Subject: Sql(SqlSession& session) problem
Posted by koldo on Mon, 17 Sep 2012 21:09:05 GMT
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Hello all

I have just recompiled from last svn and I have got this linking error:

error LNK2001: unresolved external symbol "public: __thiscall Upp::Sql::Sql(class Upp::SqlSession &)"

In Sqls.h, Sql(SqlSession& session); declaration appears.

I recognize that I am not an expert in sql so it would be great if somebody could know what to do.

Subject: Re: Sql(SqlSession& session) problem
Posted by dolik.rce on Tue, 18 Sep 2012 05:18:04 GMT
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Similar problem here. Starting from 5366 linking of HomeBudget fails:
Quote: /home/h/.upp/wd_out/HomeBudget/GCCMK.Blitz.Gui.Main.Shared.S se2/HomeBudget.o: In function `GuiMainFn_()':
HomeBudget.cpp:(.text._Z10GuiMainFn_v+0xf7): undefined reference to `Upp::Sql::Sql(Upp::SqlSession&)'
/home/h/.upp/wd_out/plugin/sqlite3/GCCMK.Blitz.Gui.Shared.Ss e2/Sqlite3upp.o: In function `Upp::Sqlite3Session::EnumViews(Upp::String)':
Sqlite3upp.cpp:(.text._ZN3Upp14Sqlite3Session9EnumViewsENS_6 StringE+0x4b): undefined reference to `Upp::Sql::Sql(Upp::SqlSession&)'
/home/h/.upp/wd_out/plugin/sqlite3/GCCMK.Blitz.Gui.Shared.Ss e2/Sqlite3upp.o: In function `Upp::Sqlite3Session::EnumTables(Upp::String)':
Sqlite3upp.cpp:(.text._ZN3Upp14Sqlite3Session10EnumTablesENS _6StringE+0x4b): undefined reference to `Upp::Sql::Sql(Upp::SqlSession&)'
/home/h/.upp/wd_out/plugin/sqlite3/GCCMK.Blitz.Gui.Shared.Ss e2/Sqlite3upp.o: In function `Upp::Sqlite3Session::EnumDatabases()':
Sqlite3upp.cpp:(.text._ZN3Upp14Sqlite3Session13EnumDatabases Ev+0x24): undefined reference to `Upp::Sql::Sql(Upp::SqlSession&)'
/home/h/.upp/wd_out/plugin/sqlite3/GCCMK.Blitz.Gui.Shared.Ss e2/Sqlite3upp.o: In function `Upp::Sqlite3Session::EnumColumns(Upp::String, Upp::String)':
Sqlite3upp.cpp:(.text._ZN3Upp14Sqlite3Session11EnumColumnsEN S_6StringES1_+0x54): undefined reference to `Upp::Sql::Sql(Upp::SqlSession&)'
/home/h/.upp/wd_out/Sql/GCCMK.Blitz.Gui.Shared.Sse2/$blitz.o :$blitz.cpp:(.text._ZN3Upp10SqlSession14GetSessionSqlREv+0x2 5): more undefined references to `Upp::Sql::Sql(Upp::SqlSession&)' follow
collect2: error: ld returned 1 exit status

Best regards,
Honza

Subject: Re: Sql(SqlSession& session) problem
Posted by koldo on Tue, 18 Sep 2012 07:25:54 GMT
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Hello Honza

Yes, it seems plugin/sqlite3 does not link too. I am spending the morning trying to find the problem...

Subject: Re: Sql(SqlSession& session) problem
Posted by koldo on Tue, 18 Sep 2012 08:11:18 GMT
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The fast but ugly solution: Just remove Sql(SqlSession& session); declaration in Sqls.h.

However it says:

Sql(SqlSource& src); // internal use only

Subject: Re: Sql(SqlSession& session) problem
Posted by mirek on Tue, 18 Sep 2012 09:47:54 GMT
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Sorry, my fault, was documenting Sql and SqlSession and for a moment, that seemed like a good idea (so that we do not need to explain existence of SqlSource, which is sort of relict of the past).

Should be now fixed.

Subject: Re: Sql(SqlSession& session) problem
Posted by dolik.rce on Tue, 18 Sep 2012 11:00:30 GMT
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mirek wrote on Tue, 18 September 2012 11:47Sorry, my fault, was documenting Sql and SqlSession and for a moment, that seemed like a good idea (so that we do not need to explain existence of SqlSource, which is sort of relict of the past).

Should be now fixed.
I can confirm that 5371 is building OK again. Thanks Mirek.

Honza

Subject: Re: Sql(SqlSession& session) problem

Posted by BioBytes on Tue, 18 Sep 2012 13:06:55 GMT
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Hi,

Good news !

Is this new official release still compatible to be compiled with MSC9 and will not require MSC10 ?

