

PROGRAMMING ASSIGNMENT 1

Write the RPG program to prepare a Payroll Report. The input card contains the Employee Number, Employee Name, Regular Earnings, Overtime Earnings, and a Code which indicates whether the employee worked first, second, or third shift. If first shift is worked, there is no bonus; if second shift is worked, there is a bonus of \$5.00 and if third shift is worked, there is a bonus of \$10.00. If a valid code is not found in the input record, the message INVALID SHIFT should be printed. The Total Earnings is calculated by adding the Regular Earnings, the Overtime Earnings, and the Bonus.

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The output from the program is illustrated below.

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PROGRAMMING ASSIGNMENT 2

INPUT — Salesman Name Cards and Sales Cards

Output is to consist of a Daily Sales Report listing the Salesman Number and the Salesman Name from the first card. The Date, Customer Number, and Sales Amount are to be printed for each of the Daily Sales Cards. Note that the Date, which will be identical for each of the Daily Sales Cards, is to be printed only on the first line for each Salesman. If there are no Daily Sales Cards for the Salesman, the message "NO SALES" should be printed adjacent to the Salesman Number and the Salesman Name.

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Hint: The date field will be available when the Salesman Name Card is printed by Looking Ahead at the date in the first Daily Sales Card. Look Ahead fields can be specified on the Output Specifications as well as the Calculation Specifications.

CHAPTER 6

PROGRAMMING ASSIGNMENT 3

INSTRUCTIONS

Write the RPG program to process Physical Inventory records and create a Physical Inventory Report. A Physical Inventory consists of a count of the number of parts a company currently has. These parts may be in one of three conditions: Raw Material, Work in Process, or Finished Goods. When the part consists merely of Raw Material, then no work has been done to build the part. When a part is in Work in Process, it is in the process of being built. Finished Goods means that the part has been completely built and is ready to be sold to a customer. Test data is contained in Appendix E.

INPUT—Physical Inventory Cards

The Physical Inventory Cards consist of three types—one for the Raw Material Count, one for the Work in Process Count, and one for the Finished Goods Count. The format of these cards is illustrated below.

The diagram illustrates three Physical Inventory Cards, each with a specific header and data layout. Arrows point from labels to each card:

- Finished Goods "3"**: Points to the top card, which has a header with Dept No, Part Number, Quantity, and Unit Price, followed by a large grid of data fields. The card is labeled "Type 3" on the right.
- Work in Process "2"**: Points to the middle card, which has a header with Dept No, Part Number, Quantity, and Unit Price, followed by a large grid of data fields. The card is labeled "Type 2" on the right.
- Raw Material "1"**: Points to the bottom card, which has a header with Dept No, Part Number, Quantity, and Unit Price, followed by a large grid of data fields. The card is labeled "Type 1" on the right.

Each card's data grid consists of multiple rows of fields, with some fields containing test data (e.g., 000, 111, 222, 333, 444, 555, 666, 777, 888, 999).

OUTPUT—Physical Inventory Report

The report is to have the department number group indicated and the part number group printed. The print line is to have the total amount for each of the three categories. The total amount is determined by multiplying the unit price in the card input by the quantity in the card input. Note that all values on the report are specified as dollars and cents.

PHYSICAL INVENTORY REPORT										PAGE XX/XX									
ADAMS MFG. CO.																			
DEPT	PART NUMBER	QUANTITY R/M	AMOUNT R/M	QUANTITY WIP	AMOUNT WIP	QUANTITY F/G	AMOUNT F/G	TOTAL AMOUNT											
XX	XX	XX	XX,XXX.XX	XX	XX,XXX.XX	XX	XX,XXX.XX	XX	XX,XXX.XX										
XX	XX	XX	XX,XXX.XX	XX	XX,XXX.XX	XX	XX,XXX.XX	XX	XX,XXX.XX										
TOTALS		XX,XXX	XX,XXX.XX	XX,XXX	XX,XXX.XX	XX,XXX	XX,XXX.XX	XX,XXX.XX											
FINAL TOTALS		XX,XXX	XX,XXX.XX	XX,XXX	XX,XXX.XX	XX,XXX	XX,XXX.XX	XX,XXX.XX											