

Thursday October 6, 2016

No Cost - RSVP by October 1st to reserve a seat and lunch

RSVP to: Mark.Depledge@ca.com

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| Thursday, October 6, 2016, 10:00am - 2:00pm |
| IBM 600 Anton Blvd Costa Mesa, CA 92626 02-213(z/OS) |
| Parking – Free parking is available at South Coast Plaza. Park by Z'Tejas Southwestern Grill and walk 5 min over the bridge. The parking lot next to 600 Anton Blvd charges \$1.20 every 20 minutes (no validation). |
| 10:00am - 11:30am: z/OS - June Lundstrom – DB2 12 for z/OS Technology Preview |
| 11:30am – 12:30pm: Free Lunch hosted by IBM |
| 12:30pm - 2:00pm: Parallel Tracks z/OS & LUW - Ian Bjorhovde - Fun with SQL |

First Speaker:

June Lundstrom is an IBM DB2 Advisor for z/OS. She has been working with DB2 for z/OS since Version 2, first as a customer and later working for IBM. For the last 10 years and more, June has been helping customers with their migrations and transitions to new versions of DB2. It is always exciting to be able to present the features and capabilities of a new version.

Presentations:

10:00AM - Room 02-218

DB2 12 for z/OS Technology Preview

DB2 12 for zOS is currently in the Early Support Program. This presentation will present the highlights of the anticipated new release of DB2 z/OS, including real memory enhancements, changes to the migration process, and next generation application support.

LUW Track: 12:30PM Room 02-218

Fun with SQL

A group of developers (and/or DBAs and Sysprogs) gather together and are individually and randomly assigned to teams. Then a single computer is used on a display with a portable keyboard and mouse to present a series of programming challenges. Teams are chosen randomly and each team is given just a few minutes, to solve the programming challenge. If the team solves the programming challenge, they move on to the next one; if they don't solve the challenge before their time runs out, the same challenge (including previous teams' unfinished work) moves on to the next randomly selected team. Once a team has been selected their number immediately goes back into the pool, and so they could be selected many times during the dojo and must stay engaged. Now comes the real fun; not only does a participant get to meet and work with other people in their group, but participants are also welcome to shout suggestions to the team working on the challenge in an effort to help them out. This can result in a very active and funny discussion with a timer running out, multiple people shouting out suggestions, and the team racing to implement the solution and beat the clock. The result is a fun and cooperative event.