Hello,

I followed the tutorial and I come to the following very simple code that should perform a query on an existing database:

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;

#define LAYOUTFILE <c16/c16.lay>
#include <CtrlCore/lay.h>
#include <plugin/sqlite3/Sqlite3.h>


class c16 : public Withc16Layout<TopWindow> {
public:
 void FillRankingTables();
 typedef c16 CLASSNAME;
 c16();
};

c16::c16()
{
   CtrlLayout(*this, "Window title");

   Sqlite3Session sqlite3;
   if(!sqlite3.Open(ConfigFile("c16.db"))) {
      Exclamation("Can't create or open database file");
      return;
   }

   SQL = sqlite3;
   SQL.Execute("insert into PUNTI_GIOCATORI (IDFSI,IDCIRCOLO,SIGLAPROV,SIGLAREG)
select ID_FSI,IDCIRCOLO,SIGLAPROV,SIGLAREG from ISCRITTI");
}

void c16::FillRankingTables()
{
}

GUI_APP_MAIN
{ c16().Run();
}
```

No compile error (The .lay file contains a button and is irrilevant... I guess).

The relevant part is the SQL.Execute(...) statement that does nothing. If I copy the string inside Execute and paste into SQliteManager (a Firefox plugin) to run the query it is executed without problem and the table is filled with the right values.
Instead SQL.Execute does not perform the query. What am I missing?
It should be not related to a missing schema file.

Thank you.
Luigi

Subject: Re: sqlite and Execute
Posted by forlano on Mon, 15 Mar 2010 19:41:11 GMT
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forlano wrote on Sun, 14 March 2010 12:18Hello,

I followed the tutorial and I come to the following very simple code that should perform a query on an existing database:

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;

#define LAYOUTFILE <c16/c16.lay>
#include <CtrlCore/lay.h>
#include <plugin/sqlite3/Sqlite3.h>


class c16 : public Withc16Layout<TopWindow> {
public:
 void FillRankingTables();
 typedef c16 CLASSNAME;
 c16();
};

c16::c16()
{
   CtrlLayout(*this, "Window title");

   Sqlite3Session sqlite3;
   if(!sqlite3.Open(ConfigFile("c16.db"))) {
      Exclamation("Can't create or open database file");
      return;
   }

   SQL = sqlite3;
```

```
    SQL.Execute("insert into PUNTI_GIOCATORI (IDFSI,IDCIRCOLO,SIGLAPROV,SIGLAREG)
select ID_FSI,IDCIRCOLO,SIGLAPROV,SIGLAREG from ISCRITTI");
}

void c16::FillRankingTables()
{
}

GUI_APP_MAIN
{ c16().Run();
}
```

No compile error (The .lay file contains a button and is irrilevant... I guess).

The relevant part is the SQL.Execute(...) statement that does nothing. If I copy the string inside
Execute and paste into SQliteManager (a Firefox plugin) to run the query it is executed without
problem and the table is filled with the right values.
Instead SQL.Execute does not perform the query. What am I missing?
It should be not related to a missing schema file.

Thank you.
Luigi

I tried even this

```
SQL.Execute("INSERT INTO PUNTI_GIOCATORI (IDFSI,IDCIRCOLO,SIGLAPROV,SIGLAREG)
SELECT ISCRITTI.ID_FSI,ISCRITTI.IDCIRCOLO,ISCRITTI.SIGLAPROV,ISCRITTI.SIGLAREG
FROM ISCRITTI");
```

that is run without problem in sqlitemanager but gives the following error in Upp:

```
SQL* INSERT INTO PUNTI_GIOCATORI (IDFSI,IDCIRCOLO,SIGLAPROV,SIGLAREG) SELECT
 ISCRITTI.ID_FSI,ISCRITTI.IDCIRCOLO,ISCRITTI.SIGLAPROV,ISCRIT TI.SIGLAREG FROM
ISCRITTI
ERROR SQL logic error or missing database(0): INSERT INTO PUNTI_GIOCATORI
(IDFSI,IDCIRCOLO,SIGLAPROV,SIGLAREG) SELECT
ISCRITTI.ID_FSI,ISCRITTI.IDCIRCOLO,ISCRITTI.SIGLAPROV,ISCRIT TI.SIGLAREG FROM
ISCRITTI
```

Subject: Re: sqlite and Execute
Posted by sergeynikitin on Tue, 16 Mar 2010 01:45:37 GMT
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Can you send TestCase with .lay and .db files?

