
Subject: SQL tutorial 5 and using namespace Upp; in header file (Solved)

Posted by [coolman](#) on Mon, 25 Nov 2019 16:22:26 GMT

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Hi,

It may be a stupid question, but I can't figure it out.

If you take a look at [https://www.ultimatepp.org/srcdoc\\$Sql\\$tutorial\\$en-us.html#5](https://www.ultimatepp.org/srcdocSqltutorial$en-us.html#5) you can see "using namespace Upp;" in the MyApp.h.

How can I avoid this usage in header file and still be able to use defined SqlId constants in other source files (there can be more than one source file using the SqlID constants)?

BR, Radek

Subject: Re: SQL tutorial 5 and using namespace Upp; in header file (Solved)

Posted by [coolman](#) on Sat, 30 Nov 2019 04:14:02 GMT

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Hi,

The solution is simple - in the header and source file enclose include and definitions related to SQL into block "namespace Upp". And move command "using namespace Upp;" from header file to source file.

MyApp.h

```
#ifndef _MyApp_h_
#define _MyApp_h_
```

```
#include <Core/Core.h>
#include <plugin/sqlite3/Sqlite3.h>
```

```
namespace Upp {
#define SCHEMADIALECT <plugin/sqlite3/Sqlite3Schema.h>
#define MODEL <Sql05/MyApp.sch>
#include "Sql/sch_header.h"
}
```

```
#endif
```

main.cpp

```
#include "MyApp.h"
```

```
using namespace Upp;
```

```
namespace Upp {  
#include <Sql/sch_schema.h>  
#include <Sql/sch_source.h>  
}
```

```
CONSOLE_APP_MAIN  
{  
....
```

Subject: Re: SQL tutorial 5 and using namespace Upp; in header file (Solved)
Posted by [Klugier](#) on Sat, 30 Nov 2019 11:12:07 GMT
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Hello coolman,

Nice catch! I think for the visibility reasons we should use following notation:

MyApp.h

```
#ifndef _MyApp_h_  
#define _MyApp_h_  
  
#include <Core/Core.h>  
#include <plugin/sqlite3/Sqlite3.h>  
  
namespace Upp  
{  
#define SCHEMADIALECT <plugin/sqlite3/Sqlite3Schema.h>  
#define MODEL <Sql05/MyApp.sch>  
#include "Sql/sch_header.h"  
}  
  
#endif
```

MyApp.cpp:

```
#include "MyApp.h"  
  
namespace Upp  
{  
#include <Sql/sch_schema.h>  
#include <Sql/sch_source.h>  
}
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN  
{
```

With additional level of indent the construction is much more visible. In my opinion "using namespace Upp" should be used after include block to not interfere with includes.

Sincerely,
Klugier
