Subject: updating/discarding table data on dialogs...
Posted by indiocolifa on Mon, 18 Feb 2008 18:56:13 GMT
View Forum Message <> Reply to Message

This is the first time i'm using U++ for a medium sized data-aware application.

I'm simply asking how you manage data editing through dialogs, for example, how to discriminate accept (commit changes to DB) or cancel (Discarding all).

I think the best method (tell me what you think) is:

1. Load table data on local variables (class).
2. Let user touch data, if Button accept, copy from local to SQL tables.
3. If discarding, do nothing (do not commit changes).

Another approach I was thinking was transactions e.g:

1. Start Transaction.
2. Bind sqlArray to session/table.
3. Let user modify values,
4. If CANCEL, rollback.

How you manage data in your application? Are you using C++ classes which "map" to the DBMS tables? Transactions?

Thx for ya help.