Regards

Biobytes

Subject: Re: Sql(SqlSession& session) problem
Posted by koldo on Tue, 18 Sep 2012 19:06:10 GMT
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Thank you Mirek, It is solved

Hello BioBytes

AFAIK it works perfectly with MSC9 and 10.

Subject: Re: Sql(SqlSession& session) problem
Posted by pfsdanny on Wed, 17 Jul 2013 12:00:19 GMT
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After upgrade to 5485 from 4193, I get the following error

C:\upp\uppsrc\Sql\Sqls.h: In copy constructor 'Upp::SqlSession::SqlSession(const Upp::SqlSession&':
C:\upp\uppsrc\Sql\Sqls.h:84:2 error: 'Upp::SqlSource::SqlSource(const Upp::SqlSource&)' is private
C:\upp\uppsrc\Sqls.h:299:7 error: within this context

I try to remarks the line 83 and 84 in Sqls.h
void operator=(const SqlSource&);
SqlSource(const SqlSource&);

It comply but the exe does not run.

Subject: Re: Sql(SqlSession& session) problem
Posted by mirek on Wed, 17 Jul 2013 12:28:13 GMT
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pfsdanny wrote on Wed, 17 July 2013 08:00After upgrade to 5485 from 4193, I get the following error

C:\upp\uppsrc\Sql\Sqls.h: In copy constructor 'Upp::SqlSession::SqlSession(const Upp::SqlSession&':
C:\upp\uppsrc\Sql\Sqls.h:84:2 error: 'Upp::SqlSource::SqlSource(const Upp::SqlSource&)' is private
C:\upp\uppsrc\Sqls.h:299:7 error: within this context

I try to remarks the line 83 and 84 in Sqls.h
void operator=(const SqlSource&);
SqlSource(const SqlSource&);

It comply but the exe does not run.

I am using Sql on daily basis, so you must have hit something special. Can you provide more details? (test package would be the best).

Subject: Re: Sql(SqlSession& session) problem
Posted by pfsdanny on Wed, 17 Jul 2013 12:58:09 GMT
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I install MinGW and 5485 to another computer and copy my project to the new computer. Everything is ok in the old one but not running in the new computer.

What details do I need to provide, projects that not using MySql is ok.

Thanks.

Subject: Re: Sql(SqlSession& session) problem
Posted by mirek on Wed, 17 Jul 2013 13:13:56 GMT
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pfsdanny wrote on Wed, 17 July 2013 08:58I install MinGW and 5485 to another computer and copy my project to the new computer. Everything is ok in the old one but not running in the new computer.

What details do I need to provide, projects that not using MySql is ok.

Thanks.

Well, for starters mentioning MingW was a good idea...

Have you tried with MSC?

Mirek

Subject: Re: Sql(SqlSession& session) problem
Posted by pfsdanny on Wed, 17 Jul 2013 13:17:07 GMT
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I use MinGW for a year to develop the project. Does MSC 100% compatible with MinGW? This project in not yet finish, I can change any code to change to MSC. I have no idea about MSC.

Subject: Re: Sql(SqlSession& session) problem
Posted by pfsdanny on Wed, 17 Jul 2013 13:50:03 GMT
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Just reinstall everything, and didn't fix.

Here is the code causing the problem:

db.h

```
class c_db : public MySqlSession{
public:
 typedef c_db CLASSNAME;
 String username;
 String password;
 String database;
 String host;
 String collate;
 String lockId;
 int port;
 bool connect(bool prompt=true);
 void disconnect();
 void copyFm(c_db db);
 bool getlock(String name);
 bool releaselock();
 c_db();
 ~c_db();
};
```

db.cpp
....

```
void c_db::copyFm(c_db db) {
 host = db.host;
 database = db.database;
 username = db.username;
 password = db.password;
 port = db.port;
 collate = db.collate;
}
```
...

The error comes from c_db::copyFm(c_db db) line. Do I need to change the code to c_db::copyFm(c_db db&)?

I don't understand the '&' stand for.

Thanks.

Subject: Re: Sql(SqlSession& session) problem
Posted by pfsdanny on Wed, 17 Jul 2013 14:18:29 GMT
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This time I try to change the following lines in Sqls.h

FROM:
private:
void operator=(const SqlSource&);
SqlSource(const SqlSource&);

TO:
public:
void operator=(const SqlSource&);
SqlSource(const SqlSource&);

It comply without error but generate link error:
indefined reference to 'Upp::SqlSource::SqlSource(Upp::SqlSource const&);

Seems like the problems comes from the Sqls.h which is different from version 4193.

Subject: Re: Sql(SqlSession& session) problem

Posted by pfsdanny on Wed, 17 Jul 2013 15:01:03 GMT
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Reinstall everything and try the SQL_Mysql from the reference folder. The application works! That means 5485 SQL has changed and 4193 coding is not compatible. I will try to modify the my code for this change!

