

Tutorial 10 – SQLite DB Programming

In this tutorial, you will improve the “Phone Book” application that you created in the previous tutorial. You should create a package named `tutes.db.phonebook` for the tasks below.

1. Copy all source code from package `tutes.gui4.phonebook` to `tutes.db.phonebook`.
2. Use one of the GUI Tools for SQLite suggested in the lecture to create a suitable database for the “Phone Book” application.

For example, create a database named `phonebook.sqlite3` under the project’s root directory, in which create a `contacts` table which contains these columns:

- `id (integer)`: the unique identifier of a contact
 - `name (text)`: the person’s full name
 - `phone (text)`: the person’s phone number saved as text
3. Update the application to create a database connection object at program startup and close that connection at program shutdown.
 4. Update the application to load contacts from database instead of storing contacts data in arrays.
 5. Update the “Add Contact” form to also insert contact information to the database.
 6. Update the “Delete” button to also delete contacts from database.