

**CODE USED TO RETIREIVE DATA FROM THE DATABASE**

#include <stdio.h>

#include <stdlib.h>

#include <sqlite3.h>

static int callback(void \*data, int argc, char \*\*argv, char \*\*azColName){

int i;

fprintf(stderr, "%s: ", (const char\*)data);

for(i = 0; i<argc; i++){

printf("%s = %s\n", azColName[i], argv[i] ? argv[i] : "NULL");

}

printf("\n");

return 0;

}

int main(int argc, char\* argv[]) {

sqlite3 \*db;

char \*zErrMsg = 0;

int rc;

char \*sql;

const char\* data = "Callback function called";

/\* Open database \*/

rc = sqlite3\_open("Project.db", &db);

if( rc ) {

fprintf(stderr, "Can't open database: %s\n", sqlite3\_errmsg(db));

return(0);

} else {

fprintf(stderr, "Opened database successfully\n");

}

/\* Create SQL statement \*/

sql = "SELECT \* from Movie";

/\* Execute SQL statement \*/

rc = sqlite3\_exec(db, sql, callback, (void\*)data, &zErrMsg);

if( rc != SQLITE\_OK ) {

fprintf(stderr, "SQL error: %s\n", zErrMsg);

sqlite3\_free(zErrMsg);

} else {

fprintf(stdout, "Operation done successfully\n");

}

sqlite3\_close(db);

return 0;

}