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Subject: Question about SQL....

Posted by [mdelfede](#) on Mon, 11 Oct 2010 19:08:27 GMT

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I'm totally new to sql, so maybe it's a dumb question.

I've a database with email as a primary key, I need to find if there's an entry with this email; if is there, update records, otherwise append them.

Here my (ugly) function :

```
bool ProtectDB::Set(VectorMap<String, Value> const &data)
{
    String eMail = data.Get("EMAIL");

    SQL * Select(SqlAll()).From(USERS).Where(EMAIL == eMail);
    if(SQL.Fetch())
    {
        SQL * Update(USERS)
            (NAME , data.Get("NAME"))
            (ADDRESS , data.Get("ADDRESS"))
            (COUNTRY , data.Get("COUNTRY"))
            (ZIP , data.Get("ZIP"))
            (PHONE , data.Get("PHONE"))
            (FAX , data.Get("FAX"))
            (CELL , data.Get("CELL"))
            (LICENSES , data.Get("LICENSES"))
            (EXPIRATION , data.Get("EXPIRATION"))
            (ACTIVATIONKEY , data.Get("ACTIVATIONKEY"))
            (ACTIVATIONSENT , data.Get("ACTIVATIONSENT"))
            (ACTIVATED , data.Get("ACTIVATED"))
            .Where(EMAIL == eMail);
    }
    else
    {
        SQL * Insert(USERS)
            (EMAIL , eMail)
            (NAME , data.Get("NAME"))
            (ADDRESS , data.Get("ADDRESS"))
            (COUNTRY , data.Get("COUNTRY"))
            (ZIP , data.Get("ZIP"))
            (PHONE , data.Get("PHONE"))
            (FAX , data.Get("FAX"))
            (CELL , data.Get("CELL"))
            (LICENSES , data.Get("LICENSES"))
            (EXPIRATION , data.Get("EXPIRATION"))
            (ACTIVATIONKEY , data.Get("ACTIVATIONKEY"))
            (ACTIVATIONSENT , data.Get("ACTIVATIONSENT"))
            (ACTIVATED , data.Get("ACTIVATED"))
    }
}
```

```
;
}
}
```

Purpose is clear enough... data is passed in with a VectorMap.

Is there a "cleaner" way to do it ? maybe without repeating so many times the record names ?

Ciao

Max

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Subject: Re: Question about SQL....  
Posted by [unodgs](#) on Mon, 11 Oct 2010 21:32:32 GMT  
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Try this:

```
struct MyFields
{
    VectorMap<String, Value> data;
    Sqlld t;

    MyFields(const Sqlld& table, const VectorMap<String, Value>& map)
    {
        data <<= map;
        t = table;
    }

    void FieldLayout(FieldOperator& f)
    {
        f.Table(~t);
        f
        (NAME , data.Get("NAME"))
        (ADDRESS , data.Get("ADDRESS"))
        (COUNTRY , data.Get("COUNTRY"))
        (ZIP , data.Get("ZIP"))
        (PHONE , data.Get("PHONE"))
        (FAX , data.Get("FAX"))
        (CELL , data.Get("CELL"))
        (LICENSES , data.Get("LICENSES"))
        (EXPIRATION , data.Get("EXPIRATION"))
        (ACTIVATIONKEY , data.Get("ACTIVATIONKEY"))
        (ACTIVATIONSENT , data.Get("ACTIVATIONSENT"))
    }
}
```

```
(ACTIVATED , data.Get("ACTIVATED"));
}

operator Fields() { return callback(this, &MyFields::FieldLayout); }
};

String eMail = data.Get("EMAIL");

SQL * Select(SqlAll()).From(USERS).Where(EMAIL == eMail);

MyFields fields(USERS, data);

if(SQL.Fetch())
{
    SQL * Update(fields).Where(EMAIL == eMail);
}
else
{
    SQL * Insert(fields)
        (EMAIL, eMail);
}
```

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Subject: Re: Question about SQL....  
Posted by [mdelfede](#) on Tue, 12 Oct 2010 10:58:04 GMT  
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Thank you Uno, I'll try it asap

Max

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