
Subject: Re: Access to S_* Structure of TABLE crash Application.

Posted by [sergeynikitin](#) on Thu, 17 May 2012 05:53:01 GMT

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Therefore it is logical error!

For example, there are two tables :

```
TABLE_(WORKER)
  INT_ (ID) PRIMARY_KEY
  STRING_ (NAME, 200)
  STRING_ (LASTNAME, 200)
  INT_ (PLANT_ID)
END_TABLE
```

```
TABLE_(PLANT)
  INT_ (ID) PRIMARY_KEY
  STRING_ (NAME, 200)
  STRING_ (ADDRESS, 200)
END_TABLE
```

I think, that S_* structure created to use in this situation, to decide this collision.

```
S_WORKER w;
S_PLANT p;
```

```
SQL * Select
(w.NAME,w.LASTNAME,p.NAME,p.ADDRESS).FROM(WORKER).LeftJoin(PLANT).On(w.PLANT
_ID==p.ID);
```

```
while SQL.Fetch() {
  Cout() << SQL[w.NAME] << SQL[w.LASTNAME] << SQL[p.NAME] << SQL[p.ADDRESS];
}
```

In other case S_-structure not help. I can write this code without S_struct more simple.
