# Burroughs Computer Management System

System Software Specifications

# RPG

Report Program Generator Compiler for the B80 Computer System

## STYLE NUMBER

CM 80 RPG

## CAPABILITY

Burroughs Report Program Generator (RPG) Compiler converts source programs written in the RPG language into object programs for execution on B 80 Systems.

Burroughs RPG is a problem-oriented language whose broad applicability makes it valuable in almost any data processing installation. Its simplicity helps minimize programming time, while a number of extensions (incorporated into Burroughs RPG) increase the effectiveness of this language as a convenient, low-cost programming tool.

Burroughs RPG Compiler produces compact object programs which B 80 Systems can efficiently execute.

# **GENERAL FEATURES**

#### Programming Simplicity

 Burroughs RPG is a simple, easy-to-use programming language. The standard programming forms are self-documenting and require memorizing of very few conventions. These forms increase the efficiency of programmers, and decrease both the cost of program implementation and the effect of any personnel changes. RPG programs are segmented automatically during compilation, which means that programmers can generally write without considering the computer's memory size as a limiting factor.

## **Operating Efficiency**

 Compiled RPG programs operate under supervision of the Master Control Program (MCP).

## Compatibility

 Burroughs B 80 RPG is similar to most other RPG versions. Minimal conversion efforts are required for implementing existing RPG programs on a Burroughs B 80 System.

# SYSTEM REQUIREMENTS

Central Processor:	B 80
Peripherals:	Burroughs Super Mini-Disk or Cartridge Disk
System Software:	Master Control Program (MCP) MPL II Interpreter for compiling COBOL/RPG Interpreter for execution

# **PRODUCT IDENTIFICATION**

Program ID	Description	Media	Support Category
CM 80 RPG	Compiler	Object Code	A*

\*Support Category A indicates a "Supported Licensed Program" as defined in the Program Products License.

