

# Introduction to IBM zSystems Assembler incl. Debugging

for

System Programmers

Application Devleopers

based on the EMA Blended Learning Concept

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# Introduction to Assembler Programming



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# 1 Objectives of the Training Module

The aim of the module is to teach participants the machine-oriented programming language **IBM Assembler High Level Assembler (HLL)**. After this module, the participants can understand, interpret and adapt assembler programs and write their own programs in assembler.

Low-level programming in assembler requires that the participants deal with the architecture and the internal structures of the IBM z Systems architecture. Thus, teaching assembler is not only about programming, but also about understanding the architecture and how the various components of the architecture interact

# 2 Prerequisites

Knowledge of the basic logic for procedural programming is assumed. Also dealing with TSO / ISPF / JCL and SDSF.

For the duration of the training, the participants are provided with access to a current z/OS system from EMA. This access is also available after the end of the training. The EMA guarantees this access for at least three months after the end of the training.

Access is possible via **VIRTEL from SysperTec in France**, which means that no terminal 3270 emulation need to be installed to access the z/OS system. Access is possible via any browser.

For the duration of the course, participants will be provided with a course area on the EMA learning platform (Moodle LMS), through which documents will be made available and in which a forum will be set up so that questions can be asked, and discussions can be held at any time.

EMA documents and slides are used as accompanying material. In addition, the eBook "Assembler Language Programming for IBM System z Servers" in version 2.00 by John Ehrman is used. In addition, of course, the IBM manuals (HLL Assembler Language Reference, HLL Assembler Programmer's Guide and z/Architecture Principles of Operation).



#### 3 Content

#### Goals

The participants know the design and structure of an IBM mainframe in connection with the machine language. They can write their own assembler programs and analyze and fix program errors.

#### Content

#### Introduction

Introduction to assembler language, source, object, load modules. Language syntax, number systems, code conventions, machine, assembler, macro instructions. Structure of a program, START, END, TITLE, EJECT, PRINT. Data field definitions DS and DC, ORG, EQU literals

#### **Maschine-Instructions**

Instruction format, logical processing, MVC, MVI, CLC, CLI,.
Condition Code. BC. BCR

#### Programs - Data - Addressing

Registers and their special data fields Register processing instructions Subprogram technique, BAL, BALR, ST, L, LA. addressing technique. Dump analysis

# **Decimal Artithmetic**

AP, SP, CP, MP, DP, SRP. Techniques used in older programs, MVO, MVN, MVZ

# **Standard Dataset Processing**

Definition of a file, processing sequential files, JCL

#### **Macros**

Why Macros?
Use of macros
Control block access

#### Working with fixed point registers

Load and store registers, compare registers, processing tables, Convert decimal / dual, address processing, index processing.

# **Program Segmentation**

CSECT, DSECT, EQU External subprogram technique, CALL, SAVE, RETURN Base register, building moular programs, register conventions, save area structure, parameter transfer, external and internal subprograms

# Interactive Problem Control System (IPCS)

Introduction and main functions IPCS configuration

#### **Problem Determination**

Basics
Diagnose steps
z/OS versions and releases
Problem areas and problem types
Data sources for problem determination

# **Configuration and Environment**

Dump processing z/OS traces SYS1.PARMLIB diagnos prameters Cancel and dump production