Subject: Doubts on a sqlite query
Posted by forlano on Sat, 29 Dec 2012 07:53:47 GMT
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Hello,

I have two tables, TEAMS with 120 records and PLAYERS with 600 records. Each team contains 5 players. After a sort I need to update a field of TEAMS and another of PLAYERS. Both fields are called N. To perform this task I use the following procedure

```
void vegadb::SetPairingNumbers(int n, int arr_N[], Vector<int> ids)
{  int i, id, idp, np=1;
 Sql sqlteam(sqliteVT);
 Sql sqlplayer(sqliteVT);
 Sql sqlp(sqliteVT);

  for(i=0; i<n; i++) {
      id = arr_N[i];
     sqlteam.Execute("update TEAMS set N=? where ID=?", i+1, ids[i]);
           sqlplayer.Execute("SELECT ID FROM PLAYERS WHERE TEAM_ID=? ORDER BY
BOARD ASC", id); //retrieve players of team id by boards
     while (sqlplayer.Fetch()) {
   idp = (int) (sqlplayer[0]);
         sqlp.Execute("update PLAYERS set N=? where ID=?", np++, idp); //set pairing number to
the player idp
     }
 }
}
```

It works as expected. The problem is that it requires about 25 seconds on my notebook (intel celeron 1.70 GHz, 1Gb ram). It is not a monster machine but the number of records to be processed is not huge. Because I have not experience with sqlite I would like to know if this delay time is normal or maybe there is a faster way to write the query.

Thanks,
Luigi