Subject: Re: Sql(SqlSession& session) problem (SOLVED)
Posted by pfsdanny on Thu, 18 Jul 2013 13:24:08 GMT
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After rewrite the code, it works. So the following code that is ok in 4193 does not work in 5485.

```
class c_db : public MySqlSession{
public:
typedef c_db CLASSNAME;
String username;
String password;
String database;
String host;
String collate;
String lockId;
int port;
bool connect(bool prompt=true);
void disconnect();

void copyFm(c_db db); <<--- this line cause error !
void copyFm(String xhost, String xdatabase, String xusername, String xpassword, String xcollate,
int sport); <<-- change to this one and no problems !

bool getlock(String name);
bool releaselock();
c_db();
~c_db();
};
```

Subject: Re: Sql(SqlSession& session) problem (SOLVED)
Posted by Sender Ghost on Thu, 18 Jul 2013 16:37:45 GMT
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Hello, Danny.
pfsdanny wrote on Thu, 18 July 2013 15:24After rewrite the code, it works. So the following code that is ok in 4193 does not work in 5485.

Toggle source code

```
class c_db : public MySqlSession{
public:
typedef c_db CLASSNAME;
String username;
String password;
String database;
String host;
String collate;
String lockId;
int port;
bool connect(bool prompt=true);
void disconnect();

void copyFm(c_db db); <<--- this line cause error !
void copyFm(String xhost, String xdatabase, String xusername, String xpassword, String xcollate,
int sport); <<-- change to this one and no problems !

bool getlock(String name);
bool releaselock();
c_db();
~c_db();
};
```

You are right, that after 4296 revision your previous code doesn't work, because of "Sql, SqlSession: operator= and copy constructors now private".

I think, you could rewrite your code as follows:
Toggle source code

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

using namespace Upp;

struct DBData {
 String username;
 String password;
 String database;
 String host;
 String collate;
 String lockId;
 int port;
 DBData() : port(3306) { }
 DBData(const String& username, const String& password, const String& database, const String&
host,
  const String& collate, const String& lockId, int port = 3306) : username(username),
```

```
  password(password), database(database), host(host), collate(collate), lockId(lockId), port(port) {
}
};

class DBConnection {
protected:
 MySqlSession session;
 DBData data;
public:
 // DBConnection() { }
 DBConnection(const DBData& data) : data(data) { }
 ~DBConnection()              { Disconnect(); ReleaseLock(); }
 MySqlSession& GetSession()    { return session; }
 const DBData& GetData()       { return data; }
 void SetData(const DBData& d) { data = d; }
 bool Connect(bool prompt = true);
 void Disconnect();
 bool GetLock(const String& name);
 bool ReleaseLock();
};
// TODO: implement
bool DBConnection::Connect(bool prompt)
{
 return true;
}
// TODO: implement
void DBConnection::Disconnect()
{
}
// TODO: implement
bool DBConnection::GetLock(const String& name)
{
 return true;
}
// TODO: implement
bool DBConnection::ReleaseLock()
{
 return true;
}

CONSOLE_APP_MAIN
{
 DBData data("username", "password", "database", "host", "collate", "lockId");
 DBConnection ctn(data);
 if (!ctn.Connect())
  return;
 SQL = ctn.GetSession();
/* // Doing some query:
```

```
 Sql sql;
 sql * Select(SqlAll()).From(TABLE);
 while(sql.Fetch()) { }
*/
}
```

where you will have DBData structure to avoid the need to copy each variable to c_db::copyFm method and no need to assign MySqlSession contents.

Subject: Re: Sql(SqlSession& session) problem (SOLVED)
Posted by pfsdanny on Fri, 19 Jul 2013 13:57:42 GMT
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Thanks.

Should you please explain these 2 lines. I don't understand what it means. I am new to C, thanks.

```
DBData() : port(3306) { }
DBData(const String& username, const String& password,
 const String& database, const String& host,
 const String& collate, const String& lockId, int port = 3306) :
 username(username),  password(password), database(database),
 host(host), collate(collate), lockId(lockId), port(port) { }
```

Subject: Re: Sql(SqlSession& session) problem (SOLVED)
Posted by Sender Ghost on Fri, 19 Jul 2013 17:25:35 GMT
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pfsdanny wrote on Fri, 19 July 2013 15:57Should you please explain these 2 lines. I don't understand what it means. I am new to C, thanks.

```
DBData() : port(3306) { }
DBData(const String& username, const String& password,
 const String& database, const String& host,
 const String& collate, const String& lockId, int port = 3306) :
 username(username),  password(password), database(database),
 host(host), collate(collate), lockId(lockId), port(port) { }
```

This feature is called C++ constructor initialization lists, where possible to do implicit assignments (when variables are created), instead of explicit assignments (afterwards):

```
 DBData() { port = 3306; }
 DBData(const String& username, const String& password, const String& database, const String& host,
  const String& collate, const String& lockId, int port = 3306)
 {
  this->username = username; this->password = password; this->database = database;
  this->host = host; this->collate = collate; this->lockId = lockId; this->port = port;
 }
```
