
Subject: Re: Any way to generate sch from database?

Posted by [mirek](#) on Tue, 06 Apr 2010 13:00:43 GMT

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Sorry for late reply. These functions is what are you looking for:

```
String ExportSch(SqlSession& session, const String& database);
String ExportIds(SqlSession& session, const String& database);
```

```
#ifndef NOAPPSQL
String ExportSch(const String& database);
String ExportIds(const String& database);
#endif
```

Here is example exporting schema from MySql:

```
#include <MySql/MySql.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
    MySqlSession session;
    // substitute your 'username' and 'password' here:
    if(!session.Connect("root", "heslo", "test", "10.0.0.19")) {
        printf("Can't connect with MySql\n");
        return;
    }
    Sql sql(session);
    sql.Execute("use test");
    sql.Execute("show tables");
    while(sql.Fetch())
        Cout() << (String)sql[0] << '\n';
    SaveFile("u:/lego.sch", ExportSch(session, "test"));
    SaveFile("u:/legoid", ExportIds(session, "test"));
}
```

Note that no column attributes (constraints, keys, indicies) are exported.

Mirek
