Subject: Please help me make this better
Posted by MikeyV on Sat, 17 Mar 2007 18:53:51 GMT
View Forum Message <> Reply to Message

Hi,

I have a rather cumbersome block of code that I would like to streamline.

```
void Sats3::DoDrops() {
 // Populate the drop lists
 SQL*Select(Code).From(Generation);
 while(SQL.Fetch())
  ist.dGen.Add(SQL[0]);

 SQL*Select(Code).From(EdCode);
 while(SQL.Fetch())
  ist.dEdCode.Add(SQL[0]);

 SQL*Select(Code).From(Sex);
 while(SQL.Fetch())
  ist.dSex.Add(SQL[0]);

 SQL*Select(Code).From(Race);
 while(SQL.Fetch())
  ist.dRace.Add(SQL[0]);

 SQL*Select(Code).From(Ethnic);
 while(SQL.Fetch())
  ist.dEthnic.Add(SQL[0]);

 SQL*Select(Code).From(EnlType);
 while(SQL.Fetch())
  ist.dEnlType.Add(SQL[0]);

 SQL*Select(Code).From(Area);
 while(SQL.Fetch())
  mis.txtOpsArea.Add(SQL[0]);
}
```

As you can see, it just does the same thing over and over. I was thinking something like this:

```
void SATS3::Populate (const char *field, const char *table, const char *tab, const char *control) {
	SQL*Select(field).From(table);
	while(SQL.Fetch())
		tab.control.Add(SQL[0]);
}
```

And then call it like this:

```
Populate("Code", "Area", "ist", "dEnlType");
```

Any suggestions?

Mike

Subject: Re: Please help me make this better
Posted by mr_ped on Sat, 17 Mar 2007 19:14:28 GMT
View Forum Message <> Reply to Message

```
void Sats3::DoDrops() {

  static const ...FromType.. _from[] = {Generation, EdCode, Sex, Race, ..., Area};
  static const ...ControlTypePtr... _ctrl[] = {ist.dGen, ist.dEdCode, ..., mis.txtOpsArea};
//all controls must be derived from the same "..ControlType..."
//and implement virtual "Add" function with same interface

    for (int i = 0; i < sizeof(_from)/sizeof(...FromType..); ++i )
    {
 SQL*Select(Code).From(_from[i]);
 while(SQL.Fetch())
  _ctrl[i]->Add(SQL[0]);
    }

}
```

Something like this is possible with your current classes/types of variables?

Subject: Re: Please help me make this better
Posted by MikeyV on Sat, 17 Mar 2007 19:23:53 GMT
View Forum Message <> Reply to Message

Quote:Something like this is possible with your current classes/types of variables?

Well, the const char *whatever was just me trying (badly) to pass some text.

The variables (they're not really declared variables, just some text I was trying to pass) are just text so I can replace the text. I was just trying to pass the name of a table, a column, a tabControl name, and a dropdown widget name.

So it's like:

```
SQL*Select(column).From(table);
 while(SQL.Fetch())
  tabcontrol.dropdownWidget.Add(SQL[0]);
```

But, as a newbie, I'm not sure how to go about it. I will study your approach, though.

Thanks for the answer.

Subject: Re: Please help me make this better
Posted by zsolt on Sat, 17 Mar 2007 20:08:50 GMT
View Forum Message <> Reply to Message

I Think, you should use const SqlId& and DropList& instead of const char *, so you could use something like:

Populate(Code, Area, istdEnlType);

```
void SATS3::Populate (const SqlId& field, const SqlId& table, DropList& control) {
	SQL*Select(field).From(table);
	while(SQL.Fetch())
		control.Add(SQL[0]);
}
```

Subject: Re: Please help me make this better
Posted by MikeyV on Sat, 17 Mar 2007 20:33:04 GMT
View Forum Message <> Reply to Message

I will give that a shot. Thanks!

Subject: Re: Please help me make this better
Posted by mirek on Sun, 18 Mar 2007 06:23:34 GMT
View Forum Message <> Reply to Message

MikeyV wrote on Sat, 17 March 2007 14:53

As you can see, it just does the same thing over and over. I was thinking something like this:

```
void SATS3::Populate (const char *field, const char *table, const char *tab, const char *control) {
	SQL*Select(field).From(table);
	while(SQL.Fetch())
		tab.control.Add(SQL[0]);
}
```

And then call it like this:

Populate("Code", "Area", "ist", "dEnlType");

Any suggestions?

