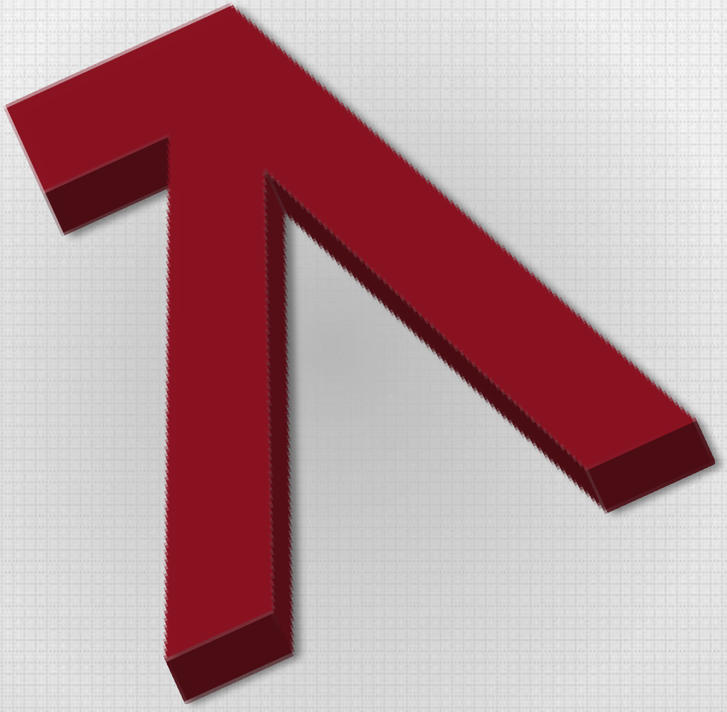

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THE ADVANCED DEVELOPMENT CENTER

# CA 2E CM Training

## Mark Schroeder

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# Mark Schroeder Bio

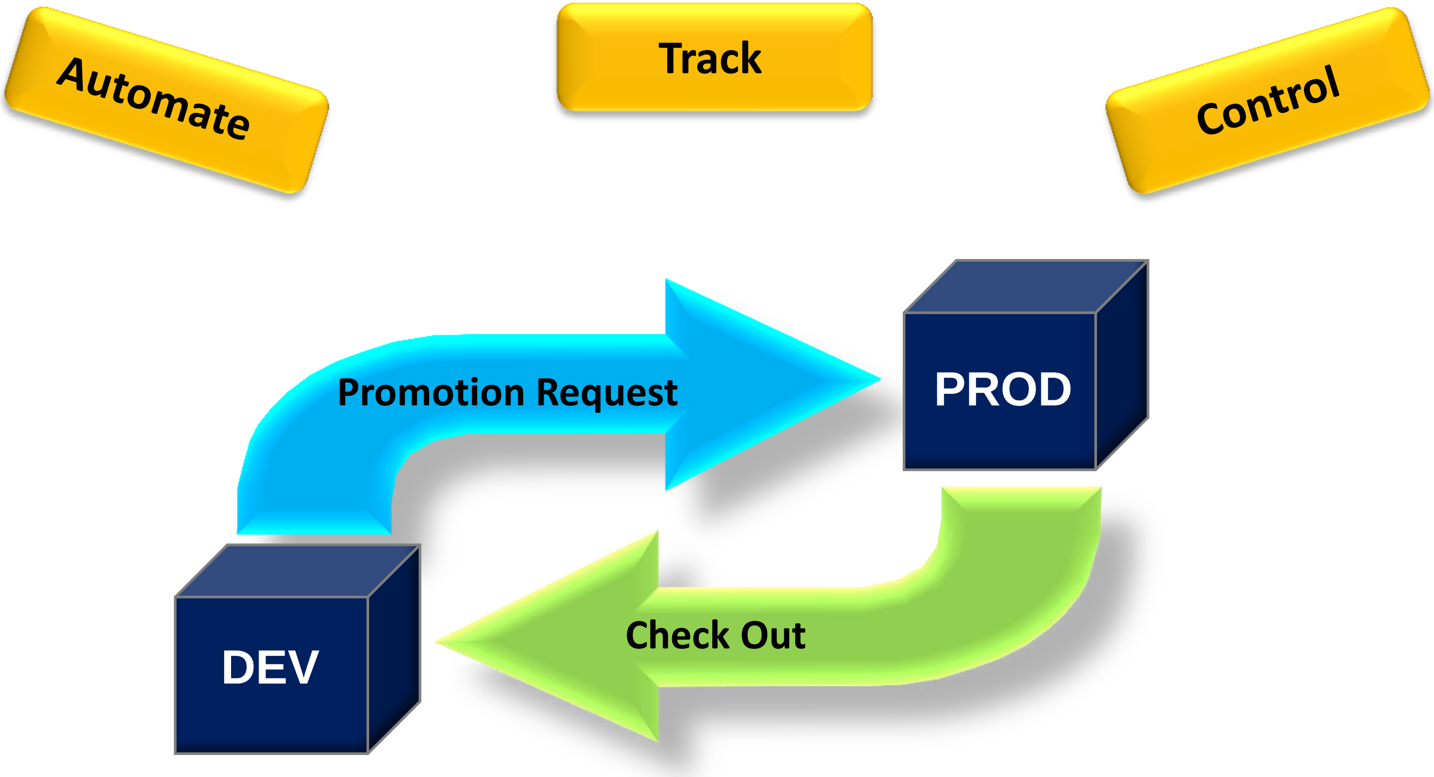
Mark holds a Master’s Degree in Applied Information Technology and a Bachelor’s Degree in Psychology.  He holds graduate level certifications in web application development and IT organization management.

He has over 20 years of experience in software development.  His experience has been in IBMi application development using CA2E and web application development in Java, PHP, CA Plex, LANSA and EGL.  He specializes in building enterprise web and mobile business applications.

# Agenda

- Common Terms
- Administrator Overview
- 2E CM Workflow

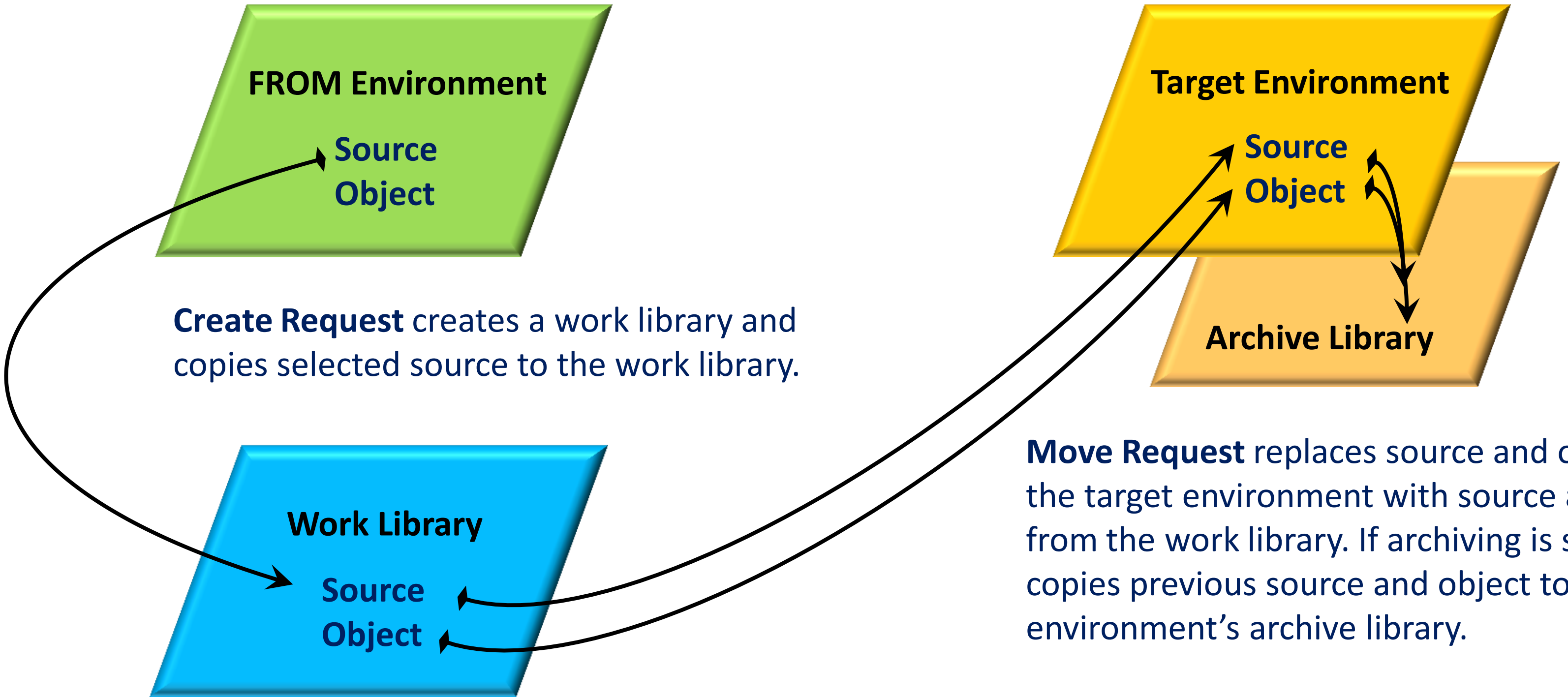
# What is Implementer / CA 2E CM?


Automate
Track
Control
Promotion Request
PROD
Check Out
DEV

Implementer provides visibility to and control of software changes on your system

# Common Terms:

## Promotion Framework


FROM Environment
Source
Object
Work Library
Source
Object
Target Environment
Source
Object
Archive Library

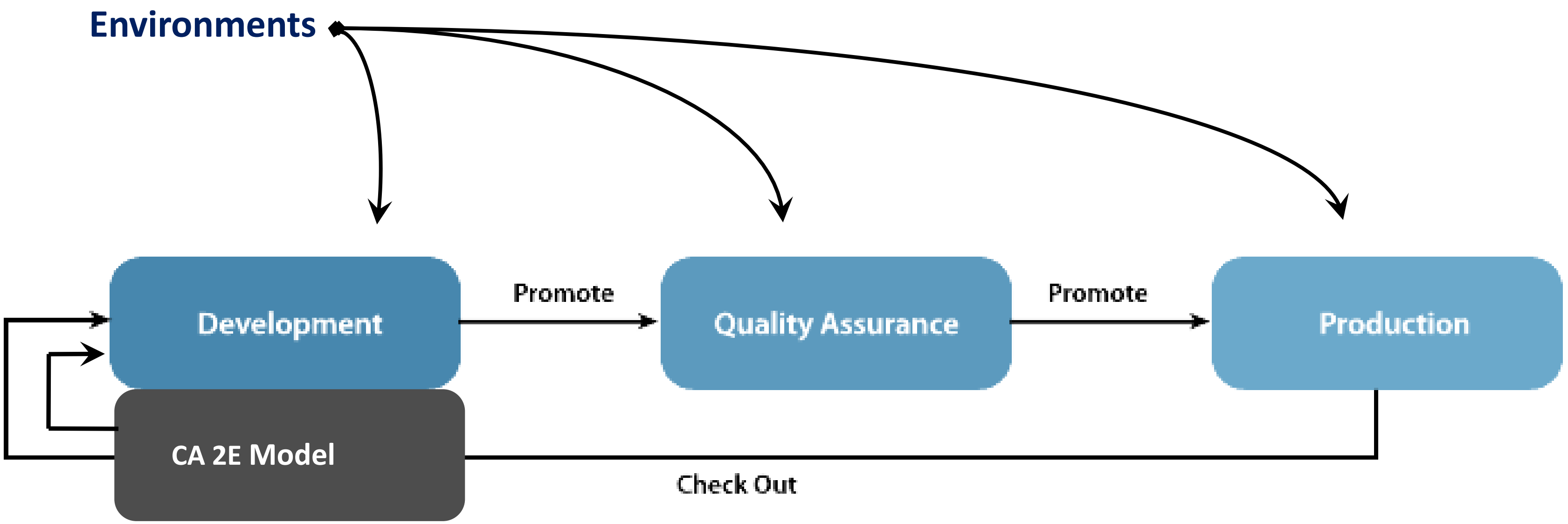
**Create Request** creates a work library and copies selected source to the work library.

**Compile Request** creates objects in the work library from source in the work library, using commands defined on object codes and the library list defined for the target environment.

**Move Request** replaces source and object in the target environment with source and object from the work library. If archiving is specified, copies previous source and object to the environment's archive library.

# Common Terms:

## CA 2E Change Management


Environments
Development
Promote
Quality Assurance
Promote
Production
CA 2E Model
Check Out

**Check Out** member/objects from production environment to development environment.

**Lock** created at check out remains until promotion to production.

**Promotion Request** moves changed member/objects from development to QA environment, and from QA environment back to production environment.

# Administration Overview

Set up Implementer to reflect your change control process …

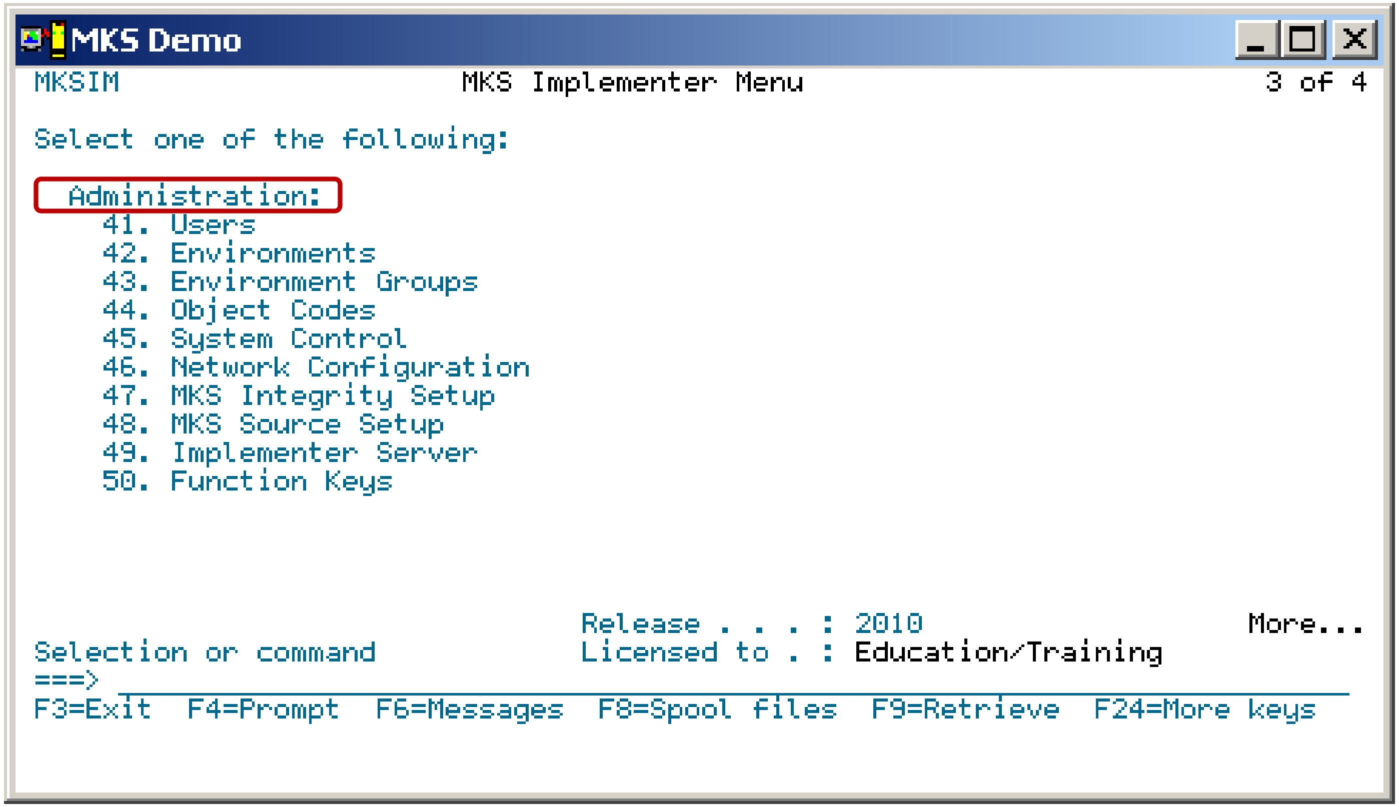
- User profiles
- Object codes
- Environments
- Promotion Scheduling
- Special Commands
- Standard Promotion Path

# Accessing CA 2E

To access CA 2E in Implementer:

- On the command line, issue the STR*xx* command, where *xx* is the abbreviated product name, as follows:
  - To access the CA 2E Menu, type `STRCM`, and press **ENTER**.
  - To access the CA 2E Receiver Menu, type `STRCR`, and press **ENTER**.

