
Subject: BOOL in SQLite

Posted by [borbek](#) on Wed, 17 Jul 2019 12:00:53 GMT

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Hi!

In Sqlite3Schema.h BOOL replaces by TEXT:

```
#define BOOL(x)          COLUMN("text", bool, x, 0, 0)
#define BOOL_ARRAY(x, items)  COLUMN_ARRAY("text", bool, x, 0, 0, items)
#define BOOL_(x)          COLUMN_("text", bool, x, 0, 0)
#define BOOL_ARRAY_(x, items) COLUMN_ARRAY_("text", bool, x, 0, 0, items)
```

but in sqlite, the boolean is an integer 0 or 1, so, IMHO, it is right:

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#define BOOL(x)          COLUMN("integer", bool, x, 0, 0)
#define BOOL_ARRAY(x, items)  COLUMN_ARRAY("integer", bool, x, 0, 0, items)
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"

3.1. No Separate BOOLEAN Datatype

Unlike most other SQL implementations, SQLite does not have a separate BOOLEAN data type. Instead, TRUE and FALSE are (normally) represented as integers 1 and 0, respectively.

"

Subject: Re: BOOL in SQLite

Posted by [mirek](#) on Fri, 09 Aug 2019 07:32:56 GMT

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Well, this is more about cross-db compatibility. SQLs often lack(ed) BOOL type, but often it can be represented by single character, which can often be stored as single byte.

As it is better to have single model for all databases, we had to choose between numerical and character. Chooosed character.

Note: The reason why it is better to have single model is that at some point, you want to have uniform way how to deal with it in widgets.