
Subject: Re: Error in HomeBudget Example?

Posted by [mr_ped](#) on Tue, 12 Oct 2010 08:14:38 GMT

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It's actually enough to go into Options -> Clear all data from database.

There's some callback during clear to "HomeBudget::UpdateValue()" which does try to get value from empty money grid.

But as I'm not author of any of used classes, I have no idea what went really wrong.

I did try to understand the code, but both DropGrid and GridCtrl do use "rowid = -1;" for very long time, and ignore such option in Get/Set/operator() code, so it's probably desired behavior, and it's the HomeBudget usage of DropGrid exposing this behavior.
(but I think this is not very robust design, using invalid value as "empty" and don't handle it later in Get).

Adding

```
void HomeBudget::UpdateValue()
{
    if ( money.GetCount() <= 0 ) return; //added
    try
```

will fix the crashes and it looks like everything else works, but I don't understand the code and I have no idea what else I may have break.

Also I noticed other HomeBudget bug:

Add the category (both the left thing and right thing, although from the UI I have no idea what is what and for what).

Now click on the left one, and choose to remove, you will get correct "You can't remove this group, it's not empty...".

But now the box on right is disabled, so you can't actually remove the content of the group.
(without restarting the app)
