Subject: Example code for CtrLib/Sqlite needed
Posted by richardt on Wed, 30 Aug 2006 15:05:33 GMT
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Does anybody have example code for a CtrLib/Sqlite app. Im trying to learn how to programm database applications with c++ and the only examples that I can find (books/tutorials) are console based. An example of how to use the dbf functionality of tcore within a CtrLib app. would also be most wellcome.

Thanks in advance for any help.

Richardt

Subject: Re: Example code for CtrLib/Sqlite needed
Posted by mirek on Wed, 30 Aug 2006 17:09:08 GMT
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richardt wrote on Wed, 30 August 2006 11:05Does anybody have example code for a CtrLib/Sqlite app. Im trying to learn how to programm database applications with c++ and the only examples that I can find (books/tutorials) are console based. An example of how to use the dbf functionality of tcore within a CtrLib app. would also be most wellcome.

Thanks in advance for any help.

Richardt

Yes, something we plan to do for a long time, but are short of ideas...

The problem to solve has to be both simple not to push the sources to long and complex to show all possiblities.... And easily understandable at the same time. In a single word, trouble

Mirek

Subject: Re: Example code for CtrLib/Sqlite needed
Posted by richardt on Thu, 31 Aug 2006 16:58:24 GMT
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Thanks for the prompt reply Mirek. Actually,I was hoping that somebody out there would post a "Hello world" example for Sqlite and for dbf access. I can see from your forum contributions that you have other much more important priorities.

Once again, thanks.

BTW Super program and excellent forum.

Subject: Re: Example code for CtrLib/Sqlite needed
Posted by forlano on Thu, 31 Aug 2006 18:04:06 GMT
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luzr wrote on Wed, 30 August 2006 19:09
Yes, something we plan to do for a long time, but are short of ideas...

The problem to solve has to be both simple not to push the sources to long and complex to show all possiblities.... And easily understandable at the same time. In a single word, trouble

Mirek

Yes, you are right. But, forgive me, any bad example, long and complex, is better than no example. So I invite the users that have done experiments with the above topics to make available something. U++ should show clearly its superiority even in the DB treatment and not only in the GUI design. I'm sure that after somebody will prepare a tutorial.

Luigi

Subject: Re: Example code for CtrLib/Sqlite needed
Posted by mirek on Fri, 15 Sep 2006 20:51:43 GMT
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Now in changelog.

Mirek

Subject: Re: Example code for CtrLib/Sqlite needed
Posted by alex100 on Thu, 15 Nov 2007 13:42:32 GMT
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But it is possible to make graphical database applications with U++, right?

Alex

Subject: Re: Example code for CtrLib/Sqlite needed

Posted by unodgs on Thu, 15 Nov 2007 14:16:36 GMT
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See examples/HomeBuget.

Subject: Re: Example code for CtrLib/Sqlite needed
Posted by alex100 on Mon, 19 Nov 2007 16:34:32 GMT
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HomeBudget project compiles and works fine!
But When I try to create my own GUI project:

File|Set Main Package|MyApps
New Package
HB (as package name)
CtrlLibApplication with main window
Create

And the HB project was generated in the MyApps. Then I copied the HomeBudget.sch to the MyApps\HB folder.

Now I look for the HomeBudget files and try to insert include files for sqlite in my app. Firstly on HD.h

```
#ifndef _HB_HB_h
#define _HB_HB_h

//ADDED BY ME
#include <CtrlLib/CtrlLib.h>
#include <plugin/sqlite3/lib/sqlite3.h>
#include <plugin/sqlite3/Sqlite3.h>

#define SCHEMADIALECT <plugin/sqlite3/Sqlite3Schema.h>
#define MODEL <HomeBudget.sch>
//END OF ADDED BY ME


#include <CtrlLib/CtrlLib.h>

using namespace Upp;
#define LAYOUTFILE <HB/HB.lay>
#include <CtrlCore/lay.h>

class HB : public WithHBLayout<TopWindow>
{
public:
 typedef HB CLASSNAME;
```

```
 HB();
};

#endif
```

When I paste these includes right next the //END OF ADDED BY ME comment:

```
#include <Sql/sch_schema.h>
#include <Sql/sch_header.h>
#include <Sql/sch_source.h>
```

