

# MOBILE\_ERP\_STORE DATABASE API

1.0

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# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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## Chapter 2

# Class Index

### 2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Abstract class supposed to encapsulate management of SQL based database systems	6
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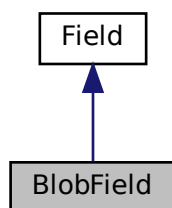


## Chapter 3

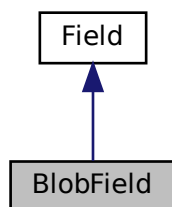
# Class Documentation

### 3.1 BlobField Class Reference

Inheritance diagram for BlobField:



Collaboration diagram for BlobField:



## Public Member Functions

- [BlobField](#) ()  
*default constructor.*
- [BlobField](#) (string name, FieldType type=Blob)  
*Parameterized constructor.*
- [~BlobField](#) ()  
*destructor.*

## Additional Inherited Members

### 3.1.1 Constructor & Destructor Documentation

#### 3.1.1.1 BlobField()

```
BlobField::BlobField (  
    string name,  
    FieldType type = Blob )
```

Parameterized constructor.

##### Parameters

<i>name</i>	name of one of the database
<i>FieldType</i>	this is the type of the database (default value is Blob)

The documentation for this class was generated from the following file:

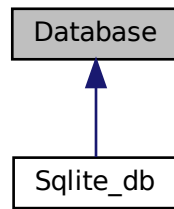
- include/sqlite\_database.hpp

## 3.2 Database Class Reference

The [Database](#) class is an abstract class supposed to encapsulate management of SQL based database systems.

```
#include <database.hpp>
```

Inheritance diagram for Database:



### Public Member Functions

- virtual string **get\_uri** ()=0
- virtual string **get\_name** ()=0
- virtual DatabaseType **get\_type** ()=0
- virtual int32\_t **create** ()=0
- virtual int32\_t **drop** ()=0

### Protected Attributes

- string **name**
- string **uri**
- DatabaseType **type**

#### 3.2.1 Detailed Description

The [Database](#) class is an abstract class supposed to encapsulate management of SQL based database systems.

This class represents database systems using SQL as definition and manipulation language. The class can be used as model for Object-Relational-Mapping in an MVC architecture. The currently supported database systems are

- Sqlite
- MySql,
- PostGreSql

[Database](#) abstract class provides the following services

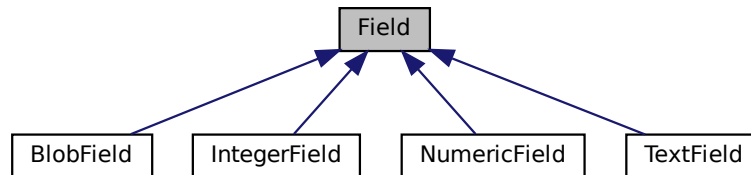
- create – creates the database in the DB management systems
- drop – drops the database in the DB management systems

The documentation for this class was generated from the following file:

- include/database.hpp

### 3.3 Field Class Reference

Inheritance diagram for Field:



#### Public Member Functions

- virtual string **get\_name** ()=0
- virtual char **get\_char** ()=0
- virtual int **get\_int** ()=0
- virtual float **get\_float** ()=0
- virtual string **get\_string** ()=0

#### Protected Member Functions

- virtual FieldType **get\_type** ()=0
- virtual string **get\_create\_stmt\_sql** ()=0

#### Protected Attributes

- string **name**
- istream **value**
- FieldType **type**
- vector< ConstraintType > **constraints**

The documentation for this class was generated from the following file:

- include/database.hpp

### 3.4 fts5\_api Struct Reference

#### Public Attributes

- int **iVersion**
- int(\* **xCreateTokenizer** )(fts5\_api \*pApi, const char \*zName, void \*pContext, fts5\_tokenizer \*pTokenizer, void(\*xDestroy)(void \*))
- int(\* **xFindTokenizer** )(fts5\_api \*pApi, const char \*zName, void \*\*ppContext, fts5\_tokenizer \*pTokenizer)
- int(\* **xCreateFunction** )(fts5\_api \*pApi, const char \*zName, void \*pContext, fts5\_extension\_function x↔Function, void(\*xDestroy)(void \*))

The documentation for this struct was generated from the following file:

- include/sqlite3.h

## 3.5 fts5\_tokenizer Struct Reference

### Public Attributes

- int(\* **xCreate** )(void \*, const char \*\*azArg, int nArg, Fts5Tokenizer \*\*ppOut)
- void(\* **xDelete** )(Fts5Tokenizer \*)
- int(\* **xTokenize** )(Fts5Tokenizer \*, void \*pCtx, int flags, const char \*pText, int nText, int(\*xToken)(void \*pCtx, int tflags, const char \*pToken, int nToken, int iStart, int iEnd))

The documentation for this struct was generated from the following file:

