

# AS/SET Overview



## Table of Contents

SECTION A	Overview and Sign On
SECTION B	Application Sets
SECTION C	<i>Workshop 1: Define Standards</i>
SECTION D	Repository
SECTION E	<i>Workshop 2: Field and File definitions</i>
SECTION F	Data Models
SECTION G	<i>Workshop 3: Data Model Definitions</i>
SECTION H	Audit Trails, Change Management, Action Subroutines, Referential Integrity
SECTION I	Display Programs
SECTION J	<i>Workshop 4: Display Program Definition</i>
SECTION K	Templates
SECTION L	<i>Workshop 5: Template Definition</i>
SECTION M	Report Programs
SECTION N	<i>Workshop 6: Report Program Definition</i>
SECTION O	Batch Programs
SECTION P	<i>Workshop 7: Batch Program Definition</i>
SECTION Q	Appendix
SECTION R	Syntax Documentation
SECTION S	Testimonials / Unbeaten Path Profiles
SECTION T	Feedback Survey
SECTION U	Power Tools

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# AS/SET Workshops

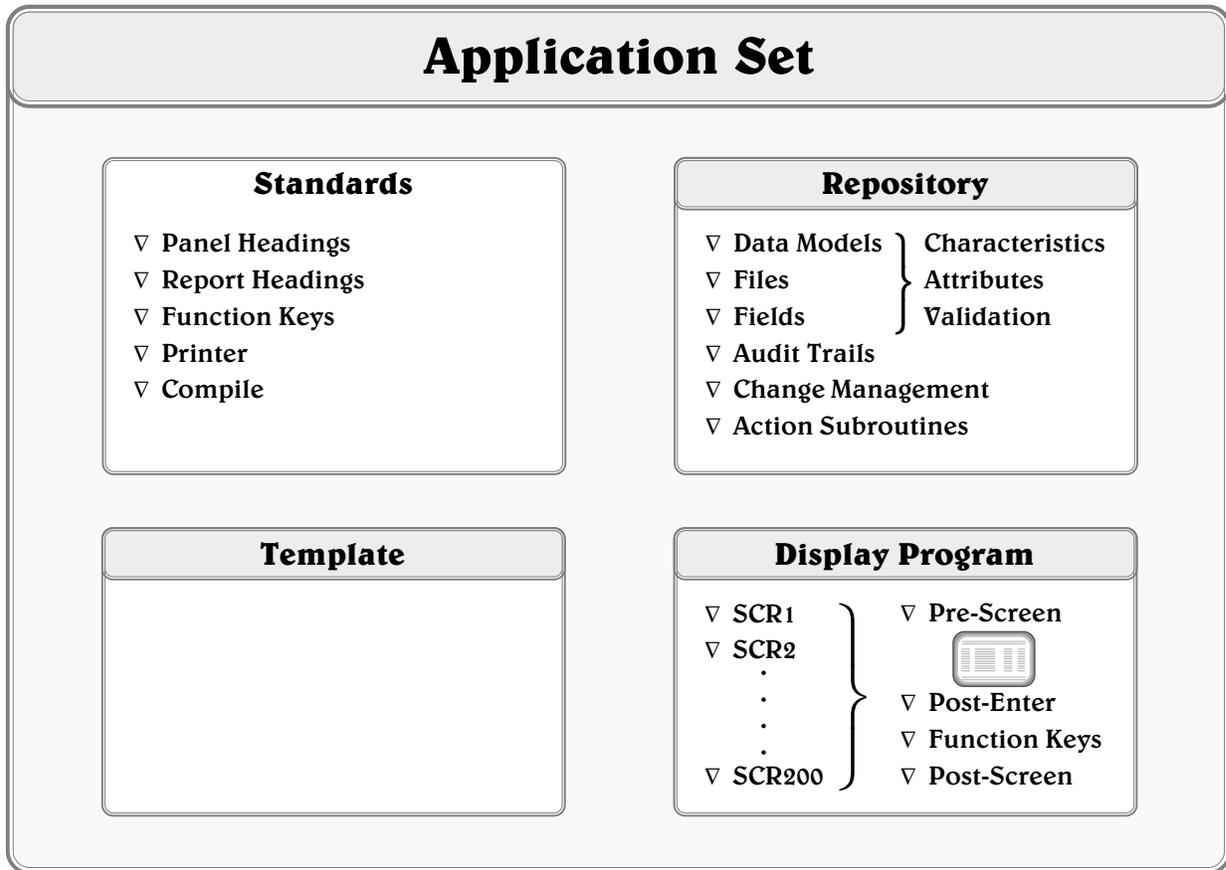
## Workshop 4: Display Program Definition

```
Fields Delete Exit Help
DP12205 Data Model / Field Selection - CUSTMNT More:
S
m Include Delete Exit Help
DP12235 Data Model Field Selection - ORDER More:
A S DP12240 Available Fields - ORDER More: +
d
A 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
```

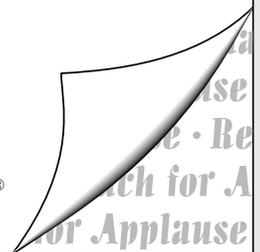
- ◆ This window shows all the available Fields from the Data Model. The Fields shown here may not be in the same order as the order on your screen.
- ◆ Select using a / (slash) the Fields needed on the subfile. Select the customer number (CUSNUM), name (CNAME) and state (CSTATE) Fields. The order in 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.

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## 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.



# AS/SET Concepts

## Display Programs: Define Action Diagram

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DP07505 **Pre-Screen Action Diagram** More:

Type the following Information. Then Enter. Use the line entry field to copy, move, delete,

Line	Type	Char
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

DP07505 **Post-Enter Action Diagram** More:

Type the following Information. Then Enter. Use the line entry field to copy, move, delete,

Line	Type	Char
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

DP07505 **Post-Screen Action Diagram** More:

Type the following Information. Then Enter. Use the line entry field to copy, move, delete, and in

Line	Type	Char	Field
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

DP07505 **F1 Action Diagram** More:

Type the following Information. Then Enter. Use the line entry field to copy, move, delete, and in

Line	Type	Char	Field
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

DP07505 **F2 Action Diagram** More:

Type the following Information. Then Enter. Use the line entry field to copy, move, delete, and in

Line	Type	Char	Field
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

DP07505 **F24 Action Diagram** More:

Type the following Information. Then Enter. Use the line entry field to copy, move, delete, and in

Line	Type	Char	Field
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

DP07505 **Sub1 Action Diagram** More:

Type the following Information. Then Enter. Use the line entry field to copy, move, delete, and in

Line	Type	Char	Field
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

DP07505 **Sub2 Action Diagram** More:

Type the following Information. Then Enter. Use the line entry field to copy, move, delete, and insert new lines.

Line	Type	Char	Field/Kywd	=Action Text (F14=Extend Line)
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Scan: \_\_\_\_\_ Replace: \_\_\_\_\_ B/F: \_\_\_\_\_

F2=Mode F3=Exit F4=Prmpt F5=Refresh F6=Rulers F11=Avl Flds F12=Cnl F16=Dsp Hdg F17=Incl F18=Brwse Sbr F19=Syntax Chk OFF F20=Scan F22=Edt A11 F23=AD F24=DS

◆ Each user point is its own action diagram.



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# Appendix

## Display Programs: Screen Header Information

Data\_Models Placed\_Fields Define\_Actions Define\_Help Exit Help

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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

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- 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.

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