Subject: Please help me understand u++ schemas
Posted by santiago on Thu, 09 Mar 2006 02:48:09 GMT
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I really don't get how to use schemas, please excuse me, I've been looking at the code for a while, but i'm not an c++ expert and since it's not documented or commented, it's been really hard for me. So i'm asking for help here.
My problem is that i don't get how to make schemas work, i think i get the idea, created a .sch include it, called it, and i think everyhing is fine, i even get the idea for querys, but can't create a table.
Can someone please give me a hint i'll appreciate it.
Thanks in advance.

Subject: Re: Please help me understand u++ schemas
Posted by fudadmin on Thu, 09 Mar 2006 03:08:49 GMT
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santiago wrote on Thu, 09 March 2006 02:48I really don't get how to use schemas, please excuse me, ...

You don't need to feel sorry for asking questions here on Ultimate++ forums (unlike some other forums). But maybe you should better post some of your code and name the topic "Can't create a table with schemas"?

Subject: Re: Please help me understand u++ schemas
Posted by mirek on Thu, 09 Mar 2006 04:30:57 GMT
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fudadmin wrote on Wed, 08 March 2006 22:08santiago wrote on Thu, 09 March 2006 02:48I really don't get how to use schemas, please excuse me, ...

You don't need to feel sorry for asking questions here on Ultimate++ forums (unlike some other forums). But maybe you should better post some of your code and name the topic "Can't create a table with schemas"?

Agree, this is way too generic question. The simple way is to zip your test package and post here.

Mirek

Subject: Re: Please help me understand u++ schemas
Posted by fudadmin on Thu, 09 Mar 2006 04:45:06 GMT

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Off topic: When do you sleep, Mirek ?

Subject: Re: Please help me understand u++ schemas
Posted by mirek on Thu, 09 Mar 2006 04:50:09 GMT
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fudadmin wrote on Wed, 08 March 2006 23:45Off topic: When do you sleep, Mirek ?

And you?

Mirek

Subject: Re: Please help me understand u++ schemas
Posted by santiago on Thu, 09 Mar 2006 12:31:04 GMT
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Thank you for the really quick answers.

Here's the code of the SQL_Sqlite3 example that i don't understand.

```
SQL = sqlite3;

SqlSchema sch(SQLD_SQLITE3);
StdStatementExecutor se(sqlite3);

All_Tables(sch);

if(sch.ScriptChanged(SqlSchema::UPGRADE))
   Sqlite3PerformScript(sch.Upgrade(),se);

if(sch.ScriptChanged(SqlSchema::ATTRIBUTES)) {
 Sqlite3PerformScript(sch.Attributes(),se);
}

if(sch.ScriptChanged(SqlSchema::CONFIG)) {
 Sqlite3PerformScript(sch.ConfigDrop(),se);
 Sqlite3PerformScript(sch.Config(),se);
}

sch.SaveNormal();
```

The "SQL = sqlite3;" line even has a comment above saying "What does this do?"

Thanks again for the help.

Subject: Re: Please help me understand u++ schemas
Posted by mirek on Thu, 09 Mar 2006 14:20:15 GMT
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SQL is "default SQL cursor" - one main cursor, useful for apps dealing with just one database. That line in fact defines that this default cursor will refer to created SqlLite session.

Now those scripts. U++ is able to generate a couple of database scripts from the .sch files:

* script that creates schems tables by adding individual columns

"adding individual columns" is quite imporant, as that way you are able to "upgrade" existing database schema in most cases - you just run the script, statements for existing columns will fail, but those that are not there yet will succed and upgrade schema

* script to add "attributes" to columns - attributes here are constraints or indexes

* script to drop "attributes" - note that this is often useful and harmless to stored data to recreate attributes (drop + add).

* script to wipe the schema out - seldom used and not present in the example

* script to perform initial setting of table content - for configuration tables etc...

All_Tables here creates those scripts - they are stored in Strings inside "sch".

Now performing script can be quite long operation, something you do not want to do each time you start your code. That is the reason for "ScriptChanged" - it tests whether script differs from the one stored inside "exe-directory".

"SaveNormal" then stores scripts into exe-dir.

Note that those script issues are usually present only in debug code. When delivering application, you can either execute scripts from exe-dir, or you can run debug version against customers database engine (recently, I prefer later).

Anything left to explain?

Mirek

Subject: Re: Please help me understand u++ schemas
Posted by santiago on Thu, 09 Mar 2006 14:43:41 GMT

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GREAT EXPLANATION!

thank you very much for this.

I whish i could help someday with the proyect, or some other people.Thanks.

Subject: Re: Please help me understand u++ schemas
Posted by mirek on Thu, 09 Mar 2006 16:03:03 GMT
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santiago wrote on Thu, 09 March 2006 09:43GREAT EXPLANATION!

thank you very much for this.

I whish i could help someday with the proyect, or some other people.Thanks.

Write SQL tutorial

Mirek