
Subject: Re: Separate Database Access code
Posted by [jibe](#) on Tue, 22 Jan 2013 20:46:08 GMT
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Hi,

Yes, you are right. It will work using one of your solutions. But:

1 - Re-affecting the value of SQL is dangerous. Developing an application, you will have to re-affect the right value before any use of SQL, as you will not be sure if it has been used by the library. Not very clean and bugs could be numerous !

2 - Making a DLL is a better solution. But as I want this library to be multi-platform, it will not be very easy. A simple U++ library that you add in a project is a lot easier to do !

The U++ documentation says :

Quote:Most applications need to work with just single database backend, therefore repeating SqlSession parameter in all Sql declarations would be tedious.

To this end U++ supports concept of "main database" which is represented by SQL variable. SQL is of Sql type. When any other Sql variable is created with default constructor (no session parameter provided), it uses the same session as the one the SQL is bound to. To assign session to global SQL, use operator=:

If I understand well :

- It is possible to work with several databases,
- To work with another database than the "main database" (the one in my library is a secondary one), I must create sql variables with session parameter provided.

It's just what I'm trying to do... with no succes !