Mike

Yes, that is a good idea. We had it too

tab.control *= Select(Code).From(Generation);

Note that often you will want to fetch pairs (key - name), then

tab.contro *= Select(Key, Code).From(Generation);

Works for DropList and MapConvert.

Mirek

Subject: Re: Please help me make this better
Posted by MikeyV on Sun, 18 Mar 2007 08:35:34 GMT
View Forum Message <> Reply to Message

Sweet!

Thanks Mirek

EDIT: Bah...spoke too soon.

ist is my tab, and dGen is my droplist. So I have :

ist.dGen *= Select(Code).From(Generation);

Linker returns:
C:\Development\MyApps\Sats3\Sats3.cpp(16) : error C2678: binary '*=' : no operator found which takes a left-hand operand of type 'Upp::D
ropList' (or there is no acceptable conversion)
C:\Development\upp\uppsrc\Core/Gtypes.h(582): could be 'Upp::Size &Upp::operator *=(Upp::Size &,double)'
C:\Development\upp\uppsrc\Core/Gtypes.h(596): or 'Upp::Size &Upp::operator *=(Upp::Size &,Upp::Sizef)'
C:\Development\upp\uppsrc\Core/Gtypes.h(617): or 'Upp::Size16 &Upp::operator *=(Upp::Size16 &,double)'
C:\Development\upp\uppsrc\Core/Gtypes.h(631): or 'Upp::Size16 &Upp::operator

*=(Upp::Size16 &,Upp::Sizef)'
C:\Development\upp\uppsrc\RichText/RichText.h(37): or 'void Upp::operator *=(int &,Upp::Zoom)'
C:\Development\upp\uppsrc\RichText/RichText.h(42): or 'void Upp::operator *=(Upp::Rect &,Upp::Zoom)'
c:\development\upp\uppsrc\richtext\Para.h(282): or 'void Upp::operator *=(Upp::RichPara::Format &,Upp::Zoom)'
c:\development\upp\uppsrc\sql\Sqlexp.h(191): or 'Upp::SqlVal &Upp::operator *=(Upp::SqlVal &,const Upp::SqlVal &)'
while trying to match the argument list '(Upp::DropList, Upp::SqlSelect)'

Subject: Re: Please help me make this better
Posted by mirek on Sun, 18 Mar 2007 10:06:38 GMT
View Forum Message <> Reply to Message

MikeyV wrote on Sun, 18 March 2007 04:35Sweet!

Thanks Mirek

EDIT: Bah...spoke too soon.

ist is my tab, and dGen is my droplist. So I have :

ist.dGen *= Select(Code).From(Generation);

Linker returns:
C:\Development\MyApps\Sats3\Sats3.cpp(16) : error C2678: binary '*=' : no operator found which takes a left-hand operand of type 'Upp::D
ropList' (or there is no acceptable conversion)
C:\Development\upp\uppsrc\Core/Gtypes.h(582): could be 'Upp::Size &Upp::operator *=(Upp::Size &,double)'
C:\Development\upp\uppsrc\Core/Gtypes.h(596): or 'Upp::Size &Upp::operator *=(Upp::Size &,Upp::Sizef)'
C:\Development\upp\uppsrc\Core/Gtypes.h(617): or 'Upp::Size16 &Upp::operator *=(Upp::Size16 &,double)'
C:\Development\upp\uppsrc\Core/Gtypes.h(631): or 'Upp::Size16 &Upp::operator *=(Upp::Size16 &,Upp::Sizef)'
C:\Development\upp\uppsrc\RichText/RichText.h(37): or 'void Upp::operator *=(int &,Upp::Zoom)'
C:\Development\upp\uppsrc\RichText/RichText.h(42): or 'void Upp::operator *=(Upp::Rect &,Upp::Zoom)'
c:\development\upp\uppsrc\richtext\Para.h(282): or 'void Upp::operator *=(Upp::RichPara::Format &,Upp::Zoom)'
c:\development\upp\uppsrc\sql\Sqlexp.h(191): or 'Upp::SqlVal &Upp::operator *=(Upp::SqlVal &,const Upp::SqlVal &)'
while trying to match the argument list '(Upp::DropList, Upp::SqlSelect)'

Do you have

#include <SqlCtrls/SqlCtrls.h>

?

Mirek

Subject: Re: Please help me make this better
Posted by MikeyV on Sun, 18 Mar 2007 18:47:15 GMT
View Forum Message <> Reply to Message

Quote:Do you have

#include <SqlCtrls/SqlCtrls.h>

?

Of course not.

Works great now that I included it. Thanks!
