Subject: How to call instance in main.cpp
Posted by Ulti on Wed, 06 Sep 2006 14:32:41 GMT
View Forum Message <> Reply to Message

I have sereral files.LeftCtrl.h,RightCtrl.h,main.cpp,and I create a
database instance in structure App(in main.cpp),quetion is in LeftCtrl.h how to call this database
instance?in MFC,there is a routine:AfxGetApp() to get the point of App,in U++,how to do this ?

Subject: Re: How to call instance in main.cpp
Posted by mirek on Wed, 06 Sep 2006 14:55:19 GMT
View Forum Message <> Reply to Message

Database instance? Like Oracle or MySQL? But that has nothing to do with AfxGetApp...

I guess what you want is to get some reference to the main window?

There is nothing like AfxGetApp in U++. All top-level owner-less windows are peer. You can get a
list of all top-level windows or Ctrls by calling

```
 static  Vector<Ctrl *> Ctrl::GetTopCtrls();
 static  Vector<Ctrl *> Ctrl::GetTopWindows();
```

if this does not help, what did you plan to do with AfxGetApp-like function?

Mirek

Subject: Re: How to call instance in main.cpp
Posted by Ulti on Wed, 06 Sep 2006 15:17:15 GMT
View Forum Message <> Reply to Message

well,that's hard to describe,let's see some code:

in main.cpp:
```
struct App : public TopWindow
{
 ULeftCtrl  Left;
 URightCtrl Right;
     ....
     CppSQLite3DB database;//that is another
     String exeDML(const char* szSQL);
       //this routine to parse szSQL and record every INSERT or UPDATE with acture ROWID.
     ....
}
GUI_APP_MAIN
```

```
{
  App().Run();
}
```

in LeftCtrl.h(represent Left Pane) somewhere
    want to call database.xxx and exeDML()

==
static Vector<Ctrl *> Ctrl::GetTopCtrls();
static Vector<Ctrl *> Ctrl::GetTopWindows();

is that get App struct?

if not this not help,I can define database pointer in LeftCtrl.h and then in App::App() make this
pointer point to database,but I got no idea with exeDML.I have to consider trigger or some other
way.

Subject: Re: How to call instance in main.cpp
Posted by mirek on Wed, 06 Sep 2006 15:45:01 GMT
View Forum Message <> Reply to Message

Ulti wrote on Wed, 06 September 2006 11:17well,that's hard to describe,let's see some code:

in main.cpp:
struct App : public TopWindow
{
  ULeftCtrl Left;
  URightCtrl Right;
       ....
     CppSQLite3DB database;//that is another
     String exeDML(const char* szSQL);
       //this routine to parse szSQL and record every INSERT or UPDATE with acture ROWID.
     ....
}
GUI_APP_MAIN
{
  App().Run();
}

in LeftCtrl.h(represent Left Pane) somewhere
    want to call database.xxx and exeDML()

==
static Vector<Ctrl *> Ctrl::GetTopCtrls();
static Vector<Ctrl *> Ctrl::GetTopWindows();

is that get App struct?

if not this not help,I can define database pointer in LeftCtrl.h and then in App::App() make this pointer point to database,but I got no idea with exeDML.I have to consider trigger or some other way.

What about to simply make things global? In the end AfxGetApp is an global variable (accessed via function) too.

Mirek

Subject: Re: How to call instance in main.cpp
Posted by Ulti on Wed, 06 Sep 2006 15:54:55 GMT
View Forum Message <> Reply to Message

luzr wrote on Wed, 06 September 2006 11:45

What about to simply make things global? In the end AfxGetApp is an global variable (accessed via function) too.

Mirek

That can help,I will give it a try,but looks not so C++.

Subject: Re: How to call instance in main.cpp
Posted by mirek on Wed, 06 Sep 2006 16:36:12 GMT
View Forum Message <> Reply to Message

Well, sure, but you cannot take that literally. "Not use globals" recommendation is for beginner coders that tend to overuse them.

Also not that AfxGetApp is no better, it is simply a global in disguise. If you really need / want to make things independent of global issues, you have to propagate your database as reference in dependant sub-ctrls.

Mirek

Subject: Re: How to call instance in main.cpp
Posted by Ulti on Wed, 06 Sep 2006 23:57:09 GMT
View Forum Message <> Reply to Message

I got another idea,I will put the database in a logical lowest level class,so every other file include this file.and can easy call the database instance,I tried it,it worked.thanks

Subject: Re: How to call instance in main.cpp
Posted by mirek on Thu, 07 Sep 2006 10:14:05 GMT

I do not quite understand what you mean... (but if it works..)

Mirek

Subject: Re: How to call instance in main.cpp
Posted by Ulti on Thu, 07 Sep 2006 13:23:52 GMT

OK,here is the code structure:
Three files: main.cpp,LeftCtrl.h,RightCtrl.h

```
====================================================
main.cpp
#include "LeftCtrl.h"
struct App : public TopWindow
{.....
   ULeftCtrl  Left;
   URightCtrl Right;
.....};

App::App()
{
   h.Horz(Left,Right); Left.right=&Right;
.....}
====================================================
LeftCtrl.h
#include "RightCtrl.h"
class ULeftCtrl : public WithULeftCtrl<TopWindow> {
.....;URightCtrl * right;};
====================================================
RightCtrl.h
#include "CppSQLite/CppSQLite3.h"  //<==move here now
class URightCtrl : public WithURightCtrl<TopWindow> {

   ....
   CppSQLite3DB database;
    String exeDML(const char* szSQL);
....;};
====================================================
```

in App call Ringht.database,Right.excDML
in LeftCtrl call right->database,right->exeDML
maybe & is more better.