSRC Define BLOB data type
  - Only lines needed are to define the data type for RPG
    - D BlobObjS SQLTYPE(BLOB\_FILE)
  - Compiler will convert this to a data structure that consists of the IFS path (BlobObj\_NAME), length of the IFS path(BlobObj\_NL), and the file operation(BlobObj\_FO).



#### SQL & the BLOB cont.

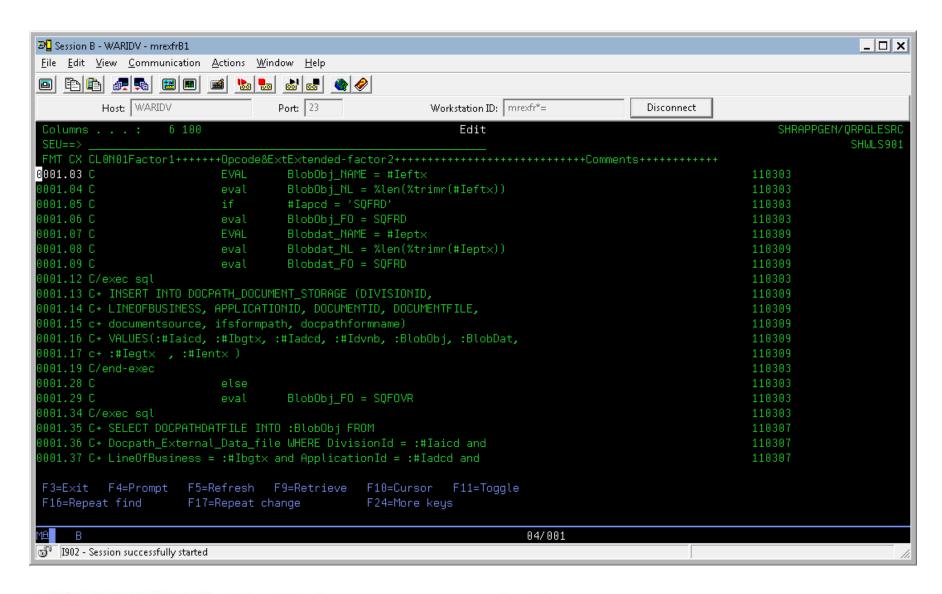




- EXCUSRSRC The Read and Write of object
  - First we setup the file operation
    - Defined constants by compiler SQFRD for reading in and SQFOVR to write out, overwrite if it exists
  - Select or Insert depending on which way you are going with the object.
  - Lastly we test if the SQL operation was successful
    - Test SQLCOD



#### SQL and the BLOB cont.





Questions?