Subject: Re: sqlite and Execute
Posted by forlano on Tue, 16 Mar 2010 08:16:35 GMT

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sergeynikitin wrote on Tue, 16 March 2010 02:45Can you send TestCase with .lay and .db files?

Privet Sergey,

it is attached the package and the db. I inquire the db with the firefox plugin Sqlitemanager.

Bolshoie spasibo!
Luigi

File Attachments
1) c16.rar, downloaded 292 times

Subject: Re: sqlite and Execute
Posted by sergeynikitin on Tue, 16 Mar 2010 21:24:52 GMT

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Try as this code

```
c16::c16()
{
 CtrlLayout(*this, "Window title");

    Sqlite3Session sqlite3;
    if(!sqlite3.Open(ConfigFile("c16.db"))) {
        Exclamation("Can't create or open database file");
        return;
    }

//#ifdef _DEBUG
    sqlite3.SetTrace();
//#endif
SQL = sqlite3;
SQL.Execute("INSERT INTO PUNTI_GIOCATORI (IDCIRCOLO,SIGLAPROV,SIGLAREG)
SELECT IDCIRCOLO,SIGLAPROV,SIGLAREG FROM ISCRITTI;");

 btnFill.WhenPush = THISBACK(FillRankingTables);
```

}

It seems that you are adding records to the database and violate the unique key. Similar entries being added keys are already present in the database. It is necessary to exclude from the query a key field. For SQL Server is not important, but with SqLite such a conflict arises.

Subject: Re: sqlite and Execute
Posted by forlano on Tue, 16 Mar 2010 22:21:35 GMT
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sergeynikitin wrote on Tue, 16 March 2010 22:24Try as this code

```
c16::c16()
{
 CtrlLayout(*this, "Window title");

    Sqlite3Session sqlite3;
    if(!sqlite3.Open(ConfigFile("c16.db"))) {
        Exclamation("Can't create or open database file");
        return;
    }

//#ifdef _DEBUG
    sqlite3.SetTrace();
//#endif
SQL = sqlite3;
SQL.Execute("INSERT INTO PUNTI_GIOCATORI (IDCIRCOLO,SIGLAPROV,SIGLAREG)
SELECT IDCIRCOLO,SIGLAPROV,SIGLAREG FROM ISCRITTI;");

 btnFill.WhenPush = THISBACK(FillRankingTables);



}
```

It seems that you are adding records to the database and violate the unique key. Similar entries being added keys are already present in the database. It is necessary to exclude from the query a key field. For SQL Server is not important, but with SqLite such a conflict arises.

Thank you for your effort.
Unfortunatly it does not work.
I tried even to drop the table PUNTI_GIOCATORI and create a new one without primary key.
The weird thing is that the same instruction is parsed correctly by sqlitemanager and fill the table as expected.

I will try to break the instruction in two easy ones in the next days. I suspect there is some strange behaviour in the sqlite package.

Poka,
Luigi

Subject: Re: sqlite and Execute
Posted by sergeynikitin on Tue, 16 Mar 2010 23:31:15 GMT

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I tried to delete all records from PUNTI_GIOCATORI and all start work! (in program and in mozilla firefox Sqlite viewer)

Subject: Re: sqlite and Execute
Posted by forlano on Wed, 17 Mar 2010 07:44:13 GMT

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sergeynikitin wrote on Wed, 17 March 2010 00:31I tried to delete all records from PUNTI_GIOCATORI and all start work! (in program and in mozilla firefox Sqlite viewer)

After this last reply I have abondened the plugin sqlite of Mozilla and downloaded another viewer http://sqlitebrowser.sourceforge.net/index.html

With this program the data in PUNTI_GIOCATORI appeared!
So the problem was not in Upp or sqlite but in this plugin that seems bugged.

Thank you very much for your kind assistance!

Luigi