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Subject: Please help me make this better

Posted by [MikeyV](#) on Sat, 17 Mar 2007 18:53:51 GMT

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Hi,

I have a rather cumbersome block of code that I would like to streamline.

```
void Sats3::DoDrops() {  
    // Populate the drop lists  
    SQL*Select(Code).From(Generation);  
    while(SQL.Fetch())  
        ist.dGen.Add(SQL[0]);
```

```
    SQL*Select(Code).From(EdCode);  
    while(SQL.Fetch())  
        ist.dEdCode.Add(SQL[0]);
```

```
    SQL*Select(Code).From(Sex);  
    while(SQL.Fetch())  
        ist.dSex.Add(SQL[0]);
```

```
    SQL*Select(Code).From(Race);  
    while(SQL.Fetch())  
        ist.dRace.Add(SQL[0]);
```

```
    SQL*Select(Code).From(Ethnic);  
    while(SQL.Fetch())  
        ist.dEthnic.Add(SQL[0]);
```

```
    SQL*Select(Code).From(EnIType);  
    while(SQL.Fetch())  
        ist.dEnIType.Add(SQL[0]);
```

```
    SQL*Select(Code).From(Area);  
    while(SQL.Fetch())  
        mis.txtOpsArea.Add(SQL[0]);  
}
```

As you can see, it just does the same thing over and over. I was thinking something like this:

```
void SATS3::Populate (const char *field, const char *table, const char *tab, const char *control) {  
    SQL*Select(field).From(table);  
    while(SQL.Fetch())  
        tab.control.Add(SQL[0]);  
}
```

And then call it like this:

```
Populate("Code", "Area", "ist", "dEnIType");
```

Any suggestions?

Mike

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