# Administration Menu

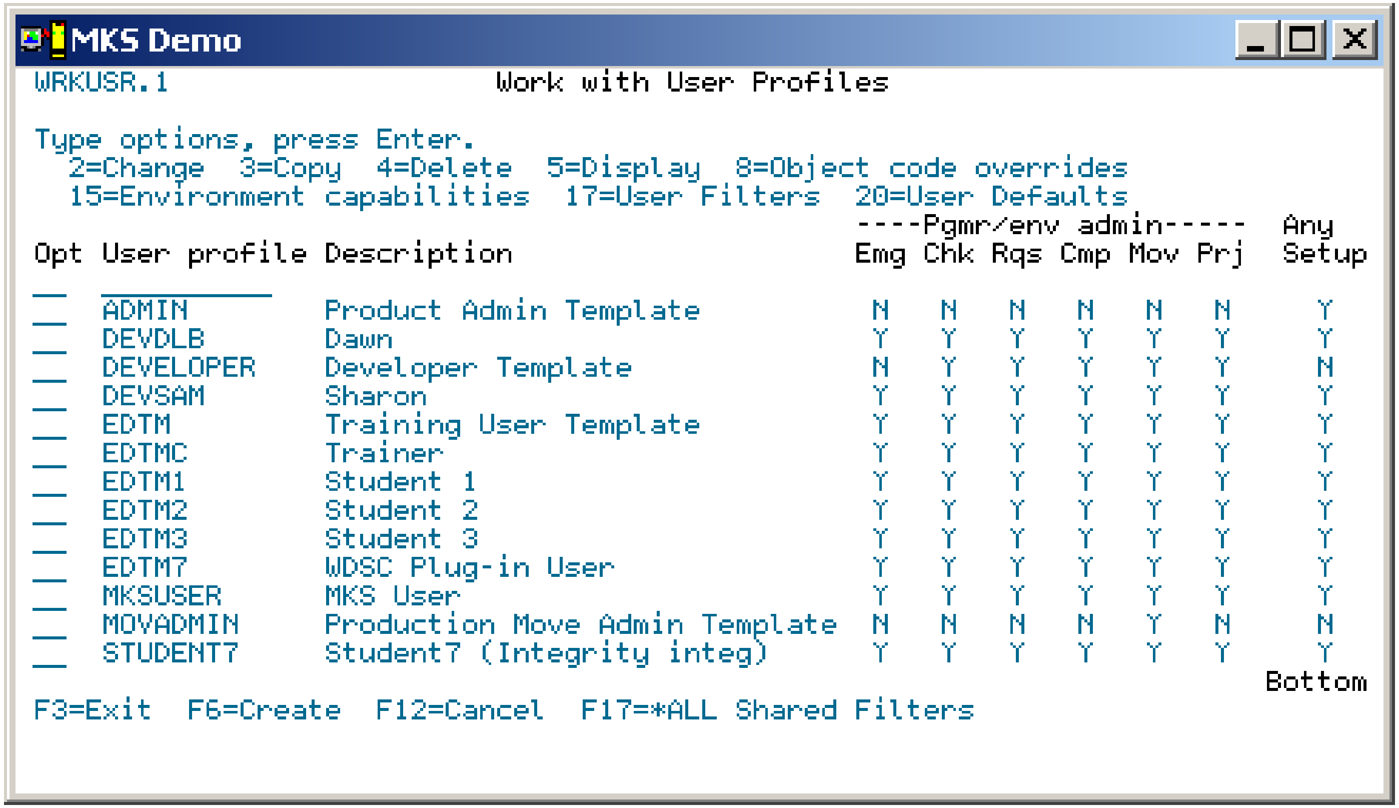


```
MKSIM                      MKS Implementer Menu                          3 of 4

Select one of the following:

  Administration:
    41. Users
    42. Environments
    43. Environment Groups
    44. Object Codes
    45. System Control
    46. Network Configuration
    47. MKS Integrity Setup
    48. MKS Source Setup
    49. Implementer Server
    50. Function Keys




                                 Release . . . : 2010                   More...
Selection or command             Licensed to . : Education/Training
===> ________________________________________________________________________
F3=Exit   F4=Prompt   F6=Messages   F8=Spool files   F9=Retrieve   F24=More keys
```

# Examples of Implementer Users

- **Implementer Administrator**
  - sets up and maintains Implementer
- **Environment Administrator**
  - has all capabilities to specific assigned production environments
- **Deployment Administrator**
  - performs Move Requests to QA and production environments
  - has no development capabilities
  - can be a single user or part of a group profile
- **Software Engineers**
  - have limited capabilities to production environments
  - can be individual user profiles or part of a group profile

# Work with User Profiles Panel

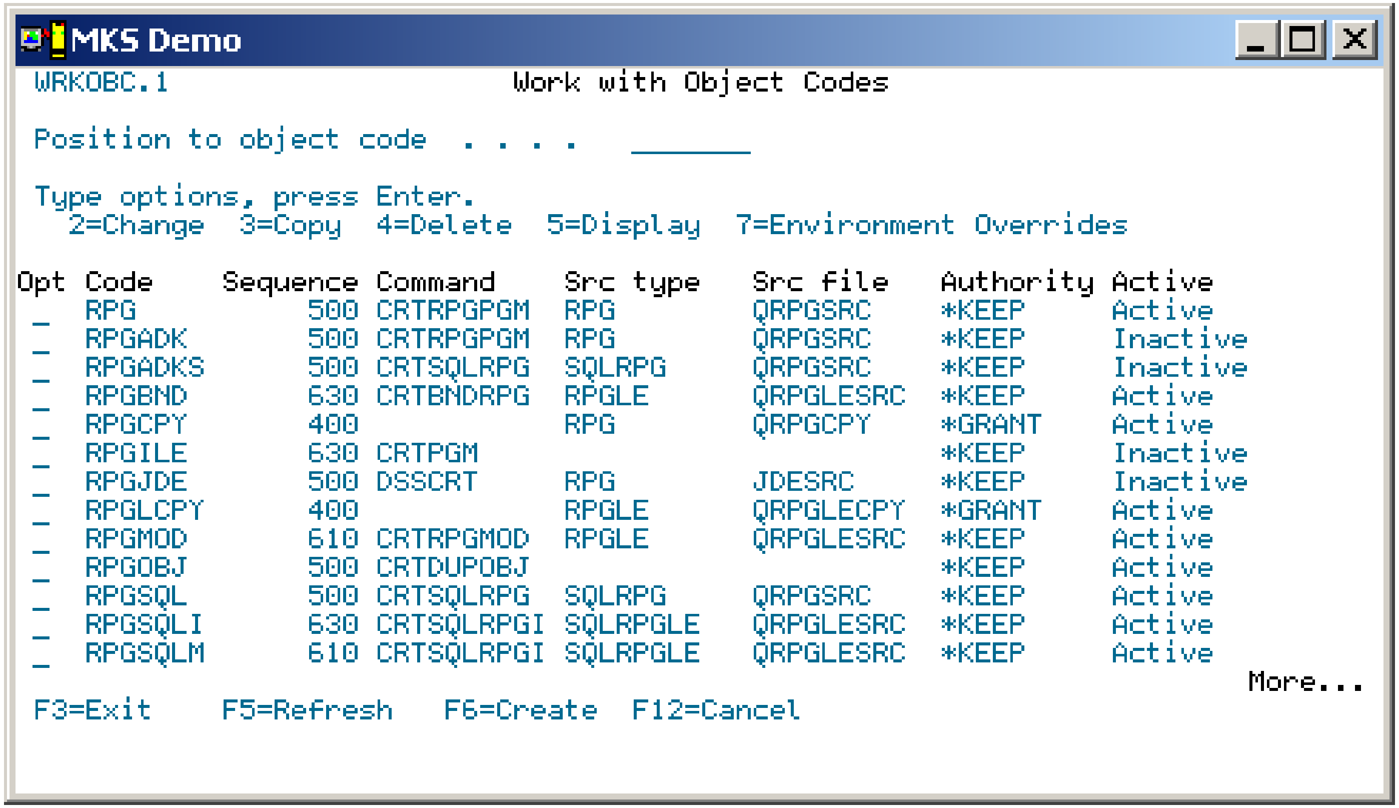


```
WRKUSR.1                   Work with User Profiles

Type options, press Enter.
  2=Change  3=Copy  4=Delete  5=Display  8=Object code overrides
  15=Environment capabilities  17=User Filters  20=User Defaults
                                                ----Pgmr/env admin-----  Any
Opt User profile Description                    Emg Chk Rqs Cmp Mov Prj  Setup

    __________
__  ADMIN        Product Admin Template           N   N   N   N   N   N     Y
__  DEVDLB       Dawn                             Y   Y   Y   Y   Y   Y     Y
__  DEVELOPER    Developer Template               N   Y   Y   Y   Y   Y     N
__  DEVSAM       Sharon                           Y   Y   Y   Y   Y   Y     Y
__  EDTM         Training User Template           Y   Y   Y   Y   Y   Y     Y
__  EDTMC        Trainer                          Y   Y   Y   Y   Y   Y     Y
__  EDTM1        Student 1                        Y   Y   Y   Y   Y   Y     Y
__  EDTM2        Student 2                        Y   Y   Y   Y   Y   Y     Y
__  EDTM3        Student 3                        Y   Y   Y   Y   Y   Y     Y
__  EDTM7        WDSC Plug-in User                Y   Y   Y   Y   Y   Y     Y
__  MKSUSER      MKS User                         Y   Y   Y   Y   Y   Y     Y
__  MOVADMIN     Production Move Admin Template   N   N   N   N   Y   N     N
__  STUDENT7     Student7 (Integrity integ)       Y   Y   Y   Y   Y   Y     Y
                                                                        Bottom
F3=Exit  F6=Create  F12=Cancel  F17=*ALL Shared Filters
```

# Object Codes

- An Object Code defines …
  - The relationship between a source type, object type, and attribute.
  - The command used to create, move, or change an object.
  - When to execute the command.
- Implementer includes predefined object codes …
  - Review existing object codes and make any necessary changes.
  - Deactivate object codes that are not required by changing the activity flag to 0.
  - Create new object codes, if required.

# Work with Object Codes Panel



```
WRKOBC.1                     Work with Object Codes

Position to object code  . . . .    _______

Type options, press Enter.
  2=Change   3=Copy   4=Delete   5=Display   7=Environment Overrides

Opt Code     Sequence Command     Src type    Src file    Authority Active
 _  RPG           500 CRTRPGPGM   RPG         QRPGSRC     *KEEP     Active
 _  RPGADK        500 CRTRPGPGM   RPG         QRPGSRC     *KEEP     Inactive
 _  RPGADKS       500 CRTSQLRPG   SQLRPG      QRPGSRC     *KEEP     Inactive
 _  RPGBND        630 CRTBNDRPG   RPGLE       QRPGLESRC   *KEEP     Active
 _  RPGCPY        400             RPG         QRPGCPY     *GRANT    Active
 _  RPGILE        630 CRTPGM                              *KEEP     Inactive
 _  RPGJDE        500 DSSCRT      RPG         JDESRC      *KEEP     Inactive
 _  RPGLCPY       400             RPGLE       QRPGLECPY   *GRANT    Active
 _  RPGMOD        610 CRTRPGMOD   RPGLE       QRPGLESRC   *KEEP     Active
 _  RPGOBJ        500 CRTDUPOBJ                           *KEEP     Active
 _  RPGSQL        500 CRTSQLRPG   SQLRPG      QRPGSRC     *KEEP     Active
 _  RPGSQLI       630 CRTSQLRPGI  SQLRPGLE    QRPGLESRC   *KEEP     Active
 _  RPGSQLM       610 CRTSQLRPGI  SQLRPGLE    QRPGLESRC   *KEEP     Active
                                                                         More...
F3=Exit     F5=Refresh    F6=Create   F12=Cancel
```

# Environments

- An environment is a collection of libraries and IFS directories, and the change management rules associated with those libraries and directories.
- An environment can have any number of libraries, but usually consists of three:
  - Programs, device files, and other objects library
  - Files library (PFs, LFs, DTAARAs)
  - Source library
- Implementer has three environment types:
  - *PRD
  - *QAC
  - *TST

# Environment Types

- *PRD is the Production environment
  - Most tightly controlled of the environment types
  - Implementer assumes IBM i security to prevent manual changes
  - Can check out from and promote to a *PRD environment
  - Promotion to *PRD environment checks-in (removes the lock)

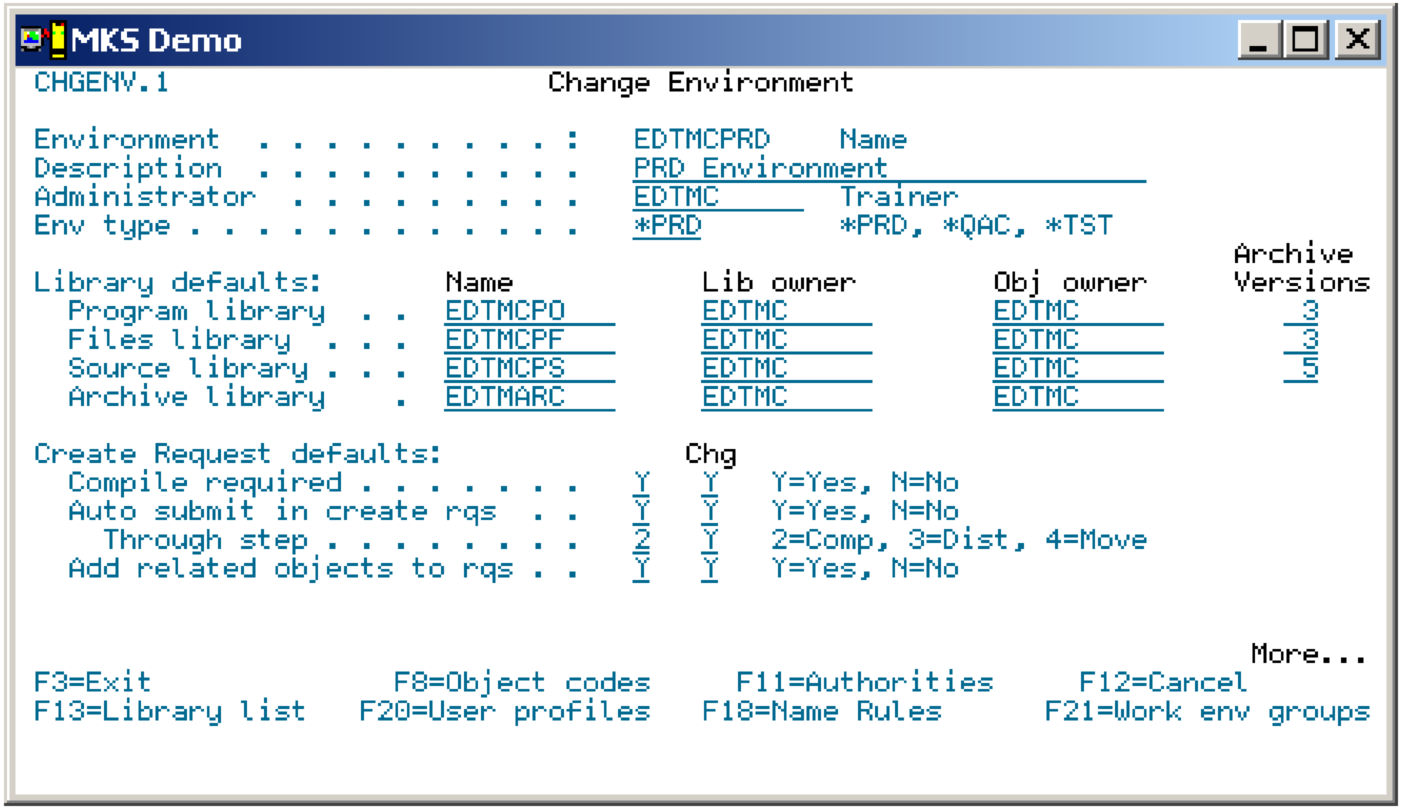
- *QAC is the Quality Assurance/Control environment
  - Used for testing software changes
  - Can be controlled tightly like *PRD or open access like *TST
  - Can promote to and from *QAC environment
  - Can reject from *QAC environment (only environment type that allows rejecting source back to development)
  - Promotion to *QAC environment does not remove the lock

- *TST is the Development/Unit Testing environment
  - Environment where all development is performed
  - Least controlled of the environment types
  - Implementer assumes that developers have “free reign”
  - Check out to and promote from *TST environment

To define an environment, you specify:

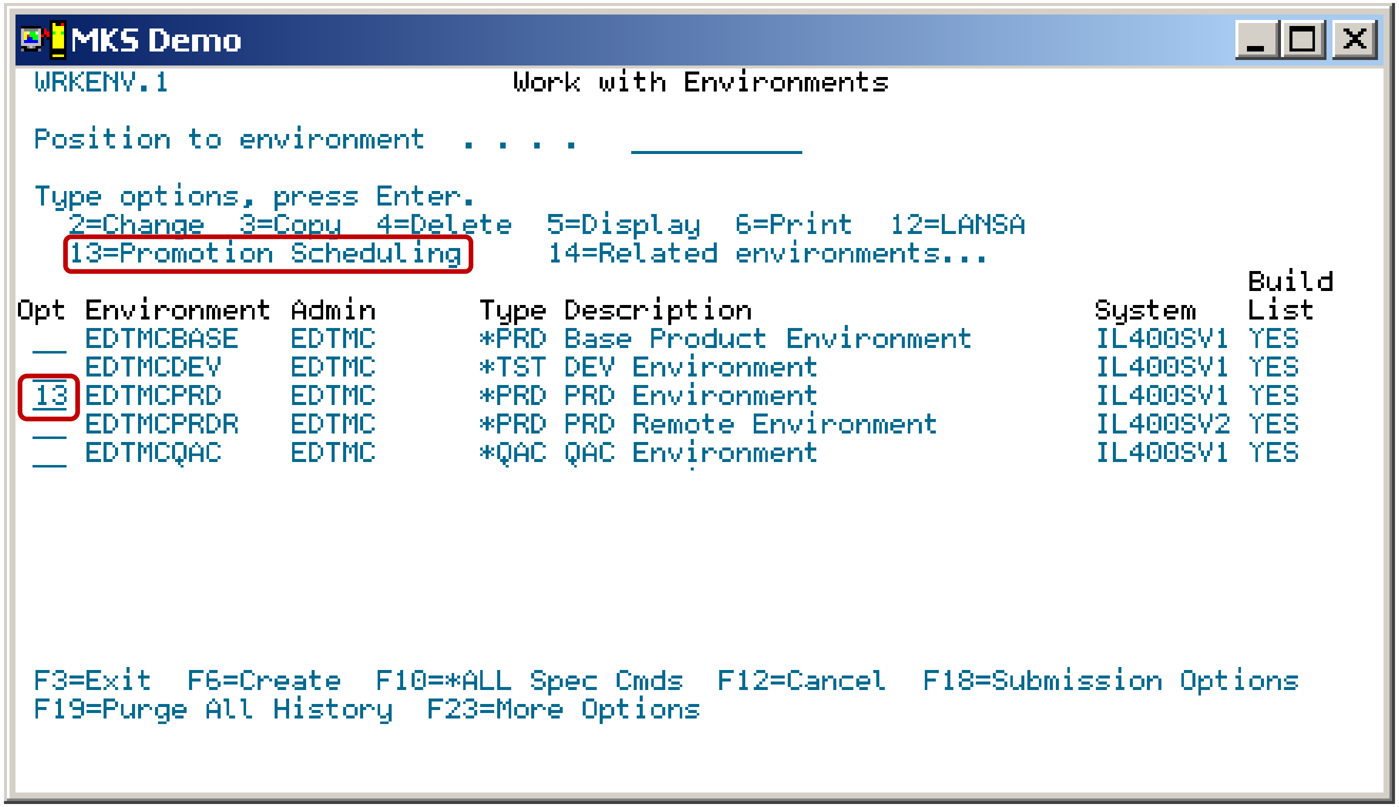
- Libraries that contain source, objects, and files
- Compile library list
- IBM i authorities
- Rules, for example, check out required, compile required, and more