I compile the application and some woarnings and erros appera. Here is the output:

```
----- CtrlLib ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (1 / 9)
----- CtrlCore ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (2 / 9)
----- RichText ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (3 / 9)
----- Draw ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (4 / 9)
----- Core ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (5 / 9)
----- plugin/bmp ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (6 / 9)
----- plugin\z ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (7 / 9)
----- plugin\png ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (8 / 9)
----- HB ( GUI MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (9 / 9)
main.cpp
In file included from C:/upp/uppsrc/Sql/sch_schema.h:24,
                 from C:\Upp\MyApps\HB\/HB.h:14,
                 from C:\Upp\MyApps\HB\main.cpp:1:
C:/upp/uppsrc/plugin/sqlite3/Sqlite3Schema.h:6:1: warning: "INT64" redefined
In file included from C:/upp/uppsrc/Core/Core.h:329,
                 from C:/upp/uppsrc/Draw/Draw.h:4,
                 from C:/upp/uppsrc/CtrlCore/CtrlCore.h:4,
                 from C:/upp/uppsrc/CtrlLib/CtrlLib.h:4,
                 from C:\Upp\MyApps\HB\/HB.h:4,
                 from C:\Upp\MyApps\HB\main.cpp:1:
C:/upp/uppsrc/Core/Defs.h:194:1: warning: this is the location of the previous definition
In file included from C:/upp/uppsrc/plugin/sqlite3/Sqlite3Schema.h:82,
                 from C:/upp/uppsrc/Sql/sch_schema.h:24,
                 from C:\Upp\MyApps\HB\/HB.h:14,
                 from C:\Upp\MyApps\HB\main.cpp:1:
C:/upp/uppsrc/Sql/sch_model.h:149:15: HomeBudget.sch: No such file or directory
In file included from C:\Upp\MyApps\HB\/HB.h:14,
                 from C:\Upp\MyApps\HB\main.cpp:1:
C:/upp/uppsrc/Sql/sch_schema.h:48: error: variable or field `All_Tables' declared void
C:/upp/uppsrc/Sql/sch_schema.h:48: error: `SqlSchema' was not declared in this scope
```

```
C:/upp/uppsrc/Sql/sch_schema.h:48: error: `schema' was not declared in this scope
C:/upp/uppsrc/Sql/sch_schema.h:48: error: expected `,' or `;' before '{' token
In file included from C:\Upp\MyApps\HB\main.cpp:1:
C:\Upp\MyApps\HB\/HB.h:37:7: warning: no newline at end of file
HB: 1 file(s) built in (0:05.78), 5781 msecs / file, duration = 5797 msecs

There were errors. (0:05.95)
```

Can you help me?

Alex

Subject: Re: Example code for CtrLib/Sqlite needed
Posted by Alex on Mon, 19 Nov 2007 22:47:19 GMT
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Hi Alex,

Have a look at "examples/sqlapp".

```
#ifndef _HB_HB_h
#define _HB_HB_h

//ADDED BY ME
#include <CtrlLib/CtrlLib.h>
#include <plugin/sqlite3/Sqlite3.h>

using namespace Upp;

#define SCHEMADIALECT <plugin/sqlite3/Sqlite3Schema.h>
#define MODEL <hb/HomeBudget.sch>
// -----!!-----^^
#include <Sql/sch_header.h>
//END OF ADDED BY ME

#define LAYOUTFILE <HB/HB.lay>
#include <CtrlCore/lay.h>

class HB : public WithHBLayout<TopWindow> {
public:
 typedef HB CLASSNAME;
 HB();
};
```

#endif

Works with MSC8 Debug/Optimal.

HTH
Alex

Subject: Re: Example code for CtrLib/Sqlite needed
Posted by alex100 on Tue, 20 Nov 2007 17:18:05 GMT
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Hi Alex and Thank you!

Well, for me it works on optimal, speed and size. When compiling on DEBUG it presents the following errors. But for now it is ok for me. I will use the Optimal compilation.
By the way, why "using namespace Upp;" must be right next these includes?

//ADDED BY ME
#include <CtrlLib/CtrlLib.h>
#include <plugin/sqlite3/Sqlite3.h>

Another begginer question (sorry): why there is no need to inlude also

#include <Sql/sch_header.h>
#include <Sql/sch_source.h>

HomeBudget project includes them.

