Subject: Fix to Sqlite3Session::Open
Posted by Novo on Sun, 01 Feb 2009 18:18:38 GMT
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Explanation.

sqlite3_open initializes database argument even if it cannot open database. So, it is incorrect to use NULL == db to check whether database was opened or not.

File Attachments

1) sqlite3.diff, downloaded 466 times

Subject: Re: Fix to Sqlite3Session::Open
Posted by mirek on Mon, 02 Feb 2009 09:56:42 GMT
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Thanks!

Should not be the handle closed in Close and opened set to false again?

What about this fix:

```
bool Sqlite3Session::Open(const char* filename) {
 // Only open db once.
 ASSERT(NULL == db);
 current_filename = filename;
 // By default, sqlite3 associates the opened db with "main.*"
 // However, using the ATTACH sql command, it can connect to more databases.
 // I don't know how to get the list of attached databases from the API
 current_dbname = "main";
 if(SQLITE_OK == sqlite3_open(filename, &db))
  return true;
 if(db) {
  sqlite3_close(db);
  db = NULL;
 }
 return false;
}
```

Mirek

Subject: Re: Fix to Sqlite3Session::Open

Posted by Novo on Tue, 03 Feb 2009 04:23:37 GMT
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luzr wrote on Mon, 02 February 2009 04:56
Should not be the handle closed in Close and opened set to false again?

That will work too. It is just less efficient. sqlite3_open allocates a bunch of internal structures, which will be freed and allocated again in case sqlite3_close.