# Change Environment, panel 1 of 3



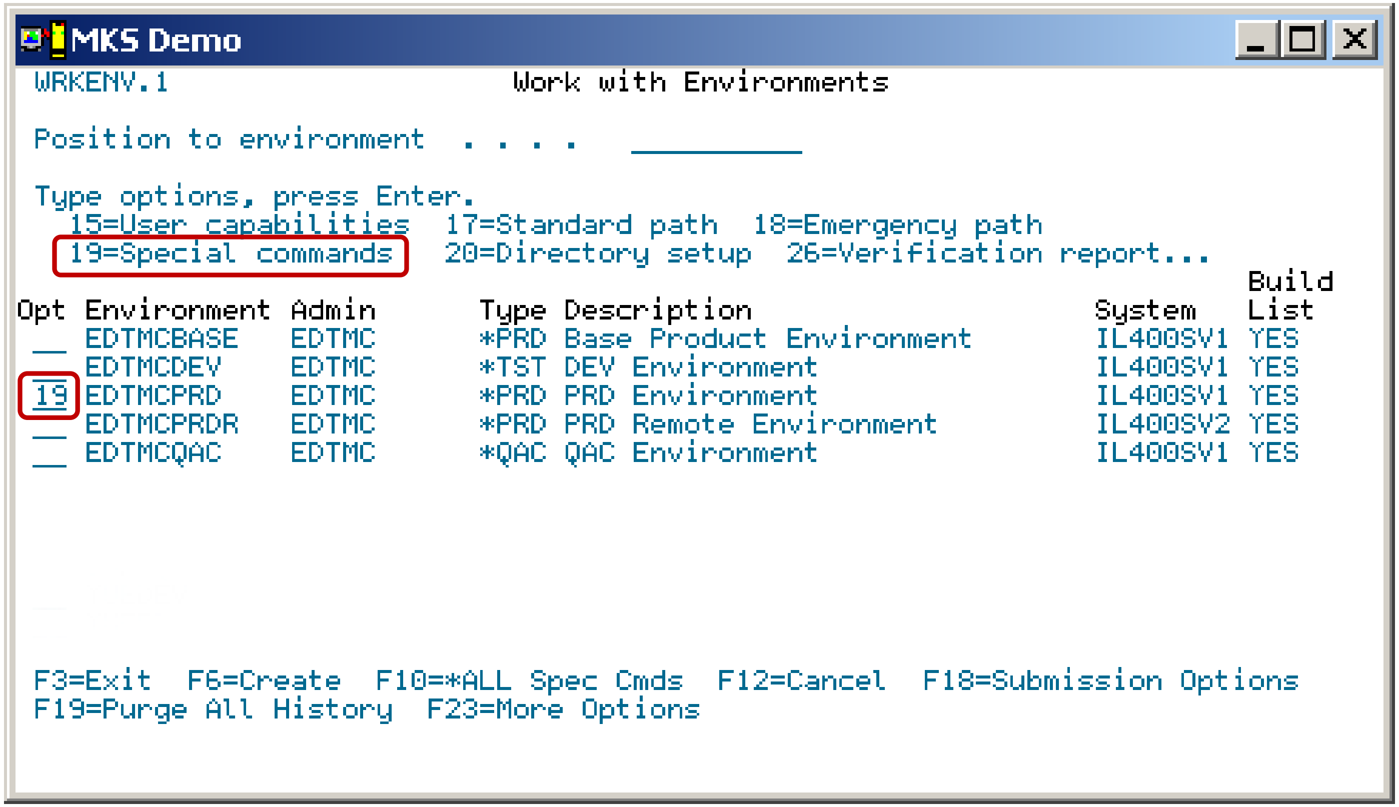
```
CHGENV.1                      Change Environment

Environment  . . . . . . . . . :   EDTMCPRD    Name
Description  . . . . . . . . . .   PRD Environment
Administrator  . . . . . . . . .   EDTMC       Trainer
Env type . . . . . . . . . . . .   *PRD        *PRD, *QAC, *TST
                                                                      Archive
Library defaults:       Name           Lib owner        Obj owner     Versions
  Program library  . .  EDTMCPO        EDTMC            EDTMC             3
  Files library  . . .  EDTMCPF        EDTMC            EDTMC             3
  Source library . . .  EDTMCPS        EDTMC            EDTMC             5
  Archive library    .  EDTMARC        EDTMC            EDTMC

Create Request defaults:              Chg
  Compile required . . . . . . . .   Y   Y   Y=Yes, N=No
  Auto submit in create rqs  . .     Y   Y   Y=Yes, N=No
    Through step . . . . . . . .     2   Y   2=Comp, 3=Dist, 4=Move
  Add related objects to rqs . .     Y   Y   Y=Yes, N=No


                                                                       More...
F3=Exit              F8=Object codes     F11=Authorities     F12=Cancel
F13=Library list   F20=User profiles   F18=Name Rules      F21=Work env groups
```

# Promotion Scheduling



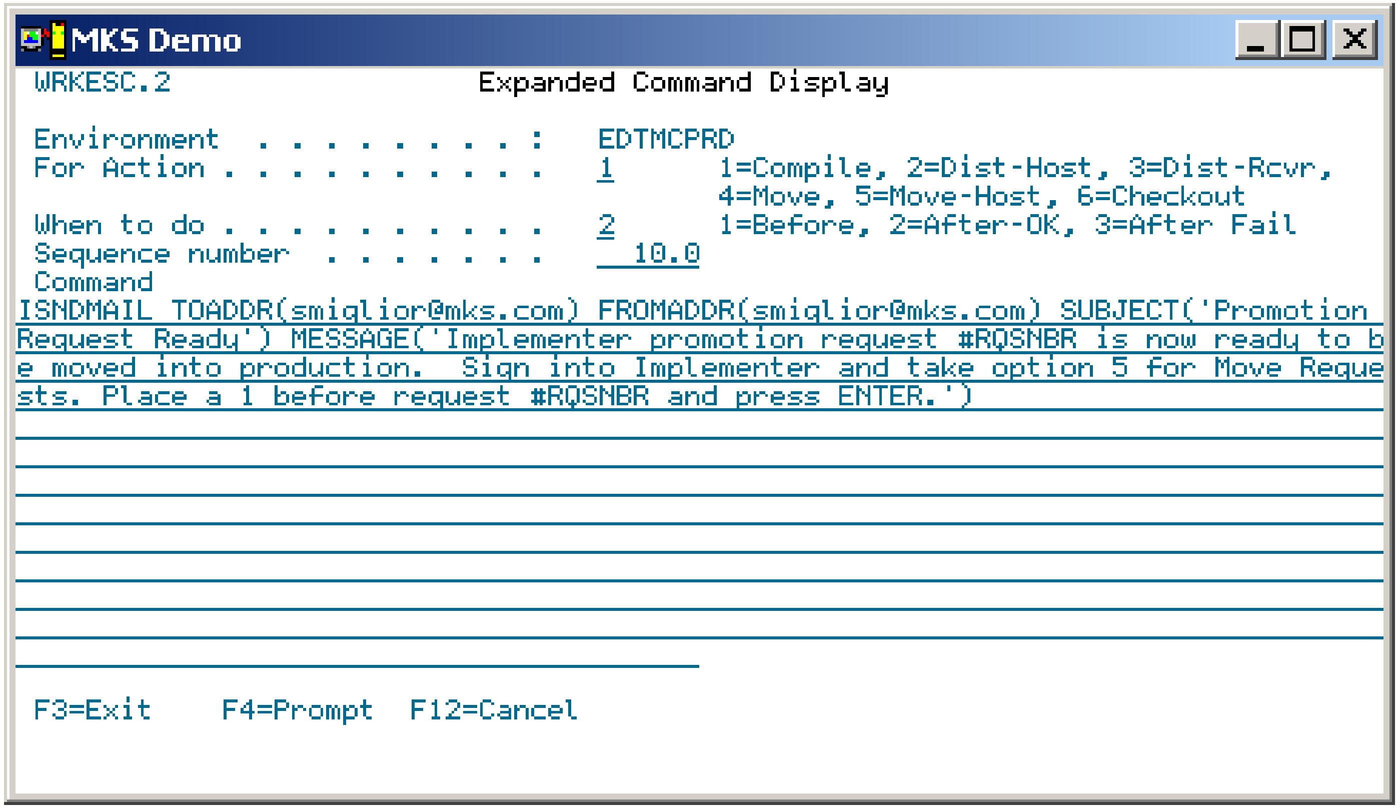
```
WRKENV.1                    Work with Environments

Position to environment  . . . .   __________

Type options, press Enter.
  2=Change  3=Copy  4=Delete  5=Display  6=Print  12=LANSA
  13=Promotion Scheduling     14=Related environments...
                                                                       Build
Opt Environment Admin      Type Description                    System   List
__  EDTMCBASE   EDTMC      *PRD Base Product Environment       IL400SV1 YES
    EDTMCDEV    EDTMC      *TST DEV Environment                IL400SV1 YES
13  EDTMCPRD    EDTMC      *PRD PRD Environment                IL400SV1 YES
__  EDTMCPRDR   EDTMC      *PRD PRD Remote Environment         IL400SV2 YES
__  EDTMCQAC    EDTMC      *QAC QAC Environment                IL400SV1 YES






F3=Exit  F6=Create  F10=*ALL Spec Cmds  F12=Cancel  F18=Submission Options
F19=Purge All History  F23=More Options
```

# Special Commands by Environment



```
WRKENV.1                      Work with Environments

Position to environment  . . . .   __________

Type options, press Enter.
  15=User capabilities   17=Standard path  18=Emergency path
  19=Special commands    20=Directory setup  26=Verification report...
                                                                       Build
Opt Environment Admin      Type Description                    System   List
__  EDTMCBASE   EDTMC      *PRD Base Product Environment       IL400SV1 YES
__  EDTMCDEV    EDTMC      *TST DEV Environment                IL400SV1 YES
19  EDTMCPRD    EDTMC      *PRD PRD Environment                IL400SV1 YES
__  EDTMCPRDR   EDTMC      *PRD PRD Remote Environment         IL400SV2 YES
__  EDTMCQAC    EDTMC      *QAC QAC Environment                IL400SV1 YES




F3=Exit   F6=Create  F10=*ALL Spec Cmds  F12=Cancel  F18=Submission Options
F19=Purge All History  F23=More Options
```

# Promotion Special Command



```
 WRKESC.2                             Expanded Command Display

 Environment  . . . . . . . . :   EDTMCPRD
 For Action . . . . . . . . . .   1       1=Compile, 2=Dist-Host, 3=Dist-Rcvr,
                                          4=Move, 5=Move-Host, 6=Checkout
 When to do . . . . . . . . . .   2       1=Before, 2=After-OK, 3=After Fail
 Sequence number  . . . . . . .     10.0
 Command
ISNDMAIL TOADDR(smiglior@mks.com) FROMADDR(smiglior@mks.com) SUBJECT('Promotion
Request Ready') MESSAGE('Implementer promotion request #RQSNBR is now ready to b
e moved into production.  Sign into Implementer and take option 5 for Move Reque
sts. Place a 1 before request #RQSNBR and press ENTER.')

 F3=Exit     F4=Prompt   F12=Cancel
```

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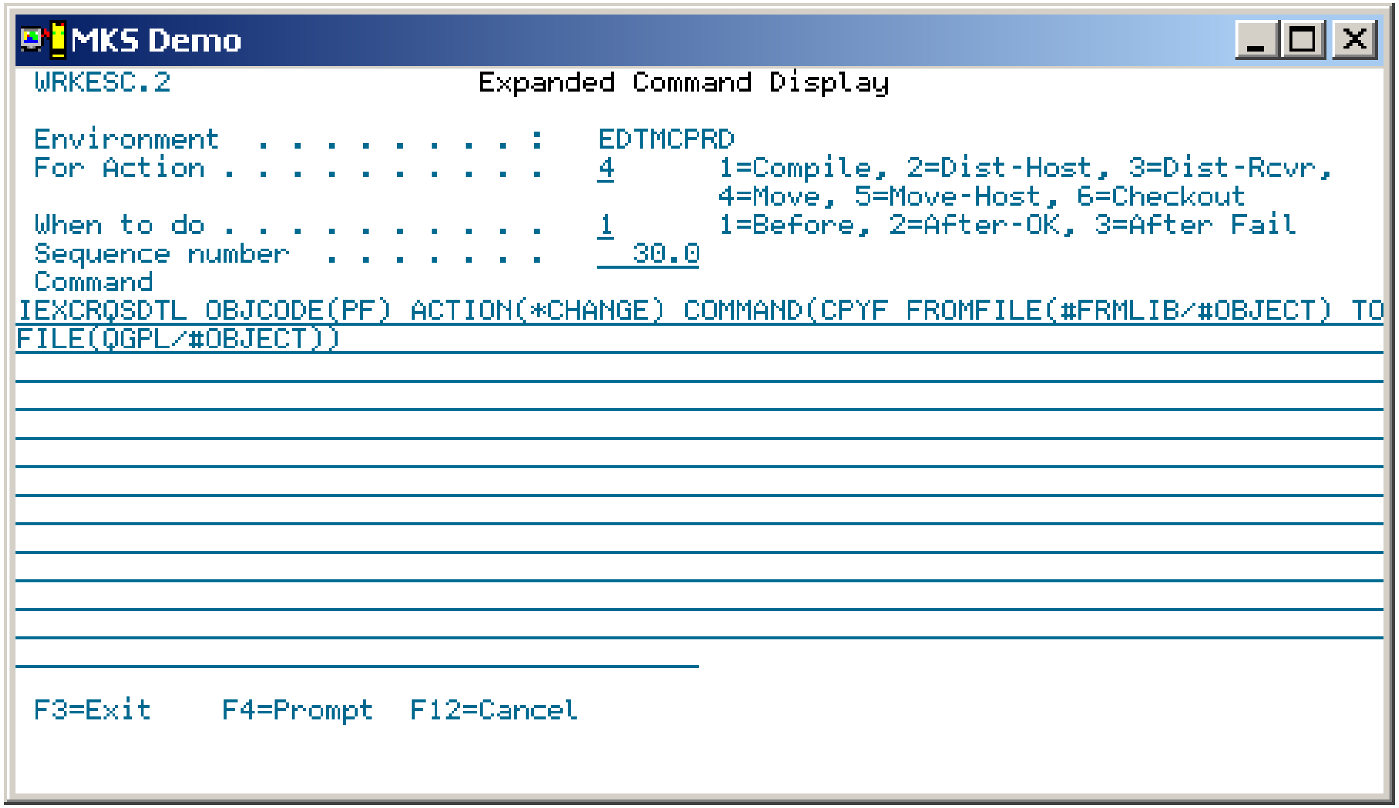
# Execute Request Detail

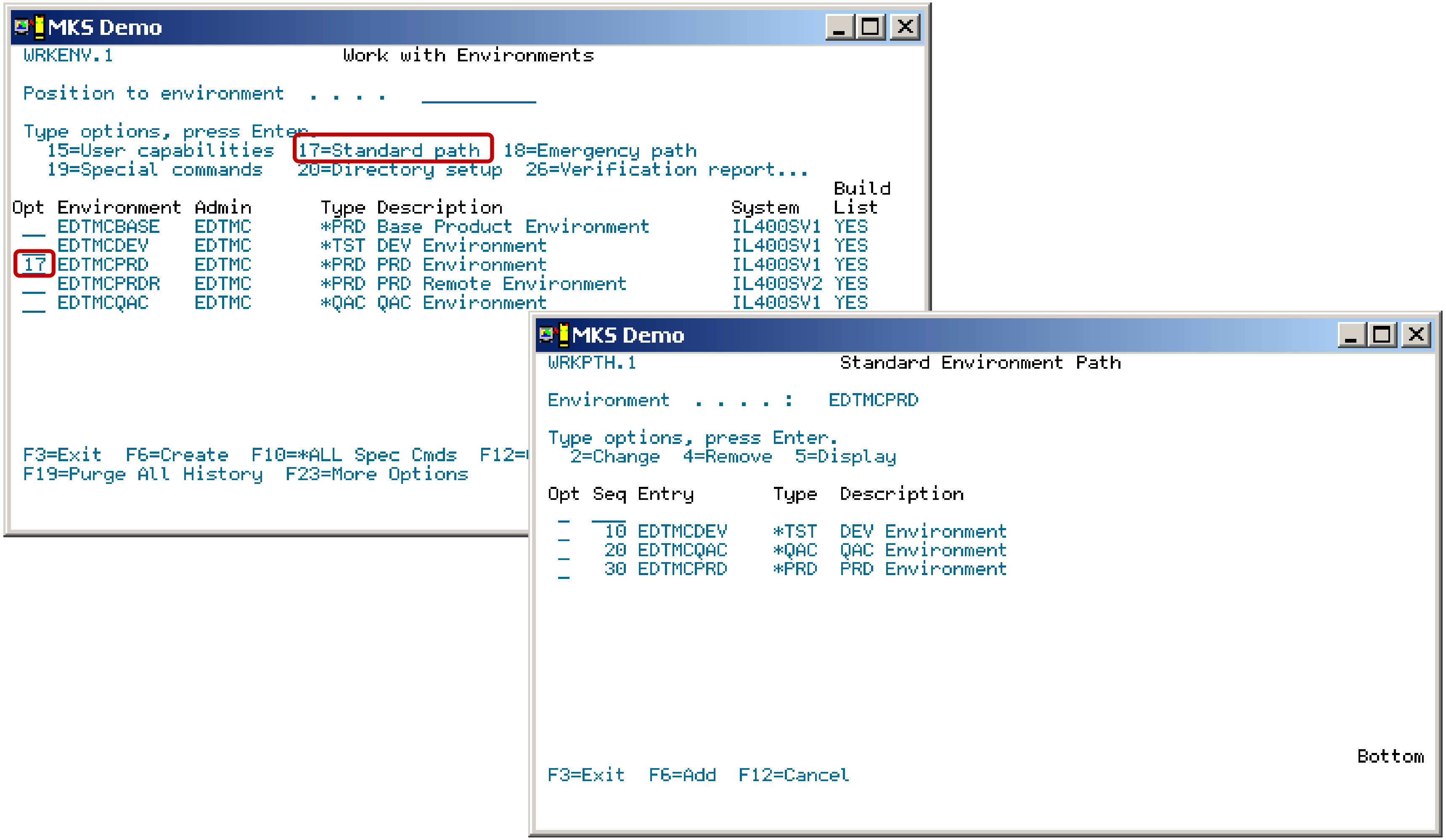


```
WRKESC.2                    Expanded Command Display

Environment . . . . . . . . :    EDTMCPRD
For Action . . . . . . . . .     4       1=Compile, 2=Dist-Host, 3=Dist-Rcvr,
                                         4=Move, 5=Move-Host, 6=Checkout
When to do . . . . . . . . .     1       1=Before, 2=After-OK, 3=After Fail
Sequence number  . . . . . .      30.0
Command
IEXCRQSDTL OBJCODE(PF) ACTION(*CHANGE) COMMAND(CPYF FROMFILE(#FRMLIB/#OBJECT) TO
FILE(QGPL/#OBJECT))


 F3=Exit     F4=Prompt   F12=Cancel
```

# Standard Path



```
WRKENV.1                    Work with Environments

Position to environment  . . . .   __________

Type options, press Enter.
  15=User capabilities  17=Standard path  18=Emergency path
  19=Special commands   20=Directory setup  26=Verification report...
                                                                 Build
Opt Environment Admin      Type Description                System   List
__  EDTMCBASE   EDTMC      *PRD Base Product Environment   IL400SV1 YES
__  EDTMCDEV    EDTMC      *TST DEV Environment            IL400SV1 YES
17  EDTMCPRD    EDTMC      *PRD PRD Environment            IL400SV1 YES
__  EDTMCPRDR   EDTMC      *PRD PRD Remote Environment     IL400SV2 YES
__  EDTMCQAC    EDTMC      *QAC QAC Environment            IL400SV1 YES



 F3=Exit   F6=Create   F10=*ALL Spec Cmds   F12=
 F19=Purge All History   F23=More Options
```

```
WRKPTH.1                    Standard Environment Path

Environment  . . . . . :   EDTMCPRD

Type options, press Enter.
  2=Change   4=Remove   5=Display

Opt  Seq  Entry        Type   Description

 _    10  EDTMCDEV     *TST   DEV Environment
 _    20  EDTMCQAC     *QAC   QAC Environment
 _    30  EDTMCPRD     *PRD   PRD Environment
 _




                                                                 Bottom
F3=Exit   F6=Add   F12=Cancel
```

# Exercise 1

- Open CM by using command STRCM
- Locate you User Profile
  - Review your user capabilities for CM
  - Review your user capabilities for environment:
    - CACNFDEV
    - CACNFQAC
    - CACNFPRD
- Find the object codes for 2E
- Got to Environments
  - Review the libraries for Source, Files and Programs.
- Review the Standard Path for the environment CACNFPRD.

