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/*
-- Distributed Transaction demo

-- na serwerach w AdventureWorks2008
CREATE TABLE [dbo].[Konta](
[id] [int] IDENTITY(1,1) NOT NULL,
[name] [nvarchar](50) NOT NULL,
[value] [money] NOT NULL,
CONSTRAINT [PK_Konta] PRIMARY KEY CLUSTERED
(
[id] ASC
)WITH (PAD_INDEX = OFF, STATISTICS_NORECOMPUTE = OFF, IGNORE_DUP_KEY = OFF,
ALLOW_ROW_LOCKS = ON, ALLOW_PAGE_LOCKS = ON) ON [PRIMARY]
) ON [PRIMARY]

BEGIN TRANSACTION
GO
ALTER TABLE dbo.Konta ADD CONSTRAINT
        CK_Konta_saldo CHECK (value >= 0)
GO
ALTER TABLE dbo.Konta SET (LOCK_ESCALATION = TABLE)
GO
COMMIT

-- Na obu serwerach utworzyć login labuser, password PasswOrd
-- utworzyć użytkowników labuser z loginami labuser
-- przydzielić role datareader, datawriter

-- Na jednym serwerze
INSERT INTO Konta (name, value) VALUES ('John', 1000);
INSERT INTO Konta (name, value) VALUES ('Paul', 5000);

-- Na drugim
INSERT INTO Konta (name, value) VALUES ('Alice', 1500);
INSERT INTO Konta (name, value) VALUES ('Margo', 4500);

GO
*/

// Console Application
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Data.SqlClient;

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using System.Data.SqlTypes;
using Microsoft.SqlServer.Server;
using System.Transactions;

namespace BankDistributedTransaction
{
    class Program
    {
        static void Main(string[] args)
        {
            bankTransaction(1000, "Alice", "John");
        }

        public static void bankTransaction(decimal val, string cust1, string cust2)
        {
            int returnValue = 0;

            using (TransactionScope oTran = new TransactionScope())
            {
                using (SqlConnection oConn =
                    new SqlConnection(@"Data Source=MSSQLSERVER114;Initial
Catalog=AdventureWorks2008;User Id=labuser;Password=PasswOrd;"))
                {
                    try
                    {
                        oConn.Open();
                        SqlCommand update = new SqlCommand("update dbo.Konta set value = value +
@value where name = @name", oConn);

                        update.Parameters.Add("@value", System.Data.SqlDbType.Money);
                        update.Parameters.Add("@name", System.Data.SqlDbType.NVarChar);
                        update.Parameters["@value"].Value = val;
                        update.Parameters["@name"].Value = cust1;
                        returnValue = update.ExecuteNonQuery();
                        if (returnValue < 1) throw new Exception();

                        using (SqlConnection remConn =
                            //new SqlConnection("Data Source=MSSQLSERVER114;Initial
Catalog=AdventureWorks2008;Integrated Security=True;"))
                            //Integrated Security=True; User Id=labuser;Password=PasswOrd;
                            //new SqlConnection("Data Source=MSSQLSERVER80;Initial
Catalog=AdventureWorks2008;User Id=labuser;Password=PasswOrd;"))
                            new SqlConnection(@"Data Source=MSSQLSERVER79;Initial
Catalog=AdventureWorks2008;User Id=labuser;Password=PasswOrd;"))
                        {
                            returnValue = 0;
                            remConn.Open();

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        SqlCommand updateRemote =
            // success
            //new SqlCommand("update dbo.Konta set value = value - 50.00 where name =
'John'", remConn);

            // bad - AJohn not exist
            new SqlCommand("update dbo.Konta set value = value - @value where name =
@name", remConn);
            updateRemote.Parameters.Add("@value", System.Data.SqlDbType.Money);
            updateRemote.Parameters.Add("@name", System.Data.SqlDbType.NVarChar);
            updateRemote.Parameters["@value"].Value = val;
            updateRemote.Parameters["@name"].Value = cust2;
            returnValue = updateRemote.ExecuteNonQuery();
            if (returnValue < 1) throw new Exception();
            oTran.Complete();
        }
    }
    catch (SqlException exception)
    {
        Console.WriteLine(exception.Message);

    }
    catch (Exception exception)
    {
        Console.WriteLine(exception.Message);

    }

}

}

// The returnValue is greater than 0 if the transaction committed.
if (returnValue > 0)
{
    Console.WriteLine("transaction complete");

}
else
{
    Console.WriteLine("transaction rollback");
}
Console.ReadKey();
}

}

```