
Subject: Re: Simple U++ Sql Tutorial
Posted by [michael](#) on Mon, 07 May 2007 13:14:11 GMT
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fallingdutch wrote on Mon, 07 May 2007 08:15did you add the Packages MySql and CtrlLib to your Application?

Bas

Hi Bas,

Yes, those packages were already added to my project.

But i've now realized my requirements like this:

I've added this packages to my application:

MySql
Sql
SqlCtrl

Added this to my header-file:

```
#include <SqlCtrl/SqlCtrl.h>
#include <MySQL/MySQL.h>
```

Added this to my constructor:

```
MySqlSession session;
```

And this is how i make my queries:

```
#include "prohibisZA.h"
```

```
void prohibisZA::ConnectMySQL()
{
    if(!session.Connect("prohibisZA", "password", "prohibisZA", "localhost"))
    {
        PromptOK("Verbindungsaufbau zur Datenbank fehlgeschlagen!");
    }
}
```

```
void prohibisZA::SelectData(String sqlWhat, String sqlTable, String sqlWhere, String sqlOrder)
{
    Sql sql(session);
    sql.Execute("SELECT " + sqlWhat + " FROM " + sqlTable + sqlWhere + sqlOrder);
    while(sql.Fetch())
    {
        if(sqlTable == "prohibisZA_Kunden") {
            datagrid.Add(String(sql[1]), IntStr(sql[2]), IntStr(sql[3]), String(sql[4]), String(sql[5]),
String(sql[6]));
        }
    }
}
```

```
else if(sqlTable == "prohibisZA_Server") {  
    datagrid.Add(IntStr(sql[1]), String(sql[2]), String(sql[3]), String(sql[4]), String(sql[5]),  
String(sql[6]), String(sql[7]), String(sql[8]));  
}  
}  
}
```

Works good for me.

But what about the session? Now with this code i always create a new session for every query. Is this the right way?

Michael