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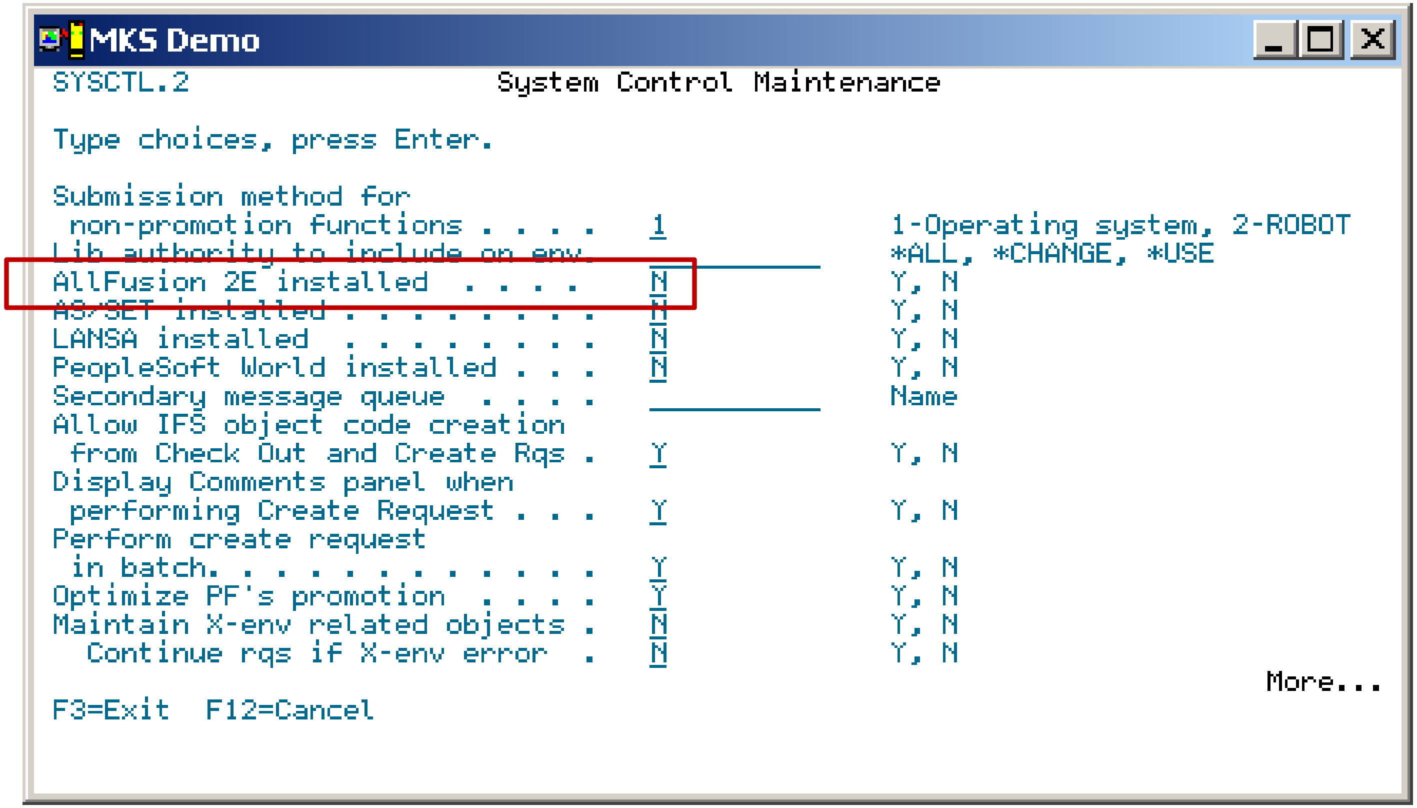
# CA 2E CM Setup

# 2E CM Setup Tasks

- Add the following CA 2E product libraries to your interactive library list:
  - Y1SY
  - Y2SY
- Change the Implementer job description MWIJOBD to add the two CA 2E product libraries.
- In System Control Maintenance, activate the integration by setting the **CA 2E installed** field to Y.
- Set up standard environments to manage CA 2E applications.

# System Control Maintenance

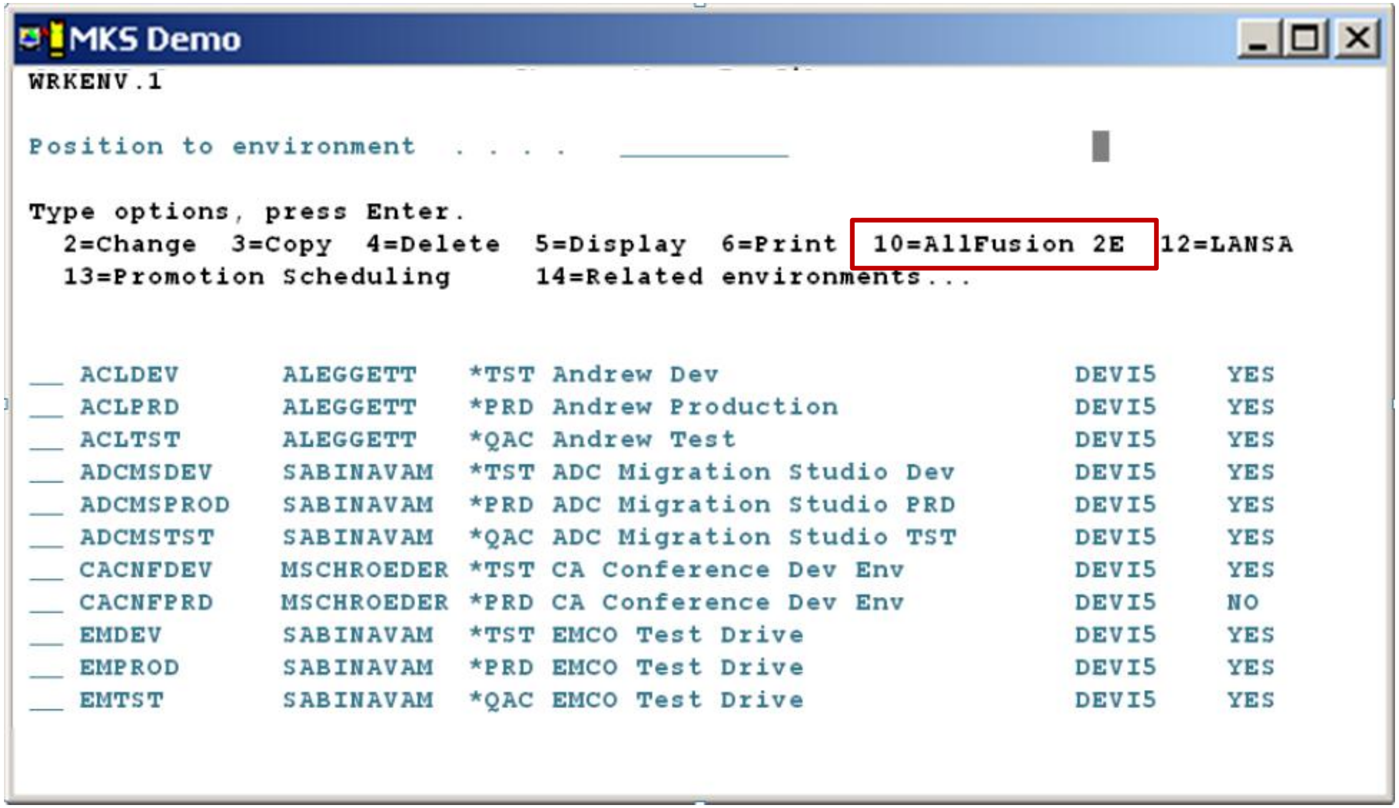
## System Control Maintenance, panel 2



```
SYSCTL.2                    System Control Maintenance

Type choices, press Enter.

Submission method for
 non-promotion functions . . . .   1          1-Operating system, 2-ROBOT
Lib authority to include on env.   __________ *ALL, *CHANGE, *USE
AllFusion 2E installed  . . . .    N          Y, N
AS/SET installed . . . . . . . .   N          Y, N
LANSA installed  . . . . . . . .   N          Y, N
PeopleSoft World installed . . .   N          Y, N
Secondary message queue  . . . .   __________ Name
Allow IFS object code creation
 from Check Out and Create Rqs .   Y          Y, N
Display Comments panel when
 performing Create Request . . .   Y          Y, N
Perform create request
 in batch. . . . . . . . . . . .   Y          Y, N
Optimize PF's promotion  . . . .   Y          Y, N
Maintain X-env related objects .   N          Y, N
  Continue rqs if X-env error  .   N          Y, N
                                                                     More...
F3=Exit   F12=Cancel
```

# CM Environment

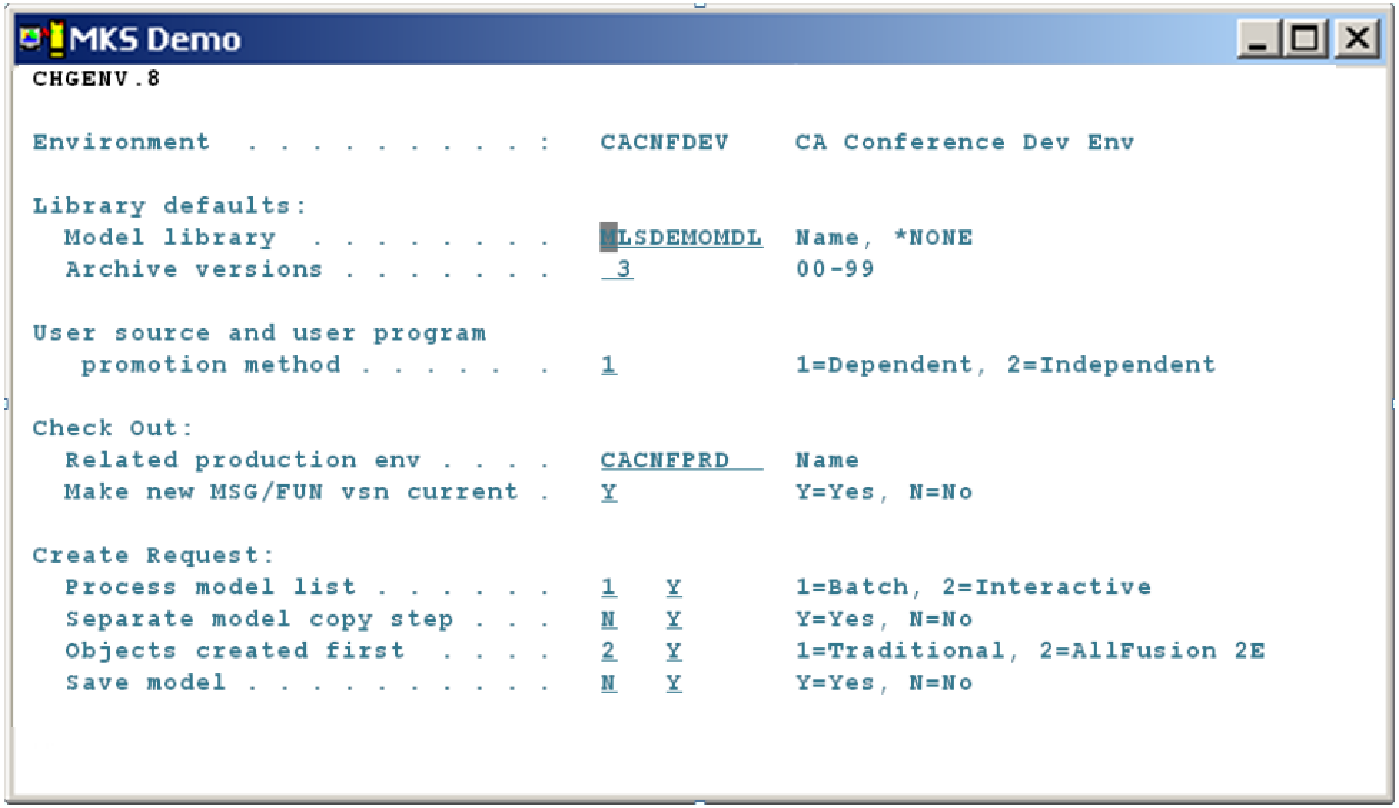
## Set up standard environments



```
WRKENV.1

Position to environment  . . . .   __________

Type options, press Enter.
  2=Change  3=Copy  4=Delete  5=Display  6=Print  10=AllFusion 2E 12=LANSA
  13=Promotion Scheduling     14=Related environments...


__ ACLDEV      ALEGGETT   *TST Andrew Dev                       DEVI5    YES
__ ACLPRD      ALEGGETT   *PRD Andrew Production                DEVI5    YES
__ ACLTST      ALEGGETT   *QAC Andrew Test                      DEVI5    YES
__ ADCMSDEV    SABINAVAM  *TST ADC Migration Studio Dev         DEVI5    YES
__ ADCMSPROD   SABINAVAM  *PRD ADC Migration Studio PRD         DEVI5    YES
__ ADCMSTST    SABINAVAM  *QAC ADC Migration Studio TST         DEVI5    YES
__ CACNFDEV    MSCHROEDER *TST CA Conference Dev Env            DEVI5    YES
__ CACNFPRD    MSCHROEDER *PRD CA Conference Dev Env            DEVI5    NO
__ EMDEV       SABINAVAM  *TST EMCO Test Drive                  DEVI5    YES
__ EMPROD      SABINAVAM  *PRD EMCO Test Drive                  DEVI5    YES
__ EMTST       SABINAVAM  *QAC EMCO Test Drive                  DEVI5    YES
```

# CM Environment

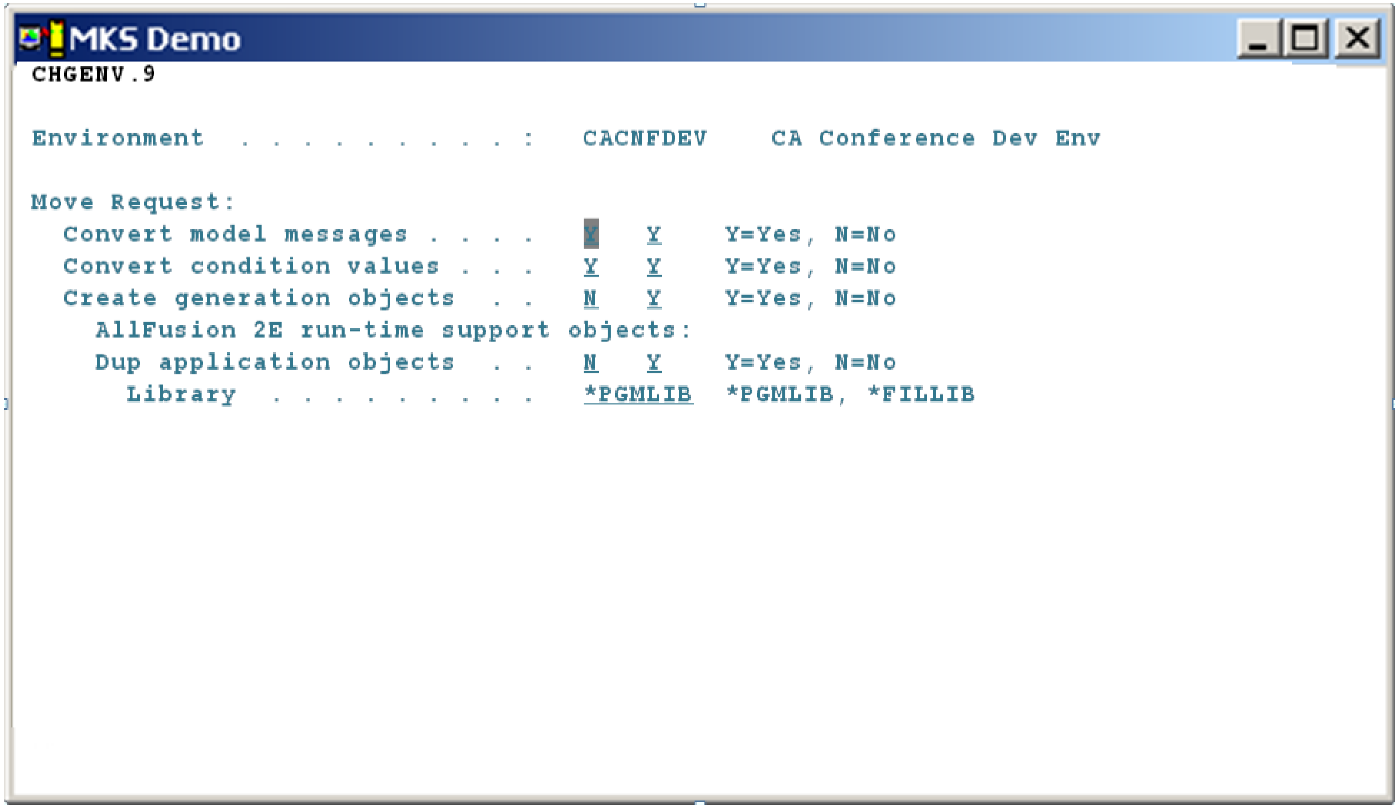
## Set up standard environments



```
CHGENV.8

Environment . . . . . . . . . . :     CACNFDEV    CA Conference Dev Env

Library defaults:
  Model library . . . . . . . .       MLSDEMOMDL  Name, *NONE
  Archive versions . . . . . . .       3          00-99

User source and user program
   promotion method . . . . .   .     1           1=Dependent, 2=Independent

Check Out:
  Related production env . . . .      CACNFPRD    Name
  Make new MSG/FUN vsn current .      Y           Y=Yes, N=No

Create Request:
  Process model list . . . . . .      1   Y       1=Batch, 2=Interactive
  Separate model copy step . . .      N   Y       Y=Yes, N=No
  Objects created first   . . . .     2   Y       1=Traditional, 2=AllFusion 2E
  Save model . . . . . . . . . .      N   Y       Y=Yes, N=No
```

