Subject: Re: updating/discarding table data on dialogs...
Posted by unodgs on Mon, 18 Feb 2008 22:04:41 GMT
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This is what I do. My primary condition is user can accept/reject values connected with data from one table. This condition simplify code a lot in more complicated dialogs.
In the simplest case when widgets on dialog represent data from one table I use SqlCtrl class (I made my own version which I think release to public) which allow to bind ctrl with table field. Now if user presses OK insert to database is geneated, if user presses Cancel nothing is done. If dialog is opened in update mode (I mean one is trying to alter existing data) update of modified fields is generated. So in this case you don't have to even open any transaction as insert/update on one table is atomic.
When dialog reflects data of connected tables (tables with foregin keys exactely) I organize my dialogs in sheets (tabctrl). First tab contain widgets connected with "top" - the most important table. As long as you stay in this first tab you can press cancel and discard inserting the record to database. If you change tab I do insert (after fields validation of course) and if insert ends with success active sheet is changed and cancel button goes to disable state. After succesful insert I update internal id (taken from database) and pass it to depentent inserts. The point is every operation in dialog within widgets binded to one table is immediate. I mean I don't use complicated data structures to store all values and I don't trace if record was inserted deleted etc and wait to final OK press to do antother complicated routine that persits that all in database. This way I can organize my code in much more cleaner way. And you can react much earlier if something goes wrong during inserting/updating.

This is your first scenario, second option is wrong IMO. Rollback should not be used to handle cancel operation. What about sequences or autincremented fields. You will waste to many numbers if user presses cancel too many times. Of course it's hard to reach end of counter (if it's 64bit) but it's not impossible.