
Subject: sqlite and Execute

Posted by [forlano](#) on Sun, 14 Mar 2010 11:18:17 GMT

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Hello,

I followed the tutorial and I come to the following very simple code that should perform a query on an existing database:

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;
```

```
#define LAYOUTFILE <c16/c16.lay>
#include <CtrlCore/lay.h>
#include <plugin/sqlite3/Sqlite3.h>
```

```
class c16 : public Withc16Layout<TopWindow> {
public:
    void FillRankingTables();
    typedef c16 CLASSNAME;
    c16();
};
```

```
c16::c16()
{
    CtrlLayout(*this, "Window title");

    Sqlite3Session sqlite3;
    if(!sqlite3.Open(ConfigFile("c16.db"))) {
        Exclamation("Can't create or open database file");
        return;
    }
```

```
    SQL = sqlite3;
    SQL.Execute("insert into PUNTI_GIOCATORI (IDFSI,IDCIRCOLO,SIGLAPROV,SIGLAREG)
select ID_FSI,IDCIRCOLO,SIGLAPROV,SIGLAREG from ISCRITTI");
}
```

```
void c16::FillRankingTables()
{
}
```

```
GUI_APP_MAIN
{ c16().Run();
}
```

No compile error (The .lay file contains a button and is irrelevant... I guess).

The relevant part is the `SQL.Execute(...)` statement that does nothing. If I copy the string inside `Execute` and paste into SQLiteManager (a Firefox plugin) to run the query it is executed without problem and the table is filled with the right values.

Instead `SQL.Execute` does not perform the query. What am I missing?

It should be not related to a missing schema file.

Thank you.

Luigi