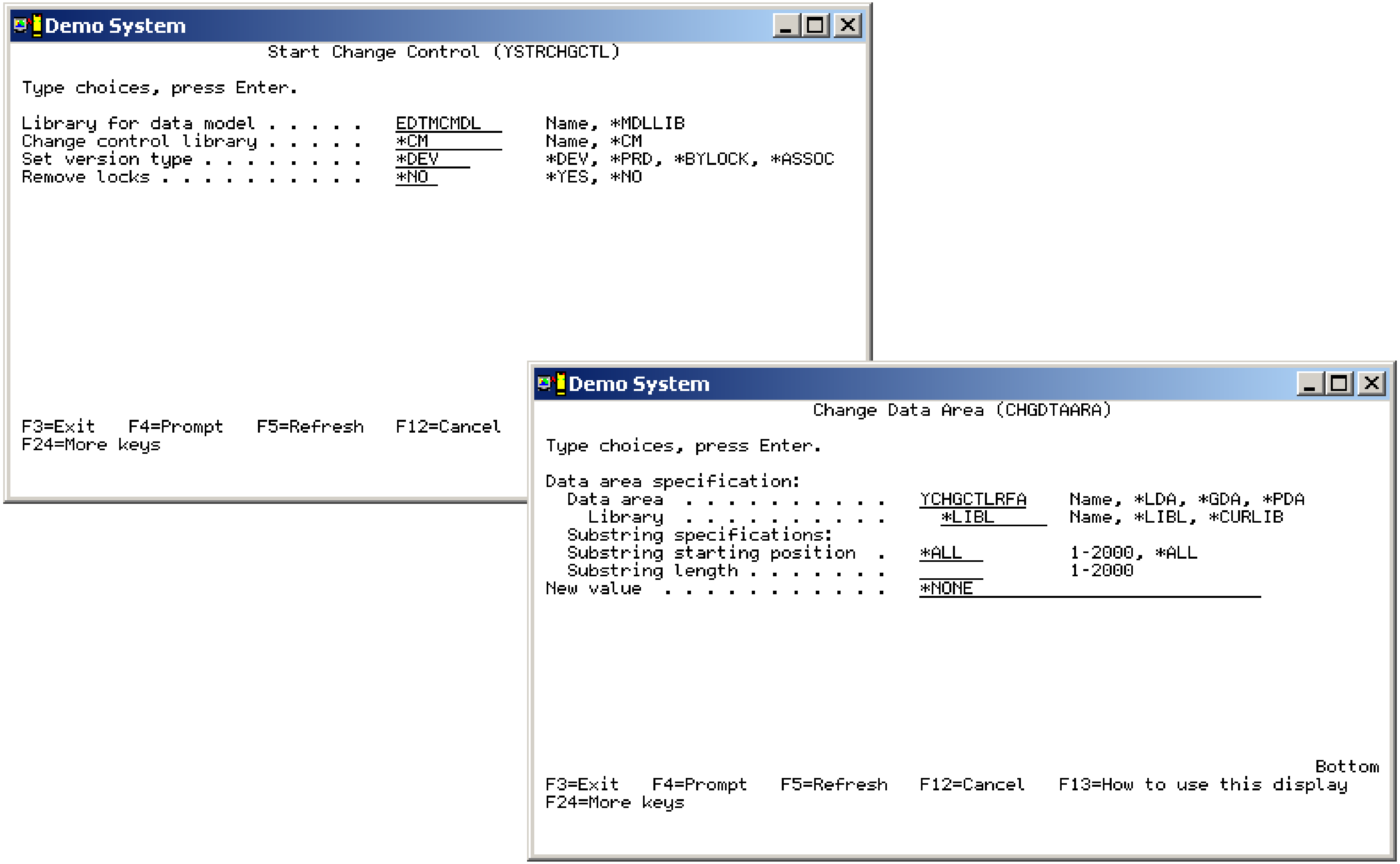
# CM Environment

## Set up standard environments



```
CHGENV.9

Environment . . . . . . . . . . :   CACNFDEV    CA Conference Dev Env

Move Request:
  Convert model messages . . . .    Y   Y    Y=Yes, N=No
  Convert condition values . . .    Y   Y    Y=Yes, N=No
  Create generation objects  . .    N   Y    Y=Yes, N=No
    AllFusion 2E run-time support objects:
    Dup application objects  . .    N   Y    Y=Yes, N=No
      Library  . . . . . . . . .    *PGMLIB  *PGMLIB, *FILLIB
```

# Start CA 2E Change Control

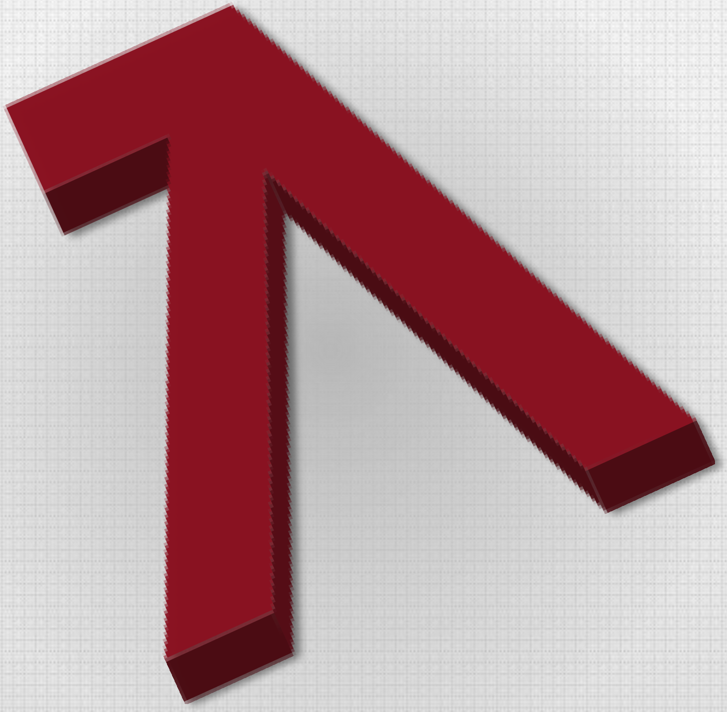


```
                       Start Change Control (YSTRCHGCTL)

 Type choices, press Enter.

 Library for data model . . . . . .   EDTMCMDL       Name, *MDLLIB
 Change control library . . . . . .   *CM            Name, *CM
 Set version type . . . . . . . . .   *DEV           *DEV, *PRD, *BYLOCK, *ASSOC
 Remove locks . . . . . . . . . . .   *NO            *YES, *NO









 F3=Exit   F4=Prompt   F5=Refresh   F12=Cancel
 F24=More keys
```

```
                         Change Data Area (CHGDTAARA)

 Type choices, press Enter.

 Data area specification:
   Data area  . . . . . . . . . .   YCHGCTLRFA    Name, *LDA, *GDA, *PDA
     Library  . . . . . . . . . .     *LIBL       Name, *LIBL, *CURLIB
   Substring specifications:
   Substring starting position  .   *ALL          1-2000, *ALL
   Substring length . . . . . . .                 1-2000
 New value  . . . . . . . . . . .   *NONE








                                                                        Bottom
 F3=Exit   F4=Prompt   F5=Refresh   F12=Cancel   F13=How to use this display
 F24=More keys
```

# Exercise 2

- Basic Setup Tasks for CM 2E
  - System Control Maintenance
  - CM Environment
    - CACNFDEV
    - CACNFQAC
    - CACNFPRD
  - Starting CM 2E on a Model
    - Verify model CACNFMDL is connected to CM 2E



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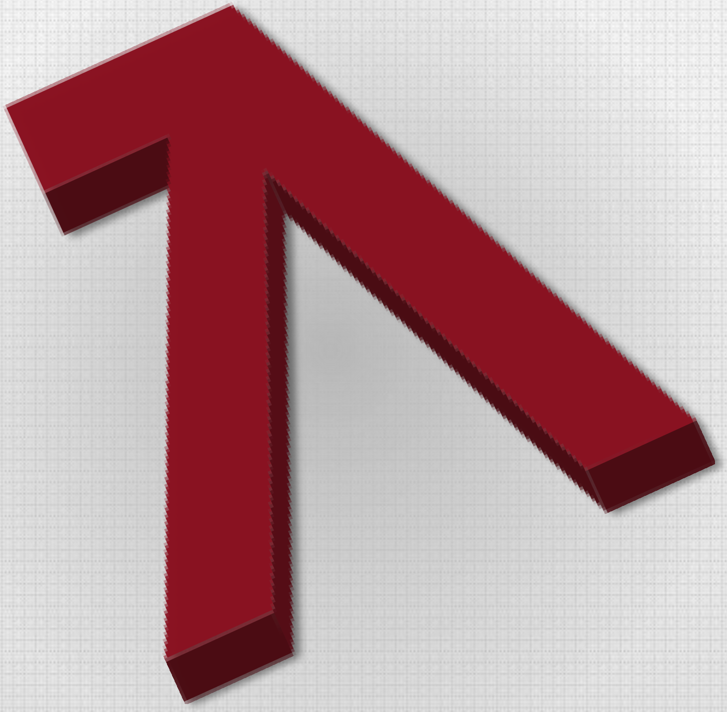
# CA 2E CM Workflow

# CA 2E Workflow

- 2E CM Check out Process
  - Initiating Check Out from 2E
  - Checkout Model Object Panel
  - Edit Function After Check Out
- 2E CM Promotion Process
  - Accessing 2E CM from 2E
  - CM 2E Workbench
  - Create Promotion Request
  - Request Inquiry
  - Move Requests
  - Request Messages



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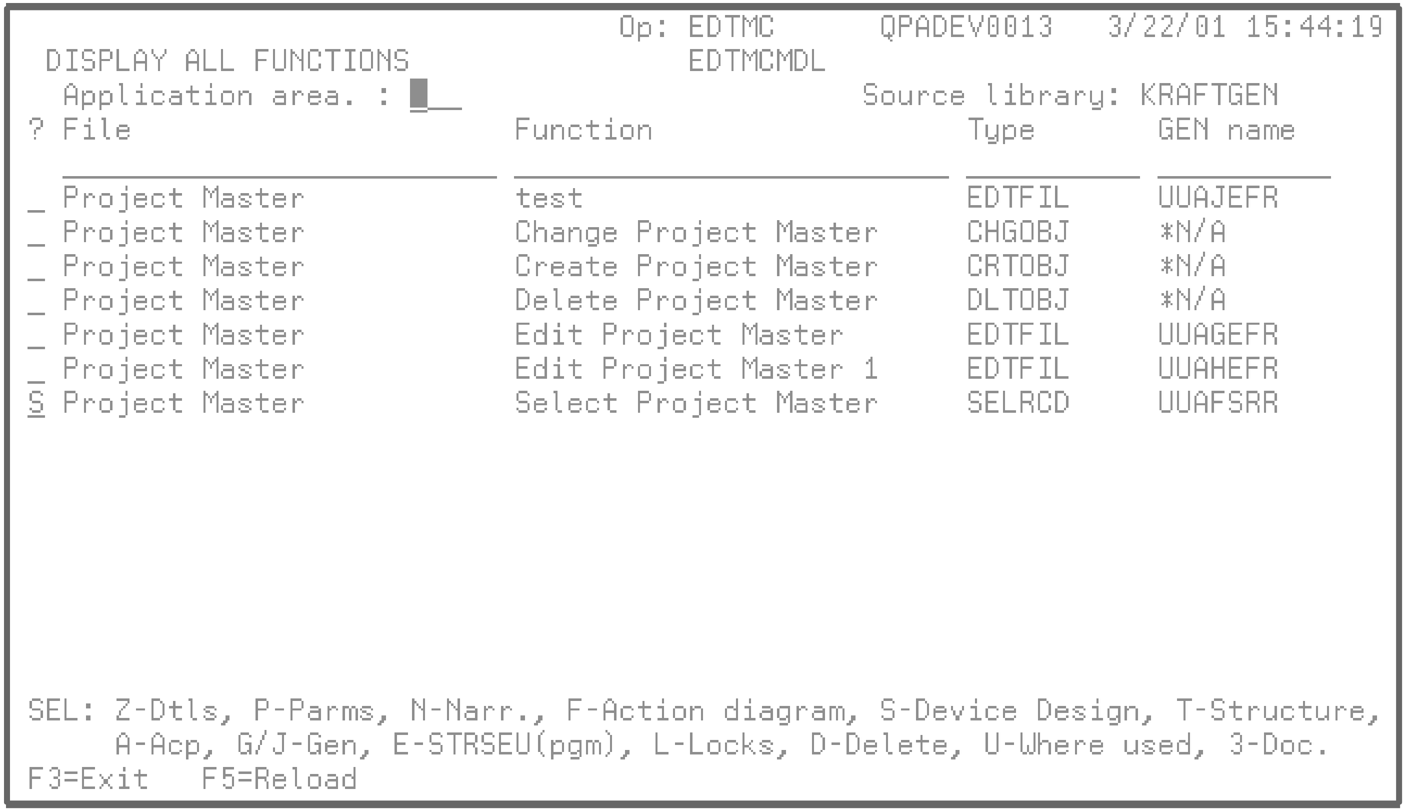
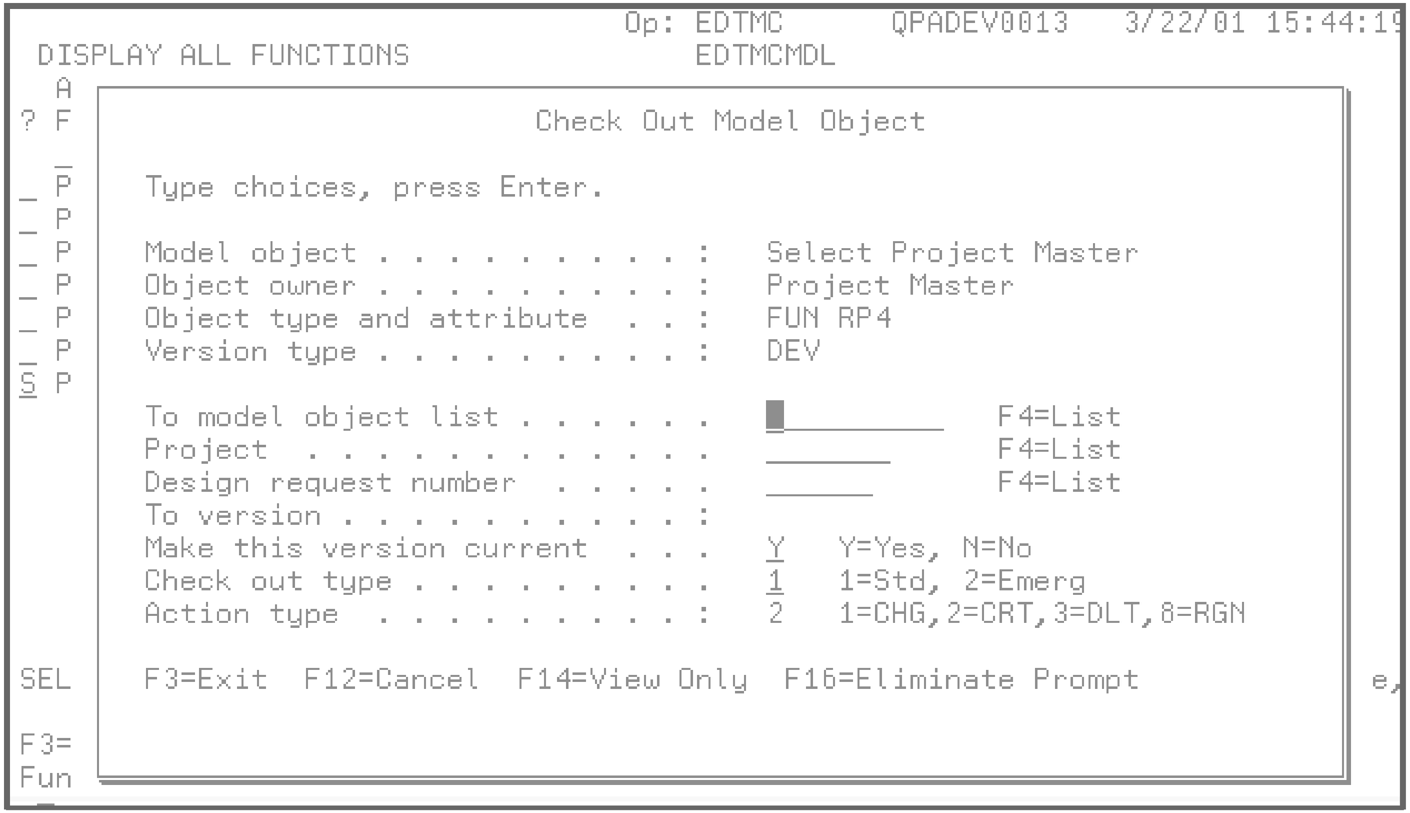
# CA 2E CM Check Out Process

# Initiate Check Out From CA 2E



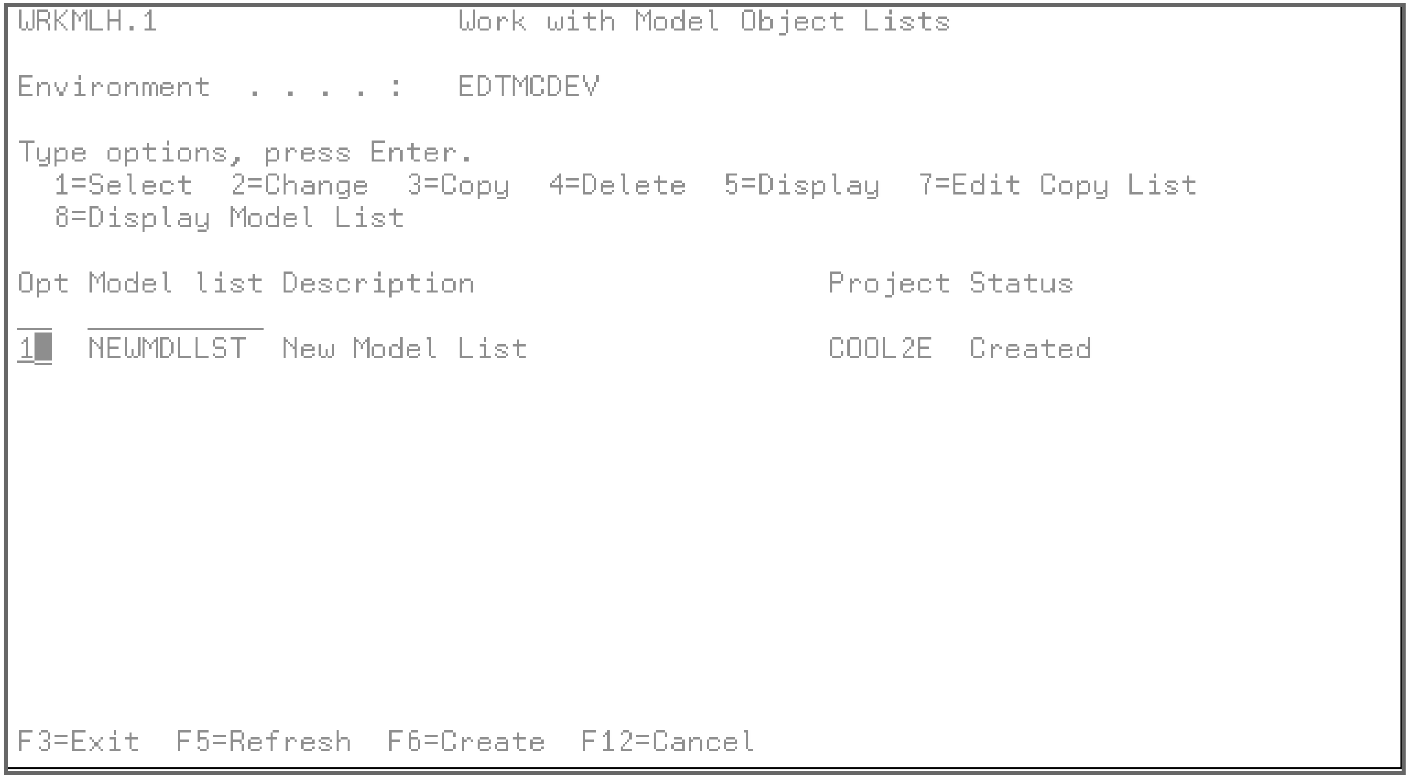
```
                                  Op: EDTMC      QPADEV0013   3/22/01 15:44:19
 DISPLAY ALL FUNCTIONS                EDTMCMDL
  Application area. : ___                             Source library: KRAFTGEN
? File                      Function                  Type       GEN name
  _________________________ _________________________ __________ __________
_ Project Master            test                      EDTFIL     UUAJEFR
_ Project Master            Change Project Master     CHGOBJ     *N/A
_ Project Master            Create Project Master     CRTOBJ     *N/A
_ Project Master            Delete Project Master     DLTOBJ     *N/A
_ Project Master            Edit Project Master       EDTFIL     UUAGEFR
_ Project Master            Edit Project Master 1     EDTFIL     UUAHEFR
S Project Master            Select Project Master     SELRCD     UUAFSRR








SEL: Z-Dtls, P-Parms, N-Narr., F-Action diagram, S-Device Design, T-Structure,
     A-Acp, G/J-Gen, E-STRSEU(pgm), L-Locks, D-Delete, U-Where used, 3-Doc.
F3=Exit   F5=Reload
```

