Subject: Sql object
Posted by mubeta on Sun, 07 Feb 2021 17:07:39 GMT
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Hi everyone,
before before writing this post I read several posts on this topic, but I came to the conclusion that I had to change the code of the U ++ library.

The Sql object seems for now unable to be hooked at the free choice of the programmer to different DB connections. So that if the choice of a SQLite or MySQL type DB for example, depended on configuration choices to be left to the end user of the resulting app, it would be impossible to use the same U++ code to write an application, in fact for now, the SQL object must be built clearly indicating a connection since its compilation.
Sql sql1(myconnection);

After hours and hours of testing, research, etc., I came to the unwanted decision to make the umpteenth change to the U++ library, moving the Sql.SetSession() method from private to public, and now I have finally managed to write a code that works on several DB chosen by the end user.

I do not understand why the presence of such a method has been left as private. If there are concerns about possible change errors at runtime, different mechanisms could be identified, but with a much more flexible object.