

# C++DBLIB

The library, which combines C++ and the MS/SYBASE SQLSERVER<sup>1</sup> in an ideal manner.

- **Elegant and simple** access on tables and columns of the SQLSERVER's databases
- **Each SQL data type** has a corresponding predefined class i.e.: smallint↔CdbColSmall, image↔CdbColImage, etc. That means compatible date/time and money arithmetic!
- **Stream concept** for reading and writing data from and to a SQLSERVER database when using this (predefined) classe.
- **Strict type checking** when sending SQL statements to the SERVER using the overloaded I/O-stream class.
- **Corresponding classes:** The columns of a table or view are mapped on a class using our tool DBGEN.EXE. Each data member of the class has a corresponding column in the respective table or view.
- **Default member functions:** Each class you create with DBGEN includes a set of standard member functions for row retrieving and manipulating.
- **Record interface:** You can read ,write and update a single row as a whole - if the table has a unique key - with a single function (f.example : .Custom.Select(5678); ...)
- **Record list interface:** If the result of your query consists of more than one row, the incoming rows will be stored successivly (if you use the recordlist class).
- **Storde procedure mapping:** Each stored procedure of your database can be mapped to a member function of a dedicated class (=table). I.e.: a member function will be created with the same parameters the Stored Procedure has. (Strict type checking of parameters!).
- **Exception handling** (special Execption class with TRY, CATCH and THROW).
- **Transaction handling.**
- **High performance!!**

You need MS-Visual C++ 10, (MFC 2.0), SYBASE or MS/SQLSERVER<sup>2</sup>, the DB-Library for MS-DOS or MS-WINDOWS 3.1 Version 4.20.21 or greater.

If you want more detailed informations write, call or send a message to:

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<sup>1</sup>MS-SQLSERVER, MS-DOS, MS-WINDOWS ar trademarks of the Microsoft corporation.

<sup>2</sup>see footmark one

A simple example shows the elegance of our implementation:  
(much more examples with record lists usw when you call for papers)

```
#include <assert.h>
#include "cdblib.h"

int main ()
{
    if (!CdbConnection::InitSystem()) {
        cerr << "\nGeneral network error\n";
        return 100;

        CdbConnection Con(1); // Number of required db-processes (=1)
        CdbChannel C;         // create a channel object for writing and
        // reading data
        CdbColStr S1;         // create an object of type (CdbCol)String
        // this is the equivalent of char or varchar
        CdbColTime S2;        // create a date/time object
        TRY {                  // if connection failes goto catch block
            Con.Connect("server", // initialize connection object with
                "SA",           // server name, user name and database
                "secret");      // and password
            C.Connect(Con);     // now try to connect ...
            C << "select getDate(),getDate()"; // send statement to server
            // - no execution up to now
            C.Go(1);            // carry out 1st statement
            // in command buffer
            C >> S1 >> S2;     // get results and put them
            // corresponding objects
            cout << "Result : " // show data on screen
                << endl
                << "CdbColStr ("
                << S1 << ")"
                << endl;
            cout << "CdbColTime (" << S2 << ")" << endl;
        }
        CATCH (CdbEx,e) {
            cerr << "\ndatabase error\n";
            return 1;
        }
        END_CATCH
        return 0;
    }
}
```