---truy vấn csdl lên android

String DATABASE\_NAME=**“dbDanhBa.sqlite"**;  
String DB\_PATH\_SUFFIX = **"/databases/"**;  
SQLiteDatabase database=**null**;

**private void** processCopy() {  
 File dbFile = getDatabasePath(DATABASE\_NAME);  
 **if** (!dbFile.exists())  
 {  
 **try** {  
 CopyDataBaseFromAsset();  
 Toast.makeText(**this**,

**"Copying sucess from Assets folder"**,

Toast.LENGTH\_LONG).show();  
 }  
 **catch** (Exception e)  
 {  
 Toast.makeText(**this**, e.toString(), Toast.LENGTH\_LONG).show();  
 }  
 }  
}

**private** String getDatabasePath() {  
 **return** getApplicationInfo().dataDir + DB\_PATH\_SUFFIX+ DATABASE\_NAME;  
}

**public void** CopyDataBaseFromAsset()  
{  
 **try** {  
 InputStream myInput;  
 myInput = getAssets().open(DATABASE\_NAME);String outFileName = getDatabasePath();  
 File f = **new** File(getApplicationInfo().dataDir + DB\_PATH\_SUFFIX);  
 **if** (!f.exists())  
 f.mkdir();  
OutputStream myOutput = **new** FileOutputStream(outFileName);  
 **byte**[] buffer = **new byte**[1024];  
 **int** length;  
 **while** ((length = myInput.read(buffer)) > 0) {  
 myOutput.write(buffer, 0, length);  
 }  
 myOutput.flush();  
 myOutput.close();  
 myInput.close();  
 } **catch** (IOException e) {  
 *// TODO Auto-generated catch block* e.printStackTrace();  
 }  
}]