
Subject: Re: Doubts on a sqlite query

Posted by [forlano](#) on Sun, 30 Dec 2012 08:08:29 GMT

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Here is another achievement. The Honza's technique applied to insert. It is not trivial as the sqlite syntax is different by that of mysql (this costed me a hour of time to figure out the problem). See here for details :

Original query (26 seconds)

```
for (i=0; i<pairs.GetCount(); i++) {
    for (int j=0; j<TD.MaxBoards+2; j++) {t1[j]=0; t2[j]=0;}
    idw = pairs[i].idw;
    idb = pairs[i].idb;
    played =1; //regular game (default)
    if (idb==0 || idw==0) played = 0; //byed game
    {RTIMING("save-team"); SQL.Execute("INSERT INTO TEAMROUND
(ROUND,BOARD,NW,NB, PLAYED) VALUES(?,?,?, ?, ?)", round, i+1, idw, idb, played); }
    Team& team1 = VTeam.Get( idw );
    Team& team2 = VTeam.Get( idb );
    if (idw) team1.GetPlayerTeam(t1); //get the white players
    if (idb) team2.GetPlayerTeam(t2); //get the white players
    int idTEAMROUND = SQL.GetInsertedId();
    //save the player pairing
    for (b=1; b<=TD.NBoards; b++) {
        gameplayed =1; //regular game (default)
        if (t2[b]==0 || t1[b]==0) gameplayed = 0; //byed game
        {RTIMING("save-player"); SQL.Execute("INSERT INTO PLAYERROUND (TEAMROUND_ID,
ROUND,BOARD,NW,NB,PLAYED) VALUES(?,?,?, ?, ?)",
            idTEAMROUND, round, b, t1[b], t2[b], gameplayed); }
    }
}
```

New version (5 seconds)

```
String teamround = "INSERT INTO PLAYERROUND (TEAMROUND_ID,
ROUND,BOARD,NW,NB,PLAYED) select 0 as TEAMROUND_ID, 0 as ROUND, 0 as BOARD, 0
as NW, 0 as NB,0 as PLAYED ";
int npair = pairs.GetCount();
for (i=0; i<pairs.GetCount(); i++) {
    for (int j=0; j<TD.MaxBoards+2; j++) {t1[j]=0; t2[j]=0;}
    idw = pairs[i].idw;
    idb = pairs[i].idb;
    played =1; //regular game (default)
    if (idb==0 || idw==0) played = 0; //byed game
    SQL.Execute("INSERT INTO TEAMROUND (ROUND,BOARD,NW,NB, PLAYED)
VALUES(?,?,?, ?, ?)", round, i+1, idw, idb, played);
```

```

Team& team1 = VTeam.Get( idw );
Team& team2 = VTeam.Get( idb );
if (idw) team1.GetPlayerTeam(t1); //get the white players
if (idb) team2.GetPlayerTeam(t2); //get the white players
int idTEAMROUND = SQL.GetInsertedId();
//save the player pairing
for (b=1; b<=TD.NBoards; b++) {
    gameplayed =1; //regular game (default)
    if (t2[b]==0 || t1[b]==0) gameplayed = 0; //byed game
    teamround += Format("UNION SELECT %d,%d,%d,%d,%d,%d ", idTEAMROUND, round, b,
t1[b], t2[b], gameplayed);
}
}
SQL.Execute(teamround);

```

Perhaps the previous ugly query stored in teamround string can be simplified with the U++ syntax... if one knows how to do.

Regards,
Luigi