# Check Out Model Object Panel



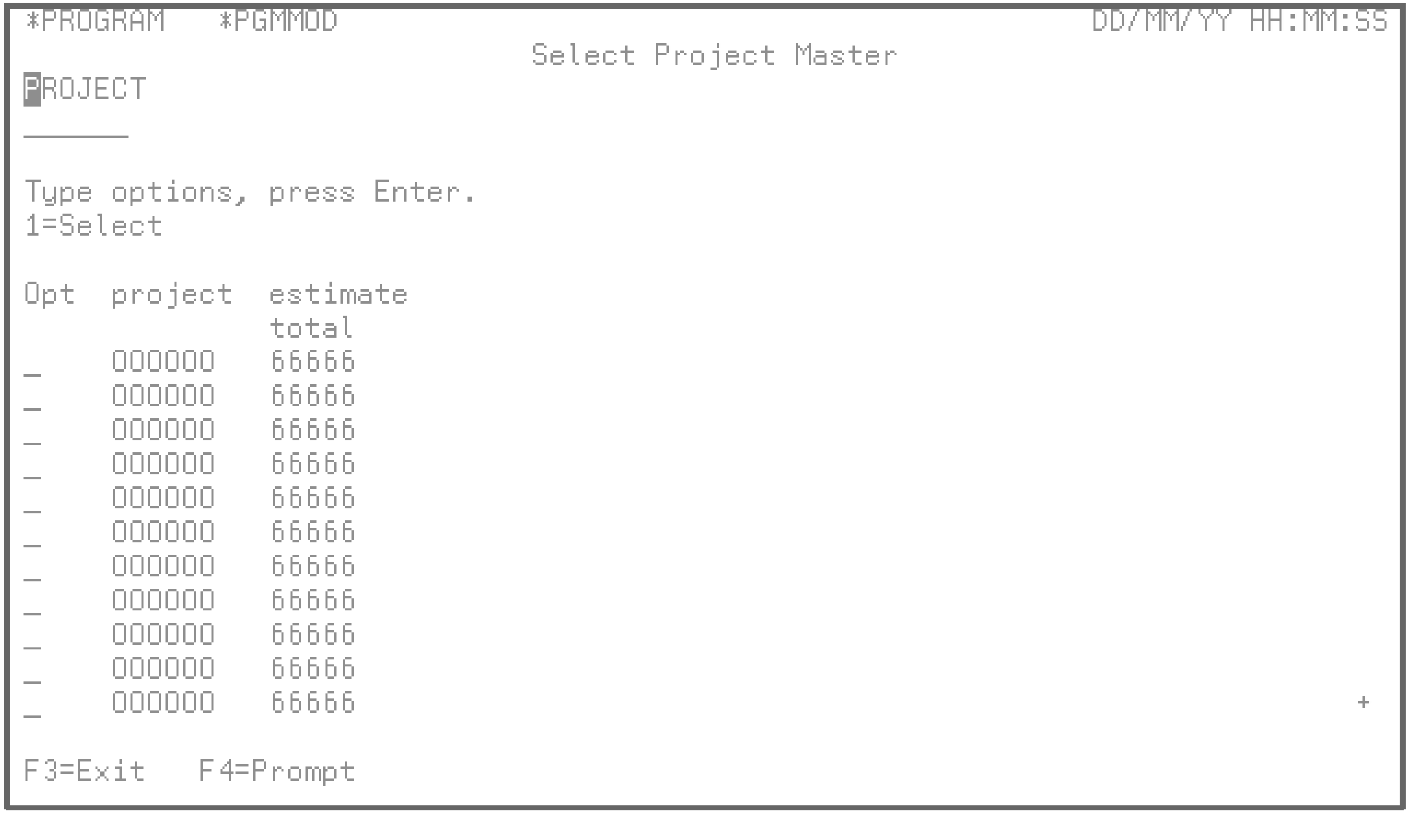
```
                                   Op: EDTMC       QPADEV0013    3/22/01 15:44:1
 DISPLAY ALL FUNCTIONS                 EDTMCMDL
  A
? F                       Check Out Model Object
  _
_ P   Type choices, press Enter.
_ P
_ P   Model object . . . . . . . . . . :   Select Project Master
_ P   Object owner . . . . . . . . . . :   Project Master
_ P   Object type and attribute  . . . :   FUN RP4
_ P   Version type . . . . . . . . . . :   DEV
S P
      To model object list . . . . . .     __________      F4=List
      Project  . . . . . . . . . . . .     _______         F4=List
      Design request number  . . . . .     ______          F4=List
      To version . . . . . . . . . . . :
      Make this version current  . . .     Y   Y=Yes, N=No
      Check out type . . . . . . . . .     1   1=Std, 2=Emerg
      Action type  . . . . . . . . . . :   2   1=CHG,2=CRT,3=DLT,8=RGN

SEL   F3=Exit  F12=Cancel  F14=View Only  F16=Eliminate Prompt                  e,

F3=
Fun
```

# Selecting a Model Object List



```
WRKMLH.1                    Work with Model Object Lists

Environment  . . . . . :    EDTMCDEV

Type options, press Enter.
  1=Select   2=Change   3=Copy   4=Delete   5=Display   7=Edit Copy List
  8=Display Model List

Opt Model list Description                         Project Status

1   NEWMDLLST  New Model List                      COOL2E  Created











F3=Exit   F5=Refresh   F6=Create   F12=Cancel
```

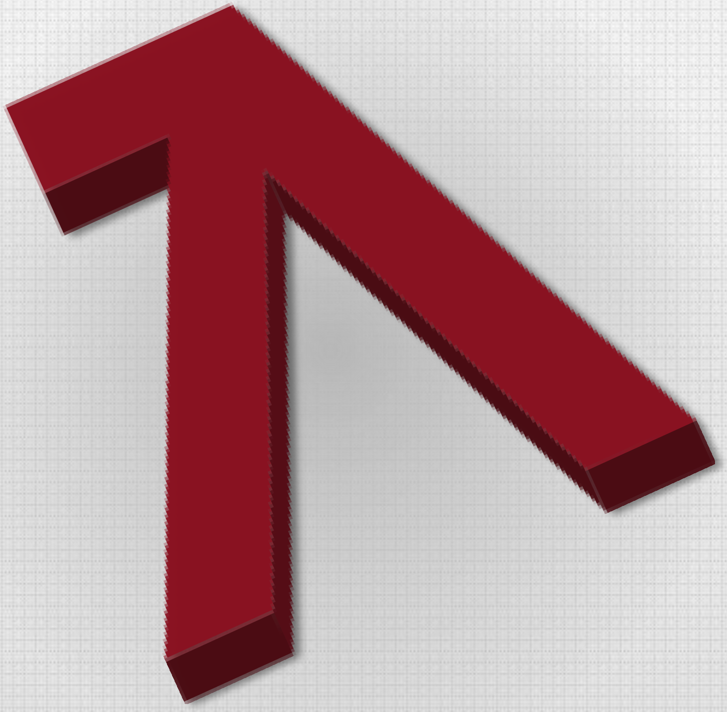
# Edit Function After Check Out



```
*PROGRAM    *PGMMOD                                                    DD/MM/YY HH:MM:SS
                               Select Project Master
PROJECT

______

Type options, press Enter.
1=Select

Opt  project  estimate
              total
_    000000   66666
_    000000   66666
_    000000   66666
_    000000   66666
_    000000   66666
_    000000   66666
_    000000   66666
_    000000   66666
_    000000   66666
_    000000   66666
_    000000   66666                                                                  +

F3=Exit   F4=Prompt
```

# Exercise 3

- Checking Out an Object from 2E
  - Log in to 2E Model CACNFMDL
  - Go to the Function screen for Dogs
  - Create a Display File over Dogs
    - Name your program based on your ID
      - Example: *01 DSF Dogs*
    - Create a Model Object List based on your ID
      - Example: *CACM01a*
    - Create a Project based on your ID
      - Example: CACM01a
  - Complete the check out of your object.
  - Edit your display file so it can be compiled.



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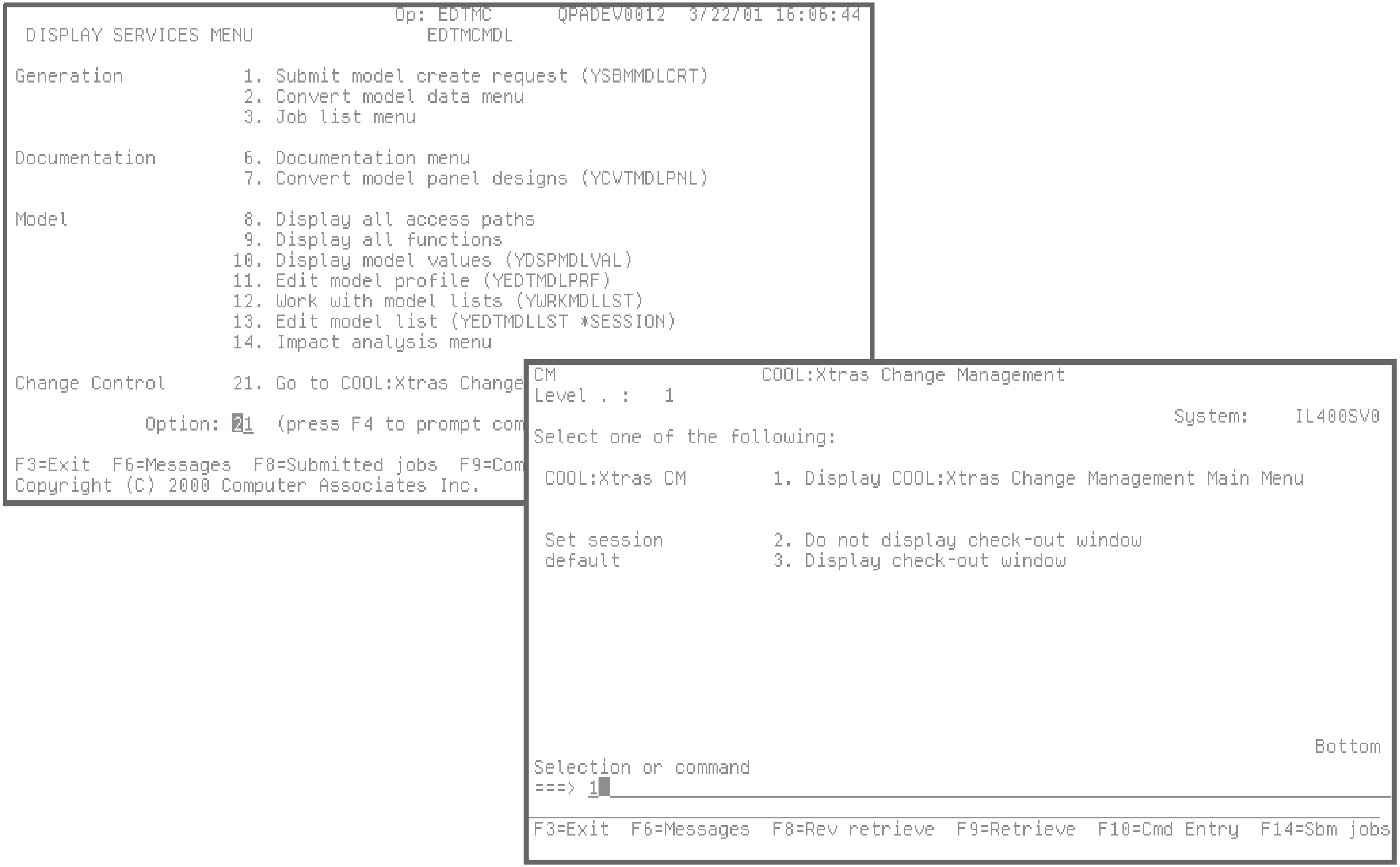
# CA 2E CM Promotion Process

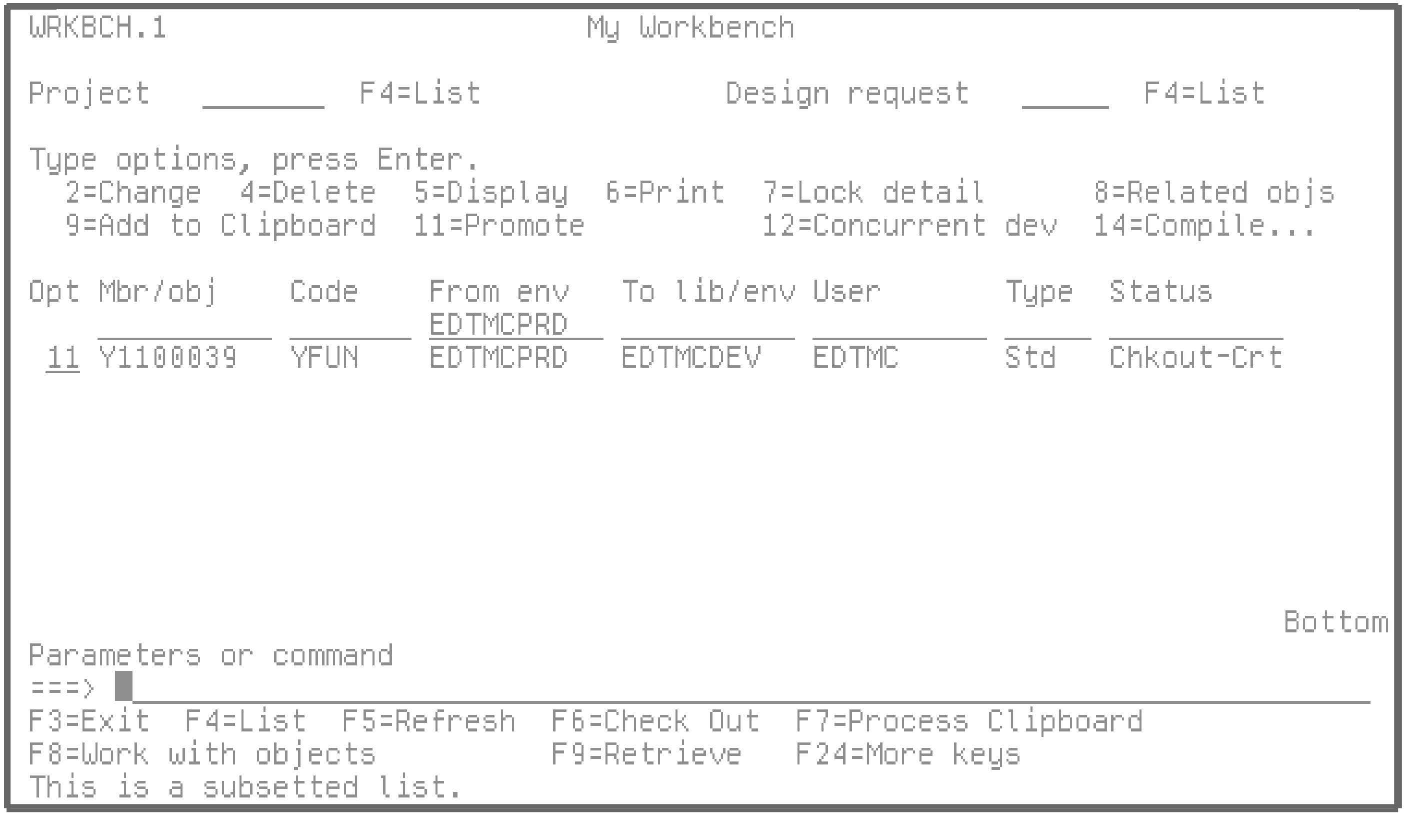
# Accessing CA 2E CM From CA 2E



```
                                  Op: EDTMC      QPADEV0012  3/22/01 16:06:44
 DISPLAY SERVICES MENU                 EDTMCMDL

Generation             1. Submit model create request (YSBMMDLCRT)
                       2. Convert model data menu
                       3. Job list menu

Documentation          6. Documentation menu
                       7. Convert model panel designs (YCVTMDLPNL)

Model                  8. Display all access paths
                       9. Display all functions
                      10. Display model values (YDSPMDLVAL)
                      11. Edit model profile (YEDTMDLPRF)
                      12. Work with model lists (YWRKMDLLST)
                      13. Edit model list (YEDTMDLLST *SESSION)
                      14. Impact analysis menu

Change Control        21. Go to COOL:Xtras Change

             Option: 21  (press F4 to prompt com

F3=Exit  F6=Messages  F8=Submitted jobs  F9=Com
Copyright (C) 2000 Computer Associates Inc.
```

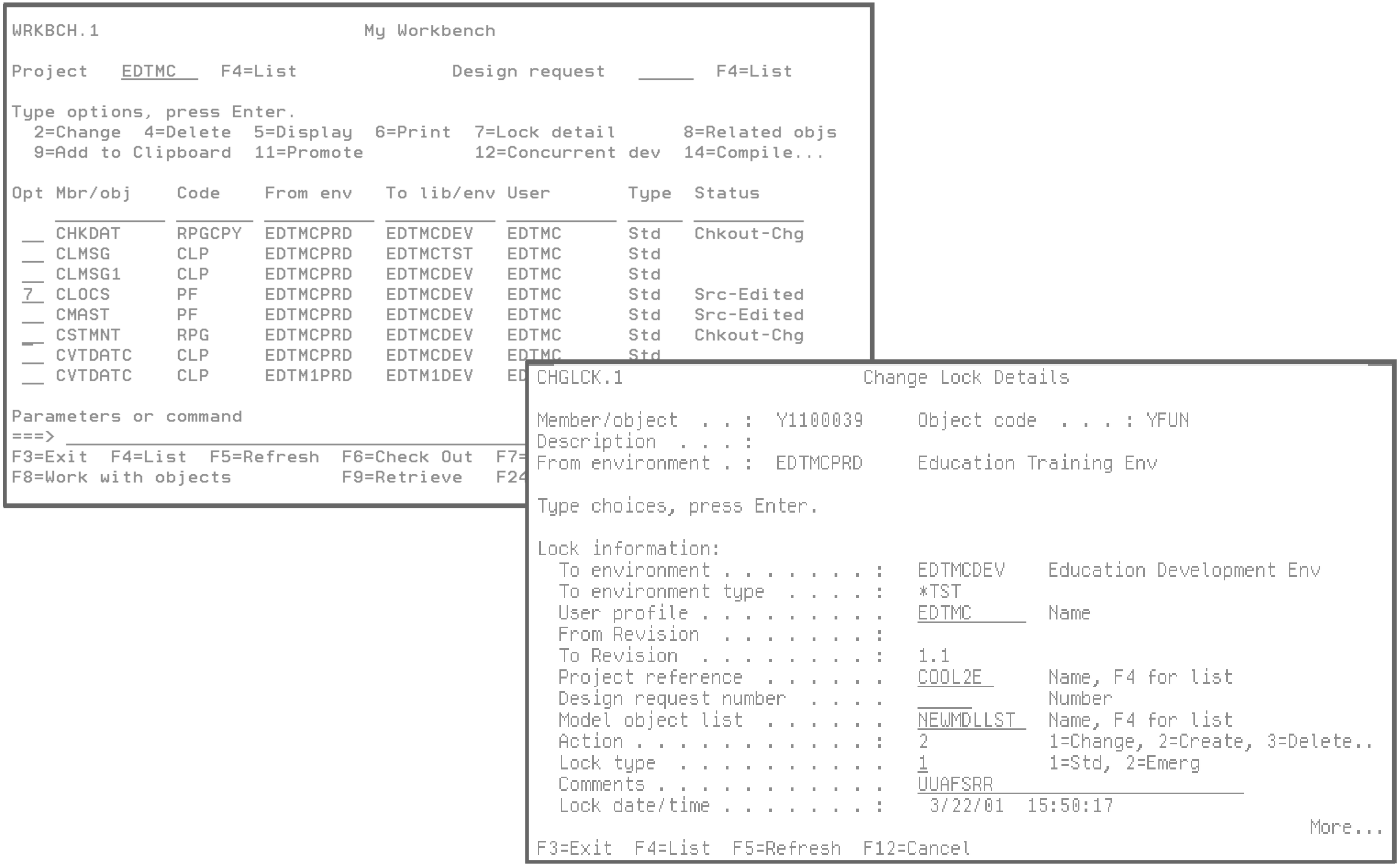
```
CM                     COOL:Xtras Change Management
Level . :   1
                                                         System:    IL400SV0
Select one of the following:

 COOL:Xtras CM         1. Display COOL:Xtras Change Management Main Menu


 Set session           2. Do not display check-out window
 default               3. Display check-out window









                                                                       Bottom
Selection or command
===> 1

F3=Exit  F6=Messages  F8=Rev retrieve  F9=Retrieve  F10=Cmd Entry  F14=Sbm jobs
```