Thanks once again...

Alex

Errors while compiling in DEBUG:

----- CtrlLib (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (1 / 9)
----- CtrlCore (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (2 / 9)
----- RichText (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (3 / 9)
----- Draw (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (4 / 9)
----- Core (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (5 / 9)
----- plugin/bmp (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (6 / 9)
----- plugin\z (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (7 / 9)
----- plugin\png (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (8 / 9)
----- HB (GUI MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32) (9 / 9)

```
main.cpp
In file included from C:/upp/uppsrc/Sql/sch_schema.h:24,
                 from C:\Upp\MyApps\HB\HB.h:12,
                 from C:\Upp\MyApps\HB\main.cpp:1:
C:/upp/uppsrc/plugin/sqlite3/Sqlite3Schema.h:6:1: warning: "INT64" redefined
In file included from C:/upp/uppsrc/Core/Core.h:329,
                 from C:/upp/uppsrc/Draw/Draw.h:4,
                 from C:/upp/uppsrc/CtrlCore/CtrlCore.h:4,
                 from C:/upp/uppsrc/CtrlLib/CtrlLib.h:4,
                 from C:\Upp\MyApps\HB\HB.h:5,
                 from C:\Upp\MyApps\HB\main.cpp:1:
C:/upp/uppsrc/Core/Defs.h:194:1: warning: this is the location of the previous definition
In file included from C:\Upp\MyApps\HB\main.cpp:1:
C:\Upp\MyApps\HB\HB.h:26:7: warning: no newline at end of file
HB: 1 file(s) built in (0:05.11), 5110 msecs / file, duration = 5110 msecs
Linking...
(option '-O 2' ignored)
___main: duplicate
-> used:      libmingw32.a:gccmain.o:1
-> discarded: libgcc.a:__main.o:1
3 undefined symbol(s):
Upp::SqlSchema::InlineAttribute(char const*)(referenced from
c:\upp\out\hb\mingw.debug_full.gui.main\main.o:1; SCHE
 MA_DATES(Upp::SqlSchema &); SCHEMA_DATES(Upp::SqlSchema&);
SCHEMA_GROUPS(Upp::SqlSchema &); SCHEMA_GROUPS(Upp::
 SqlSchema&); ...)
Upp::SqlSchema::Table(char const*)(referenced from
c:\upp\out\hb\mingw.debug_full.gui.main\main.o:1; SCHEMA_DATES(U
 pp::SqlSchema &); SCHEMA_DATES(Upp::SqlSchema&);
SCHEMA_GROUPS(Upp::SqlSchema &); SCHEMA_GROUPS(Upp::SqlSchema&
 ); ...)
Upp::SqlSchema::Column(char const*, char const*)(referenced from
c:\upp\out\hb\mingw.debug_full.gui.main\main.o:1;
 SCHEMA_DATES(Upp::SqlSchema &); SCHEMA_DATES(Upp::SqlSchema&);
SCHEMA_GROUPS(Upp::SqlSchema &); SCHEMA_GROUPS(U
 pp::SqlSchema&); ...)
linking aborted due to fatal errors
collect2: ld returned 1 exit status

There were errors. (0:05.89)
```

Subject: Re: Example code for CtrLib/Sqlite needed
Posted by Alex on Sat, 24 Nov 2007 19:44:47 GMT
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alex100 wrote on Tue, 20 November 2007 18:18Another begginer question (sorry): why there is

no need to inlude also

#include <Sql/sch_header.h>
#include <Sql/sch_source.h>

HomeBudget project includes them.

Unfortunately, I can not help. My experience with the sql, I made with try & error.

alex100 wrote on Tue, 20 November 2007 18:18
Errors while compiling in DEBUG:

3 undefined symbol(s):
Upp::SqlSchema::InlineAttribute(char const*)(referenced from
c:\upp\out\hb\mingw.debug_full.gui.main\main.o:1; SCHE
MA_DATES(Upp::SqlSchema &); SCHEMA_DATES(Upp::SqlSchema&);
SCHEMA_GROUPS(Upp::SqlSchema &);
...

Looks like, the package "plugin/sqlite2" is missing in your packages?

Alex