
Subject: Re: SqlArray Join

Posted by [mirek](#) on Fri, 21 Jul 2006 12:33:46 GMT

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OK, I hope I have found it.

The trouble is that bug exposes only in the start (you double-click on first record). I have tested after clicking to another row - there it was OK.

Anyway, the bug is caused by wrong placement of

```
list.CListView.Query();
```

You are performing the query `_before_` you join with detail. Query sets the cursor to the first row, means detail will not get loaded for this row....

Putting it at the end of constructor fixed the problem.

I have taken the opportunity and tried to improve the code a bit:

```
#include <CtrlLib/CtrlLib.h>
#include <SqlCtrl/SqlCtrl.h>
#include <plugin/Sqlite3/Sqlite3.h>
```

```
#define LAYOUTFILE <EzellApp4/EzellApp4.lay>
#include <CtrlCore/lay.h>
```

```
class EzellApp4 : public WithEzellApp4Layout<TopWindow> {
    WithListLayout<ParentCtrl> list;
    WithDetailLayout<ParentCtrl> detail;
    // The SQLite session
```

```
    // For editing
    EditDate editDate;
    EditString editDesc;
    EditString editCost;
```

```
public:
    typedef EzellApp4 CLASSNAME;
    void SwitchView();
    void CrossUpdate(int);
    EzellApp4();
};
```

```
void EzellApp4::CrossUpdate(int i)
```

```

{
// In progress
PromptOK("Yea, OK");
list.CListView.Refresh();
}

EzellApp4::EzellApp4()
{
// Setup the layouts
CtrlLayout(*this, "Bean Heat and Air- Customer Files");
CtrlLayout(list);
CtrlLayout(detail);

Sizeable();
Zoomable();

// Tell tab control what slave ctrls to use
tab.Add(list, "Customers");
tab.Add(detail, "Details");

// Kinda dumb that we have to do this
// isn't there a better way?
Sqlld JOBID("JOBID");
Sqlld NAME("NAME");
Sqlld CUSTOMER_ID("CUSTOMER_ID");

// Setup primary customer list
list.CListView.SetTable("CUSTOMERS");
list.CListView.AddColumn("ID", "Id");
list.CListView.HeaderObject().HideTab(0);
list.CListView.AddColumn("NAME", "Name");
list.CListView.AddColumn("ADDRESS", "Address");
list.CListView.AddColumn("CSZ", "City, State Zip");
list.CListView.AddColumn("PHONE1", "Phone 1");

list.CListView.AddCtrl("NAME", list.strName1);
list.CListView.AddCtrl("NAME", detail.strName);
list.CListView.AddCtrl("ADDRESS", detail.strAddress);
list.CListView.AddCtrl("CSZ", detail.strCSZ);

list.CListView.SetOrderBy(NAME);
list.CListView.WhenLeftDouble = THISBACK(SwitchView);

detail.detailList.SetTable("JOBS");
detail.detailList.AddColumn("JOBID", "Id");
detail.detailList.HeaderObject().HideTab(0);
detail.detailList.AddColumn("DONEDATE", "Date").Edit(editDate);
detail.detailList.AddColumn("DESCRIPTION", "Description").Edit(editDesc);

```

```
detail.detailList.AddColumn("COST", "Cost").Edit(editCost);
detail.detailList.SetOrderBy(JOBID);
detail.detailList.Join(CUSTOMER_ID, list.CListView);
detail.detailList.Removing().Appending();
```

```
list.CListView.Query();
}
```

```
void EzellApp4::SwitchView()
{
    tab.Set(1);
}
```

```
GUI_APP_MAIN
```

```
{
    Sqlite3Session session;

    if(!session.Open(ConfigFile("simple2.db"))) {
        Exclamation("Error opening the database file");
        return;
    }
}
```

```
#ifdef _DEBUG
    session.SetTrace();
    session.LogErrors(true);
#endif
```

```
SQL = session;
```

```
EzellApp4().Run();
}
```

Changes:

SqlIDetails are really not necessary.

Most application do not use more than single DB engine, therefore it is a good ideal to define default session - you do not have to se it everywhere ("SQL=session").

Opening session in constructor is really bad thing

BTW, is your database schema fixed in existing .db file, or is it a part of application you are developing? U++ has nice support for schemas... I would be happy to help you with that...

...because, in fact, it would not be a bad idea to finally add some nice SQL example to U++

Mirek
