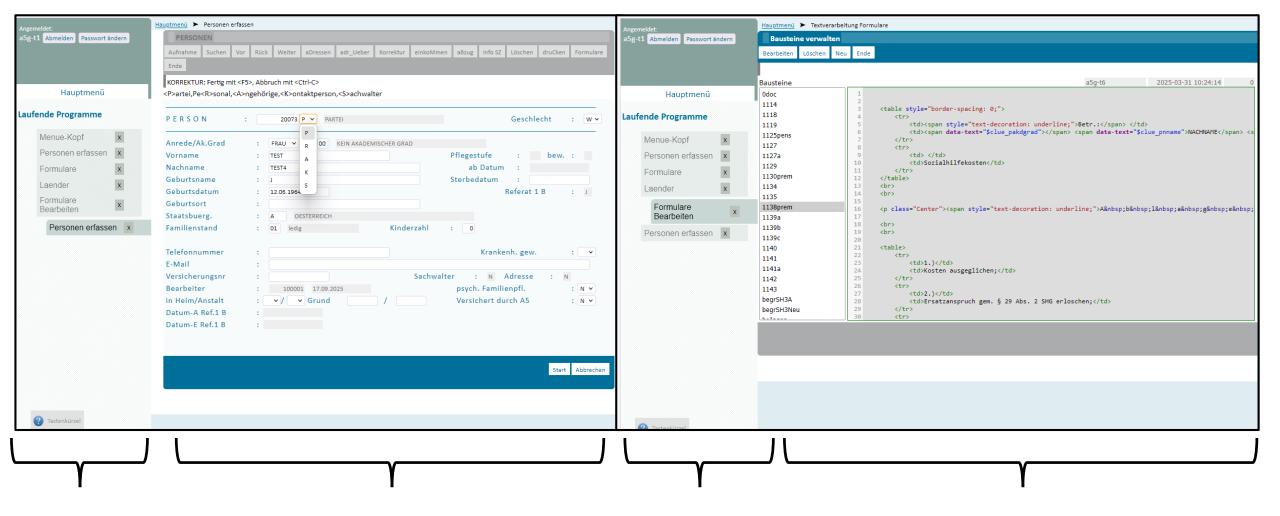


Parallel Processes
Active Menue Options

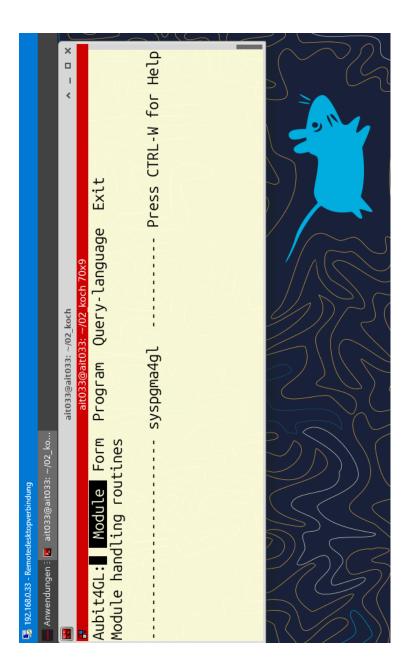
Main Menu (AUBIT-4GL)

Data Entry Selected Data Entry Screen (AUBIT-4GL/Forms)



Data Entry Selected (update) Data Entry Screen (AUBIT-4GL/Forms)

Form Sheet Management HTML-Code)



Lesson 1
Features of AUBIT-4GL
Features of 4GL
Why AUBIT-4GL
Software Requirements
The AUBIT-4GL Menu System
4GL Menu System (Overview)

Lesson 2
Fundamentals of AUBIT-4GL
Programming
AUBIT-4GL - a Programming Language
Creating a 4GL Program
Compiling Existing Modules
4GL Program Flow
Compilation Phases and File Names

Lesson 3
Linear Programming
Program Structure
Defining Variables in 4GL Programs
Assigning Variables
Dialog-Oriented Programs
Extensions to the SELECT Statement
(into...)

Lesson 4
Record Pointer Processing
What Are Record Pointers?
Declaring record pointers (DECLARE)
Retrieving records (FOREACH)
The SCROLL cursor
The WHILE loop
Program

Lesson 5
Functions
Structure and definition of functions
Calling functions and return values
Passing parameters
Global and local variables
Defining global variables
Scope of variables

Lesson 6
Custom menus
Defining menu functions
Help texts
Nested menus
Outputting messages
Outputting error messages

Lesson 07
Formats
Format Structure
Formats in a 4GL Program
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DISPLAY
CLEAR
FORMONLY Field

Lesson 08
Searching in a Format
CONSTRUCT
Creating a SELECT Statement
PREPARE
Executing a Prepared Statement

Lesson 10
Error Handling and Interruptions
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Error Log File
User Interruptions

Screen and Program Arrays
Screen Arrays
Program Arrays
Filling a Program Array and Transferring
It to a Screen Array
Filling a Program Array from a Screen
Array
Built-in Functions for Program and
Screen Arrays

Lesson 12
Windowing
Defining Windows
Closing Windows
Displaying Data in a Window
Working with Multiple Windows

Lesson 13 Lists List Creation

Lesson 11

Lesson 14
System Environment
Environment Variables
4GL Files
Program Calls from LINUX
Program Calls from a 4GL Program

Interactive Practice (10 examples)