

Hi, this work!

(i.e. console)

```
#include <MySql/MySql.h>
```

```
using namespace Upp;
```

```
int main ( int argc, const char *argv[] )
```

```
{  
    MySqlSession session;
```

```
    if ( session.Connect ( "root", "10", "test" ) )  
    {
```

```
        Cout() << "Connected\n";  
        Sql sql ( session );
```

```
        const String dq="\"";
```

```
        try  
        {  
            sql.Begin();
```

```
            for ( int i = 0; i < 10; i++ )  
                sql.Execute ( "insert into test_table(ID, VALUE) values (?, ?)", i, AsString ( 3 * i ) );
```

```
            sql.Clear();
```

```
            String a = "";
```

```
            String b = "";
```

```
            sql.Execute ( "SELECT * FROM test_table" );
```

```
            while ( sql.Fetch() )  
            {  
                Value v;  
                sql.GetColumn ( 0, v );
```

```
                b << AsString ( sql["ID"] ) + " , " + AsString ( sql["VALUE"] ) << "\n";  
                a += b;
```

```
            }
```

```

LOG ( a );

sql.Clear();

sql.Execute ( "UPDATE test_table Set VALUE="+dq+"zero"+dq+" where VALUE="+dq+"9"+dq);

    sql.Execute ( "DELETE FROM test_table where VALUE="+dq+"3"+dq+" or
VALUE="+dq+"18"+dq);

    sql.Commit();

}

catch ( SqlExc &ex )
{
    Cerr() << "ERROR: " << ex << "\n";
    SetExitCode ( 1 );
}
}

else
{

    Cerr() << "ERROR: Unable to connect to database\n";

    SetExitCode ( 1 );

}

SetExitCode ( 0 );
}

```

and from now on, the next step would be this example using SQL Schema Files!