
Subject: Re: sql session in a global variable?

Posted by [mirek](#) on Thu, 15 Dec 2011 10:56:43 GMT

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Anyway, based on this conversation, I have found to be a good (and simple to implement) idea to have `Sql::SetSession` method.

So your example would be now basically possible to write as:

```
struct SqlTry {
    Sqlite3Session sqlite3;
    Sql sql;

    bool connect(String path)
    {
        if (!sqlite3.Open(path))
        {
            return false;
        }
        sql.SetSession(sqlite3);
    }
}
```