
Subject: Re: sqlarray and sqlite
Posted by [jimlef](#) on Sat, 19 Sep 2020 06:04:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Last post of the evening, I promise ;)

I now have my table populated with values, not sure if this is the best way (I'm a newb at this after all) but here's the working code:

```
#include "Invoices.h"
#include "customers.h"
```

```
#define SCHEMADIALECT <plugin/sqlite3/Sqlite3Schema.h>
#include "Sql/sch_source.h"
```

```
CustomersWindow::CustomersWindow() {
    String DBFile;
    String configfile = ConfigFile();
    CtrlLayout(*this, "Customers");

    if(FileExists(configfile))
    {
        VectorMap<String, String> cfg = LoadIniFile(configfile);
        DBFile = cfg.Get("DBFile", Null);
    }
    else
    {
        Exclamation("Can't find DB");
    }
    SQL;
    Sqlite3Session sqlite3;
    if(!sqlite3.Open(DBFile)) {
        Exclamation("Can't create or open database file\n");
        return;
    }
    SQL = sqlite3;
    SqlId tbl_customers("tbl_customers"), id("id"), name("name"), email("email"), contact("contact"),
    address("address"), city("city"), state("state"), zip("zip"), taxable("taxable");

    CustArray.SetTable(tbl_customers);

    CustArray.AddKey(id);
    // CustArray.Join(BOOK_ID, book); // joins id from other db to this id
    CustArray.AddColumn(name, "Name"); // .SetConvert(DateIntConvert());
    CustArray.AddColumn(email, "Email"); // .SetConvert(DateIntConvert());
    CustArray.AddColumn(contact, "Phone");
    CustArray.AddColumn(address, "Address");
```

```
CustArray.AddColumn(city, "City");
CustArray.AddColumn(state, "State");
CustArray.AddColumn(zip, "Zip");
CustArray.AddColumn(taxable, "Taxable?");
CustArray.ColumnWidths("40 40 20 50 20 15 10 5");
CustArray.SetOrderBy(id);
```

```
Sql sql(sqlite3);
sql.Execute("select * from tbl_customers");
```

```
while(sql.Fetch())
    CustArray.Add(sql);
// CustArray.WhenBar = THISBACK(BorrowMenu);
// CustArray.WhenLeftDouble = THISBACK(EditBorrow);
CustArray.GoEndPostQuery();
}
```

Good night all ...
