# SAULT COLLEGE OF APPLIED ARTS & TECHNOLOGY SAULT STE. MARIE, ONTARIO

# COURSE OUTLINE

COURSE TITLE:	APPLICATION DEVELOPMENT ENVIRONMENT					
ODE NO.:	EDP245 (FORMER EDP234) THREE SEMESTER:					
PROGRAM:	COMPUTER PROGRAMMER					
AUTHOR:	WILLEM DEBRUYNE					
DATE:	SEPTEMBER, 1994					
PREVIOUS OUTLINE DATED:	SEPTEMBER, 1993					
	X New: Revision:					
APPROVED:						
	OOL OF BUSINESS & DATE					

EDP245

COURSE NAME

COURSE CODE

INSTRUCTOR:

Wil DeBruyne

TIME:

3 hours/week

RESOURCE(S):

The VMS User's Guide, Peters/Holmay (from EDP111)

#### AIM:

The course is designed to provide the student with a firm base of VAX/VMS utilities, concepts, and commands.

At the end of each module, students will be able to:

# Module 1:

- define VAX TPU
- access the E.V.E.
- define the components of the E.V.E.
- define keys to customize keystrokes
- use the special features associated with E.V.E. such as:
  - multiple buffers
  - multiple windows
  - multiple subprocesses
  - learn sequences
  - key definitions

# Module 2:

- write advanced DCL command procedures
- use the DCL sort command
- use the CALL command
- use the GOSUB command
- use the READ command

# Module 3:

- create a Help Library File
- add modules to the Help Library
- access a local help library
- delete library modules

#### APPLICATION DEVELOPMENT ENVIRONMENT

# Module 4:

- understand the features and capabilities the RUN-TIME LIBRARY provides
- define the R.T.L. organization
- use the SCREEN MANAGEMENT FACILITY available in the R.T.L. to perform terminal independent screen management functions
- use a variety of functions available in the SCREEN MANAGEMENT FACILITIES to compose complex images on the screen

# Module 5:

- create forms using F.M.S. (FORMS MANAGEMENT SYSTEM)
- create a form library
- compile, link and run applications using F.M.S.
- use all of the F.M.S. components to create forms and to write and run a program

# fodule 6:

- use the VAX/VMS Symbolic Debugger Utility
- include the Debugger in the executable image
- halt the program and invoke the debugger with the DCL Debug Command
- run the program with the Debugger

# STUDENT EVALUATIONS

The student's final grade will be determined from the following components:

Tests Assignments Participation	_	20% 9%			
rarororpation			-	100%	_

# NOTE:

Students are expected to attend classes regularly, participate in class discussion, conduct themselves and treat their peers and instructors in a professional, businesslike manner throughout any school dealings.

Late assignments are subject to a zero grade unless the student has prior permission from the instructor to hand the assignment in at a later date. Tests must be written on the assigned time and date. Students will receive a mark of zero if they miss a scheduled test unless the student and instructor have a prearranged contract to write the test after or before the scheduled test time.