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Subject: Is there a little database class?

Posted by [forlano](#) on Sun, 12 Nov 2006 09:24:48 GMT

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Hello,

Does U++ have a minimalist internal database class? (no sql and other sophisticated weapons).

Luigi

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Subject: Re: Is there a little database class?

Posted by [zsolt](#) on Sun, 12 Nov 2006 10:45:45 GMT

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What you mean?

Do you want some some in memory data store or a simple db engine using a database file?

What do you want? Storing data in tables, indexed search?

SQLite is very minimalistic, has a very low memory footprint and can do all the above things.

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Subject: Re: Is there a little database class?

Posted by [forlano](#) on Sun, 12 Nov 2006 11:17:12 GMT

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zsolt wrote on Sun, 12 November 2006 11:45What you mean?

Do you want some some in memory data store or a simple db engine using a database file?

What do you want? Storing data in tables, indexed search?

SQLite is very minimalistic, has a very low memory footprint and can do all the above things.

Hi Zsolt,

I mean I need some easy thing to use: create a dbase, add two tables, add the the fields to each table, fill the rows, perform a search and show the result. In the past I've used the Xbase library and I felt comfortable with it (perhaps because it was documented and there was a full test program available).

Unfortunately the documentation for the Upp/sqlite is not enough for a not experienced user as me and I feel lost among all those classes.

Is there around a simple U++/CONSOLE application that perform the tasks I listed above? Even the sqlite site lacks of a good test program... maybe I was not able to find it?

The SqlApp seems too complex. I believe that once I've mastered the essential of sqlite console the step to the gui will be easier.

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Thanks,  
Luigi

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Subject: Re: Is there a little database class?  
Posted by [zsolt](#) on Sun, 12 Nov 2006 12:04:47 GMT  
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I like SQL classes in U++, because they are really easy to use. Much more easy than in any other library I used before.

reference/SQL\_Sqlite3 was a good starting point for me.  
Additional resources, that were useful for me in learning:

.sch files: [http://sourceforge.net/mailarchive/message.php?msg\\_id=142097](http://sourceforge.net/mailarchive/message.php?msg_id=142097) 81  
SQL Select, Update, Insert examples:  
[http://sourceforge.net/mailarchive/message.php?msg\\_id=106415](http://sourceforge.net/mailarchive/message.php?msg_id=106415) 66  
SQL API explanation: [http://sourceforge.net/mailarchive/message.php?msg\\_id=106456](http://sourceforge.net/mailarchive/message.php?msg_id=106456) 94

"SQL programming" section of this overview:  
[http://www.ultimatepp.org/www\\$suppweb\\$overview\\$en-us.html](http://www.ultimatepp.org/www$suppweb$overview$en-us.html)  
And a lot of answers from Mirek in the SQL topics of this forum.

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Subject: Re: Is there a little database class?  
Posted by [mirek](#) on Sun, 12 Nov 2006 16:31:54 GMT  
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forlano wrote on Sun, 12 November 2006 04:24Hello,

Does U++ have a minimalist internal database class? (no sql and other sophisticated weapons).

Luigi

Actually, it has two non-SQL database classes, but not in the "canonical" packages.

Both are in TCore package. There is DbfStream for handling DBF format database files.

Also, there is DataBase class, which is simple powerful database engine with own philosophy developed by Tom for one of his applications. Frankly, I know a very little about this class and in fact, to my knowledge, in recent apps Tom started to use Sqlite too.

I have to agree with Zsolt that for typical new applications, as long as DBF compatibility is not an issue and embedded database is needed, Sqlite is the best option.