# My Workbench



```
WRKBCH.1                        My Workbench

Project  _______   F4=List              Design request  _____  F4=List

Type options, press Enter.
  2=Change   4=Delete   5=Display  6=Print  7=Lock detail     8=Related objs
  9=Add to Clipboard  11=Promote            12=Concurrent dev  14=Compile...

Opt Mbr/obj    Code     From env    To lib/env User        Type   Status
                        EDTMCPRD
    __________ ________ __________ __________ __________ _____  __________
 11 Y1100039   YFUN     EDTMCPRD    EDTMCDEV   EDTMC       Std    Chkout-Crt







                                                                        Bottom
Parameters or command
===> _____________________________________________________________________________
F3=Exit  F4=List  F5=Refresh  F6=Check Out  F7=Process Clipboard
F8=Work with objects          F9=Retrieve   F24=More keys
This is a subsetted list.
```

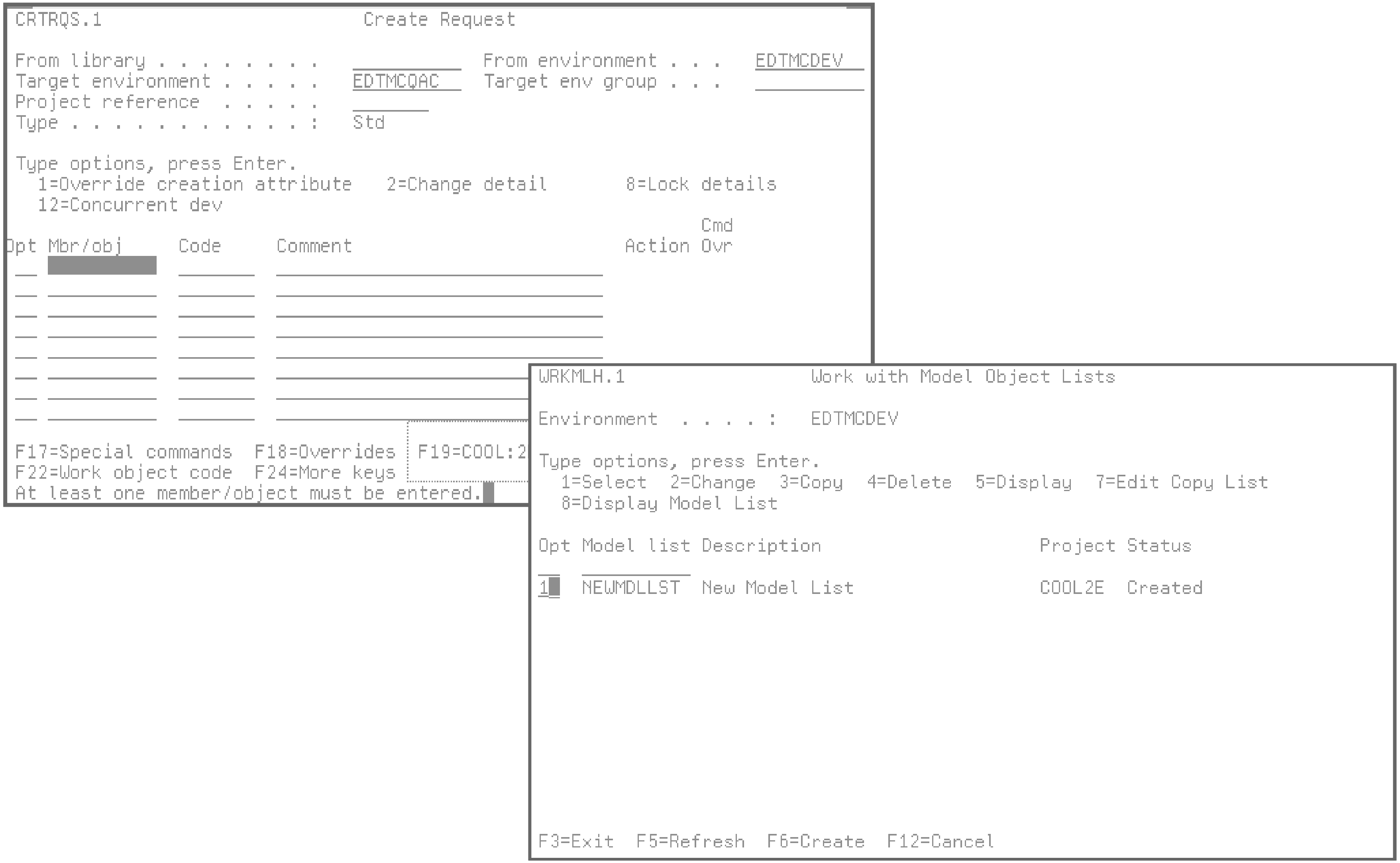
# Lock Details



```
WRKBCH.1                       My Workbench

Project    EDTMC__    F4=List               Design request   _____   F4=List

Type options, press Enter.
  2=Change  4=Delete  5=Display  6=Print  7=Lock detail      8=Related objs
  9=Add to Clipboard  11=Promote          12=Concurrent dev  14=Compile...

Opt Mbr/obj    Code     From env   To lib/env User       Type  Status

 __ CHKDAT     RPGCPY   EDTMCPRD   EDTMCDEV   EDTMC      Std   Chkout-Chg
 __ CLMSG      CLP      EDTMCPRD   EDTMCTST   EDTMC      Std
 __ CLMSG1     CLP      EDTMCPRD   EDTMCDEV   EDTMC      Std
 7_ CLOCS      PF       EDTMCPRD   EDTMCDEV   EDTMC      Std   Src-Edited
 __ CMAST      PF       EDTMCPRD   EDTMCDEV   EDTMC      Std   Src-Edited
 __ CSTMNT     RPG      EDTMCPRD   EDTMCDEV   EDTMC      Std   Chkout-Chg
 __ CVTDATC    CLP      EDTMCPRD   EDTMCDEV   EDTMC      Std
 __ CVTDATC    CLP      EDTM1PRD   EDTM1DEV   ED

Parameters or command
===> ________________________________________
F3=Exit  F4=List  F5=Refresh  F6=Check Out  F7=
F8=Work with objects          F9=Retrieve   F24
```

```
CHGLCK.1                          Change Lock Details

Member/object  . . :  Y1100039     Object code  . . . : YFUN
Description  . . . :
From environment . :  EDTMCPRD     Education Training Env

Type choices, press Enter.

Lock information:
  To environment . . . . . . . . :    EDTMCDEV    Education Development Env
  To environment type  . . . . . :    *TST
  User profile . . . . . . . . . .    EDTMC_____  Name
  From Revision  . . . . . . . . :
  To Revision  . . . . . . . . . :    1.1
  Project reference  . . . . . . .    COOL2E_     Name, F4 for list
  Design request number  . . . . .    _____       Number
  Model object list  . . . . . . .    NEWMDLLST_  Name, F4 for list
  Action . . . . . . . . . . . . :    2           1=Change, 2=Create, 3=Delete..
  Lock type  . . . . . . . . . . .    1           1=Std, 2=Emerg
  Comments . . . . . . . . . . . .    UUAFSRR______________________
  Lock date/time . . . . . . . . :     3/22/01   15:50:17
                                                                        More...
F3=Exit  F4=List  F5=Refresh  F12=Cancel
```

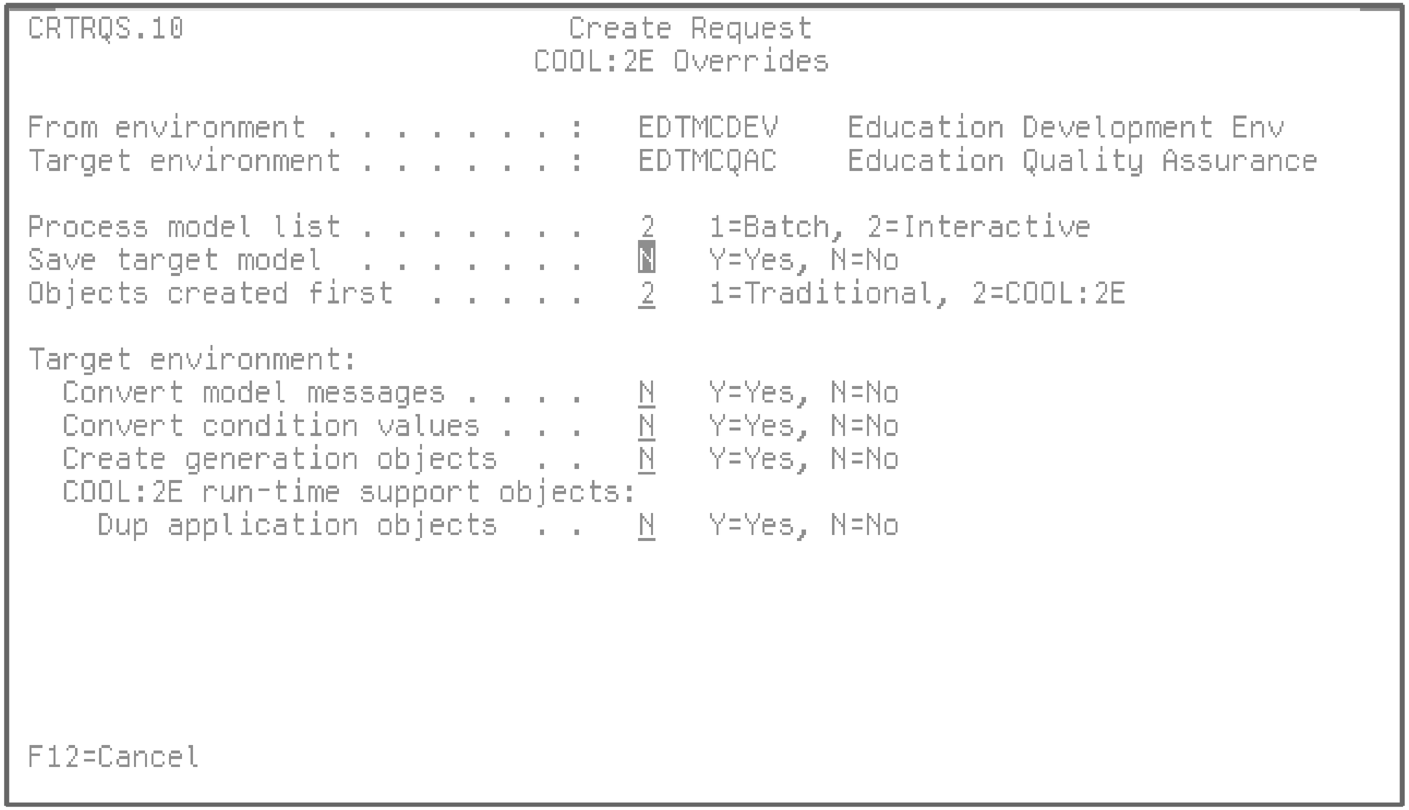
# Creating a Promotion Request



```
CRTRQS.1                        Create Request

From library . . . . . . . . .  __________  From environment . . .  EDTMCDEV__
Target environment . . . . . .  EDTMCQAC__  Target env group . . .  __________
Project reference  . . . . . .  _______
Type . . . . . . . . . . . . :  Std

Type options, press Enter.
  1=Override creation attribute   2=Change detail        8=Lock details
  12=Concurrent dev
                                                                Cmd
Opt Mbr/obj     Code      Comment                         Action Ovr
 __ __________  _______   ______________________________
 __ __________  _______   ______________________________
 __ __________  _______   ______________________________
 __ __________  _______   ______________________________
 __ __________  _______   ______________________________
 __ __________  _______   ________________________
 __ __________  _______   ________________________
 __ __________  _______   ________________________

F17=Special commands  F18=Overrides  F19=COOL:2
F22=Work object code  F24=More keys
At least one member/object must be entered.
```

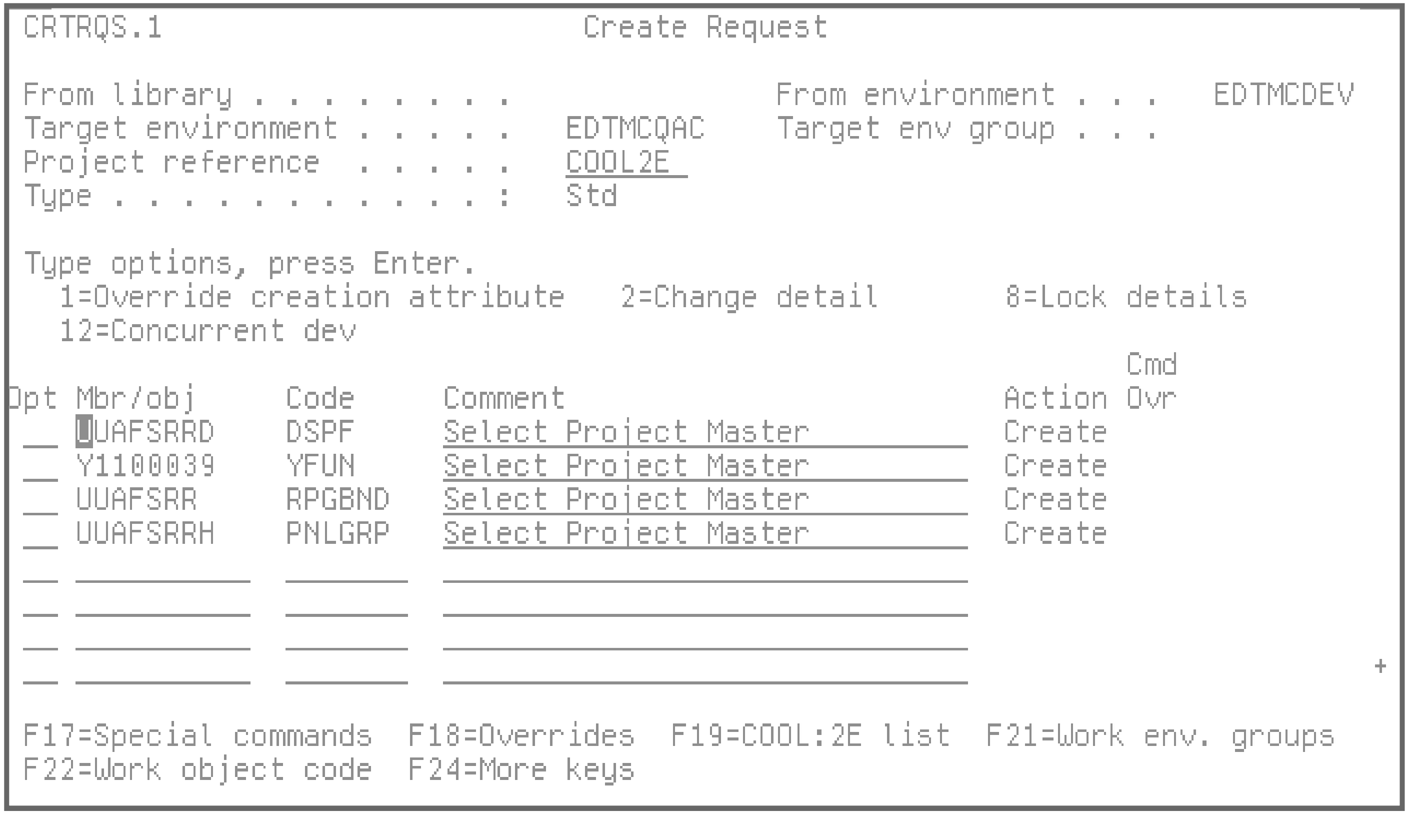
```
WRKMLH.1                 Work with Model Object Lists

Environment  . . . . :   EDTMCDEV

Type options, press Enter.
  1=Select  2=Change  3=Copy  4=Delete  5=Display  7=Edit Copy List
  8=Display Model List

Opt Model list Description                          Project Status

 1  NEWMDLLST  New Model List                       COOL2E  Created









F3=Exit  F5=Refresh  F6=Create  F12=Cancel
```

