
Subject: Re: SQLite crashes

Posted by [mirek](#) on Wed, 23 Jul 2008 17:04:40 GMT

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Mindtraveller wrote on Wed, 23 July 2008 12:31OK, I switched to MySQL from SQLite and have the same error.

Usually one checks Execute() before doing Fetch:

```
MySqlSession session;
```

```
String q = ".....";
```

```
if (!session.Connect(...))
```

```
    return;
```

```
Sql sql(session);
```

```
if (sql.Execute(q))
```

```
    while(sql.Fetch())
```

```
{
```

```
    for (int i=0; i<sql.GetColumns(); ++i)
```

```
        ShowDBMessage(sql.GetColumnInfo(i).name + " : " + (String)sql[i]);
```

```
}
```

But if you forget to check Execute() and start fetching, the Fetch() call will throw an exception:

```
sql.Execute(q);
```

```
while(sql.Fetch()) //<-- throws an exception if Execute() failed
```

```
{
```

```
    for (int i=0; i<sql.GetColumns(); ++i)
```

```
        ShowDBMessage(sql.GetColumnInfo(i).name + " : " + (String)sql[i]);
```

```
}
```

I think Fetch() should not throw an exception, instead it should return no results if latest Execute() failed.

Ah, this one. It is there since beginning and U++ being started as database interface library, it is perhaps the right thing to do.

Imagine impact if Fetch would actually return false. In that case, a lot of code would do wrong things and pretend everything is OK....

Mirek
