
Subject: Please help me make this better

Posted by [MikeyV](#) on Sat, 17 Mar 2007 18:53:51 GMT

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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(EnIType);  
    while(SQL.Fetch())  
        ist.dEnIType.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", "dEnIType");
```

Any suggestions?

Mike

Subject: Re: Please help me make this better
Posted by [mr_ped](#) on Sat, 17 Mar 2007 19:14:28 GMT
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```
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
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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
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I Think, you should use `const Sqlld&` and `DropList&` instead of `const char *`, so you could use something like:

```
Populate(Code, Area, istdEnIType);
```

```
void SATS3::Populate (const Sqlld& field, const Sqlld& 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
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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
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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", "dEnIType");
```

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 DropDownList and MapConvert.

Mirek

Subject: Re: Please help me make this better
Posted by [MikeyV](#) on Sun, 18 Mar 2007 08:35:34 GMT
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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
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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
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Quote:Do you have

```
#include <SqlCtrls/SqlCtrls.h>
```

?

Of course not.

Works great now that I included it. Thanks!