# Create Request Overrides



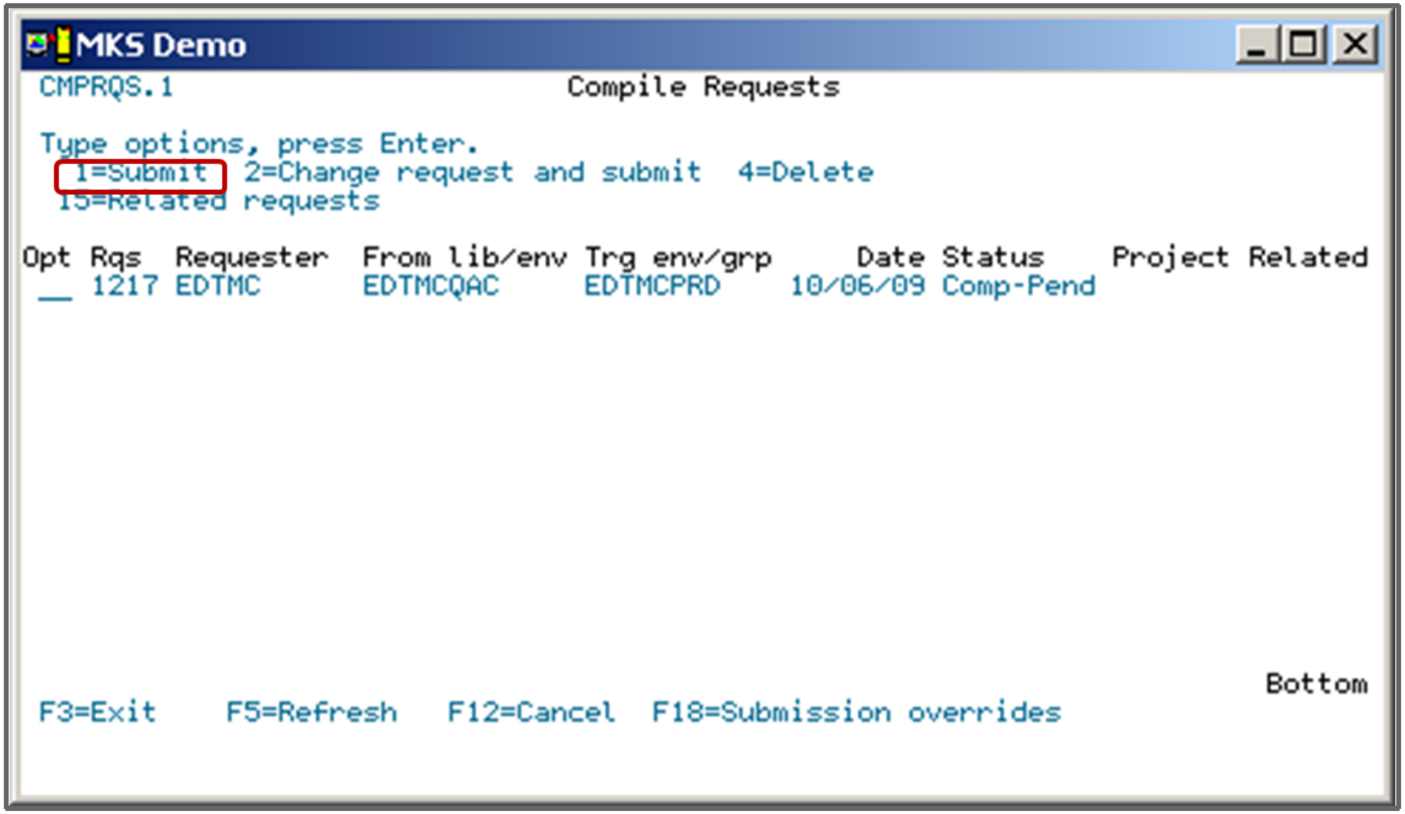
```
CRTRQS.10                       Create Request
                              COOL:2E Overrides

From environment . . . . . . . . :   EDTMCDEV    Education Development Env
Target environment . . . . . . . :   EDTMCQAC    Education Quality Assurance

Process model list . . . . . . . .   2   1=Batch, 2=Interactive
Save target model  . . . . . . . .   N   Y=Yes, N=No
Objects created first  . . . . . .   2   1=Traditional, 2=COOL:2E

Target environment:
  Convert model messages . . . . .   N   Y=Yes, N=No
  Convert condition values . . . .   N   Y=Yes, N=No
  Create generation objects  . . .   N   Y=Yes, N=No
  COOL:2E run-time support objects:
    Dup application objects  . . .   N   Y=Yes, N=No




F12=Cancel
```

# Expanded Create Request Panel



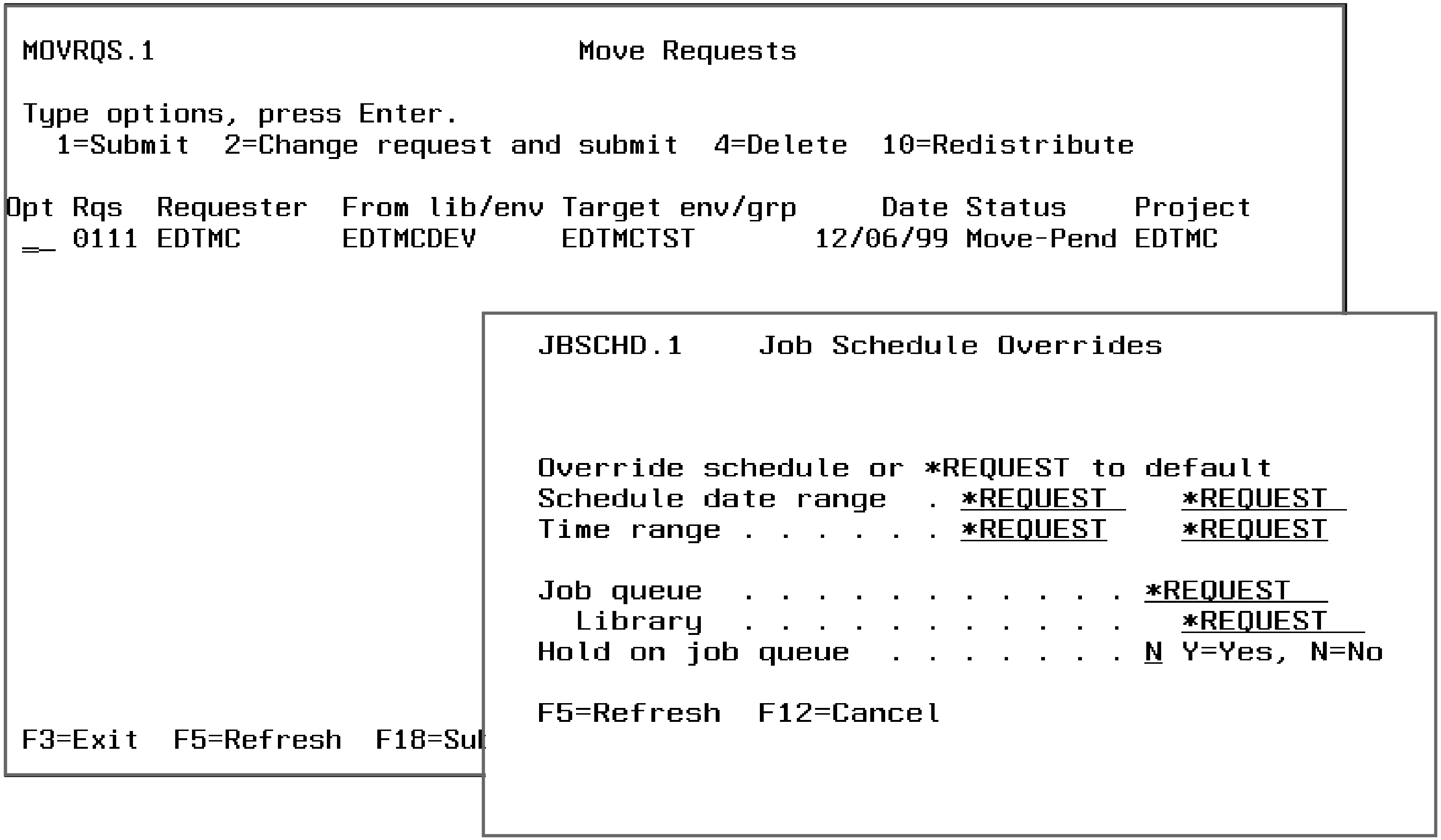
```
CRTRQS.1                        Create Request

From library . . . . . . . .                  From environment . . .   EDTMCDEV
Target environment . . . . .   EDTMCQAC       Target env group . . .
Project reference  . . . . .   COOL2E_
Type . . . . . . . . . . . :   Std

Type options, press Enter.
  1=Override creation attribute   2=Change detail       8=Lock details
  12=Concurrent dev
                                                                   Cmd
Opt Mbr/obj     Code     Comment                          Action  Ovr
__  UUAFSRRD    DSPF     Select Project Master______      Create
__  Y1100039    YFUN     Select Project Master______      Create
__  UUAFSRR     RPGBND   Select Project Master______      Create
__  UUAFSRRH    PNLGRP   Select Project Master______      Create
__  __________  _______  ______________________________
__  __________  _______  ______________________________
__  __________  _______  ______________________________
__  __________  _______  ______________________________                    +

F17=Special commands  F18=Overrides  F19=COOL:2E list  F21=Work env. groups
F22=Work object code  F24=More keys
```

# Compile Request Panel



```
CMPRQS.1                        Compile Requests

 Type options, press Enter.
   1=Submit   2=Change request and submit   4=Delete
  15=Related requests

Opt  Rqs  Requester  From lib/env Trg env/grp     Date Status   Project Related
 __  1217 EDTMC      EDTMCQAC     EDTMCPRD    10/06/09 Comp-Pend













                                                                          Bottom
 F3=Exit    F5=Refresh    F12=Cancel   F18=Submission overrides
```

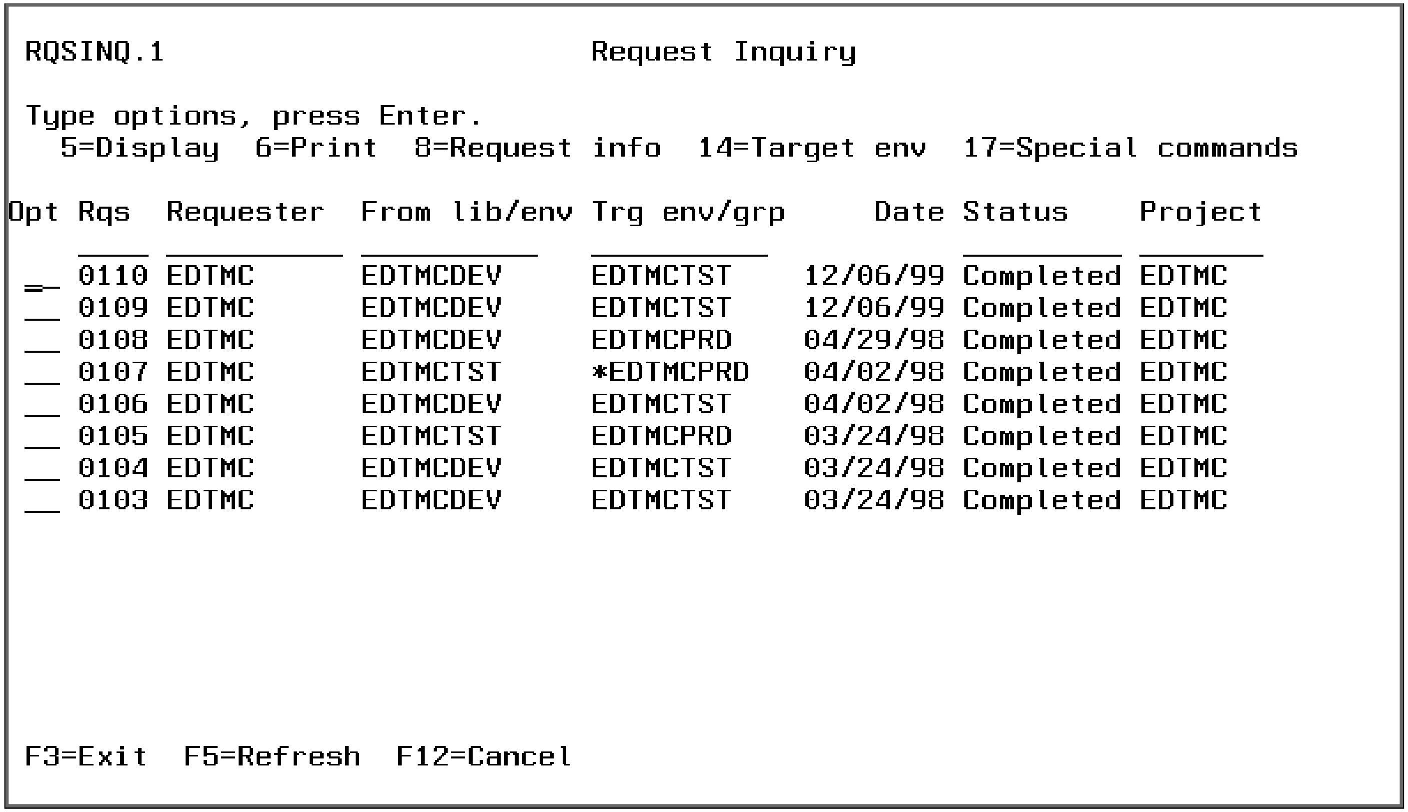
# Move Requests Panel



```
MOVRQS.1                          Move Requests

Type options, press Enter.
  1=Submit  2=Change request and submit  4=Delete  10=Redistribute

Opt Rqs  Requester   From lib/env Target env/grp     Date Status    Project
 __ 0111 EDTMC       EDTMCDEV     EDTMCTST       12/06/99 Move-Pend EDTMC

F3=Exit  F5=Refresh  F18=Su
```

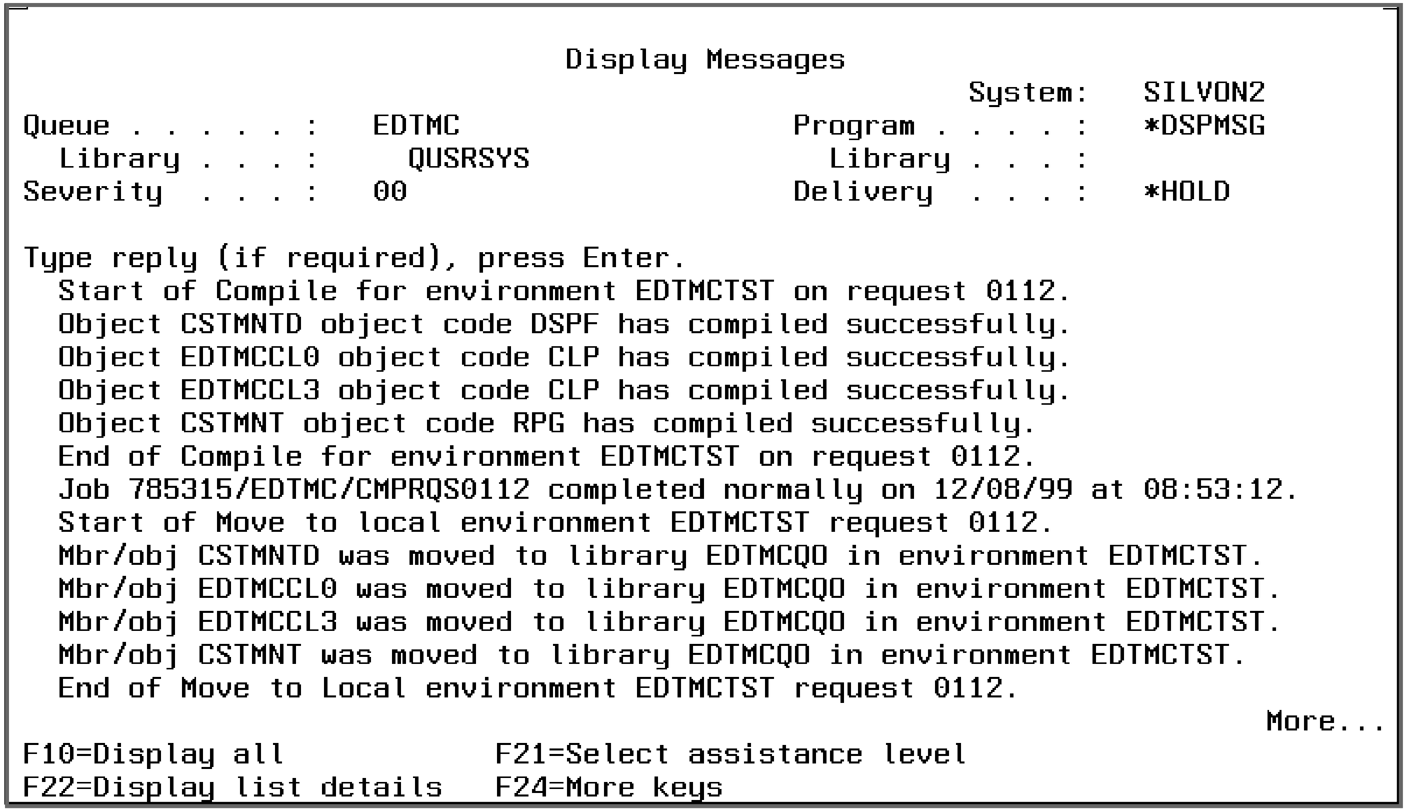
```
JBSCHD.1     Job Schedule Overrides



Override schedule or *REQUEST to default
Schedule date range  . *REQUEST    *REQUEST
Time range . . . . . . *REQUEST    *REQUEST

Job queue  . . . . . . . . . . *REQUEST
  Library  . . . . . . . . . .   *REQUEST
Hold on job queue  . . . . . . N Y=Yes, N=No

F5=Refresh  F12=Cancel
```

# Request Inquiry



```
RQSINQ.1                        Request Inquiry

Type options, press Enter.
  5=Display  6=Print  8=Request info  14=Target env  17=Special commands

Opt Rqs  Requester  From lib/env Trg env/grp     Date Status    Project
    ____ __________ __________   __________           _________ _______
__  0110 EDTMC      EDTMCDEV     EDTMCTST     12/06/99 Completed EDTMC
__  0109 EDTMC      EDTMCDEV     EDTMCTST     12/06/99 Completed EDTMC
__  0108 EDTMC      EDTMCDEV     EDTMCPRD     04/29/98 Completed EDTMC
__  0107 EDTMC      EDTMCTST     *EDTMCPRD    04/02/98 Completed EDTMC
__  0106 EDTMC      EDTMCDEV     EDTMCTST     04/02/98 Completed EDTMC
__  0105 EDTMC      EDTMCTST     EDTMCPRD     03/24/98 Completed EDTMC
__  0104 EDTMC      EDTMCDEV     EDTMCTST     03/24/98 Completed EDTMC
__  0103 EDTMC      EDTMCDEV     EDTMCTST     03/24/98 Completed EDTMC







F3=Exit  F5=Refresh  F12=Cancel
```

# Processing Messages



```
                              Display Messages
                                                       System:   SILVON2
Queue . . . . . . :   EDTMC                  Program . . . . :   *DSPMSG
  Library . . . :       QUSRSYS                Library . . . :
Severity  . . . :   00                       Delivery  . . . :   *HOLD

Type reply (if required), press Enter.
  Start of Compile for environment EDTMCTST on request 0112.
  Object CSTMNTD object code DSPF has compiled successfully.
  Object EDTMCCL0 object code CLP has compiled successfully.
  Object EDTMCCL3 object code CLP has compiled successfully.
  Object CSTMNT object code RPG has compiled successfully.
  End of Compile for environment EDTMCTST on request 0112.
  Job 785315/EDTMC/CMPRQS0112 completed normally on 12/08/99 at 08:53:12.
  Start of Move to local environment EDTMCTST request 0112.
  Mbr/obj CSTMNTD was moved to library EDTMCQO in environment EDTMCTST.
  Mbr/obj EDTMCCL0 was moved to library EDTMCQO in environment EDTMCTST.
  Mbr/obj EDTMCCL3 was moved to library EDTMCQO in environment EDTMCTST.
  Mbr/obj CSTMNT was moved to library EDTMCQO in environment EDTMCTST.
  End of Move to Local environment EDTMCTST request 0112.
                                                                 More...
F10=Display all            F21=Select assistance level
F22=Display list details   F24=More keys
```

# Exercise 4

- Promote Object from Development to QA
- Get to CM from within 2E
  - Log in to 2E Model CACNFMDL
  - Go to the 2E Services Menu
  - Select Option 21
  - Select 1. Display Change Management Main Menu
- Go to My Workbench and verify your Object has been checked out.
- Create a Request to move your Display File from Dev to QA.
- Compile your request and check the status of your request.
- Move your request to QA.
- Verify your request has been moved to QA.

# Conclusion

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