- include/sqlite3.h

## 3.6 Fts5ExtensionApi Struct Reference

### Public Attributes

- int **iVersion**
- void(\* **xUserData** )(Fts5Context \*)
- int(\* **xColumnCount** )(Fts5Context \*)
- int(\* **xRowCount** )(Fts5Context \*, sqlite3\_int64 \*pnRow)
- int(\* **xColumnTotalSize** )(Fts5Context \*, int iCol, sqlite3\_int64 \*pnToken)
- int(\* **xTokenize** )(Fts5Context \*, const char \*pText, int nText, void \*pCtx, int(\*xToken)(void \*, int, const char \*, int, int, int))
- int(\* **xPhraseCount** )(Fts5Context \*)
- int(\* **xPhraseSize** )(Fts5Context \*, int iPhrase)
- int(\* **xInstCount** )(Fts5Context \*, int \*pnInst)
- int(\* **xInst** )(Fts5Context \*, int ildx, int \*piPhrase, int \*piCol, int \*piOff)
- sqlite3\_int64(\* **xRowid** )(Fts5Context \*)
- int(\* **xColumnText** )(Fts5Context \*, int iCol, const char \*\*pz, int \*pn)
- int(\* **xColumnSize** )(Fts5Context \*, int iCol, int \*pnToken)
- int(\* **xQueryPhrase** )(Fts5Context \*, int iPhrase, void \*pUserData, int(\*)(const [Fts5ExtensionApi](#) \*, Fts5Context \*, void \*))
- int(\* **xSetAuxdata** )(Fts5Context \*, void \*pAux, void(\*xDelete)(void \*))
- void(\* **xGetAuxdata** )(Fts5Context \*, int bClear)
- int(\* **xPhraseFirst** )(Fts5Context \*, int iPhrase, [Fts5Phraseliter](#) \*, int \*, int \*)
- void(\* **xPhraseNext** )(Fts5Context \*, [Fts5Phraseliter](#) \*, int \*piCol, int \*piOff)
- int(\* **xPhraseFirstColumn** )(Fts5Context \*, int iPhrase, [Fts5Phraseliter](#) \*, int \*)
- void(\* **xPhraseNextColumn** )(Fts5Context \*, [Fts5Phraseliter](#) \*, int \*piCol)

The documentation for this struct was generated from the following file:

- include/sqlite3.h

## 3.7 Fts5Phraselter Struct Reference

### Public Attributes

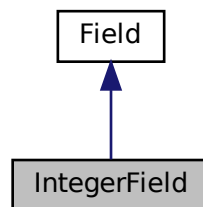
- `const unsigned char * a`
- `const unsigned char * b`

The documentation for this struct was generated from the following file:

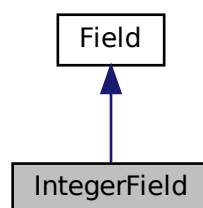
- `include/sqlite3.h`

## 3.8 IntegerField Class Reference

Inheritance diagram for IntegerField:



Collaboration diagram for IntegerField:



### Public Member Functions

- `IntegerField ()`  
*default constructor.*
- `IntegerField (string name, FieldType type=Integer)`  
*Parameterized constructor.*
- `~IntegerField ()`  
*destructor.*

## Additional Inherited Members

### 3.8.1 Constructor & Destructor Documentation

#### 3.8.1.1 IntegerField()

```
IntegerField::IntegerField (
    string name,
    FieldType type = Integer )
```

Parameterized constructor.

##### Parameters

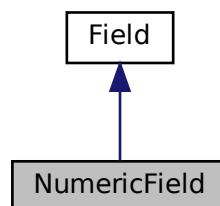
<i>name</i>	name of one of the database
<i>FieldType</i>	this is the type of the database (default value is Integer)

The documentation for this class was generated from the following file:

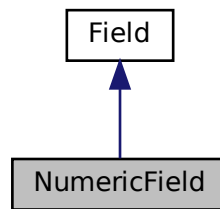
- include/sqlite\_database.hpp

## 3.9 NumericField Class Reference

Inheritance diagram for NumericField:



Collaboration diagram for NumericField:



## Public Member Functions

- [NumericField \(\)](#)  
*default constructor.*
- [NumericField \(string name, FieldType type=Numeric\)](#)  
*Parameterized constructor.*
- [~NumericField \(\)](#)  
*destructor.*

## Additional Inherited Members

### 3.9.1 Constructor & Destructor Documentation

#### 3.9.1.1 NumericField()

```

NumericField::NumericField (
    string name,
    FieldType type = Numeric )
  
```

Parameterized constructor.

#### Parameters

<i>name</i>	name of one of the database
<i>FieldType</i>	this is the type of the database (default value is Numeric)

The documentation for this class was generated from the following file:

- `include/sqlite_database.hpp`



## 3.10 Query Class Reference

### Public Member Functions

- virtual string **get\_db\_name** ()=0
- virtual string **get\_tbl\_name** ()=0
- virtual QueryType **get\_type** ()=0
- virtual int32\_t **execute** ()=0

### Protected Member Functions

- virtual string **get\_sql\_stmt** ()=0

### Protected Attributes

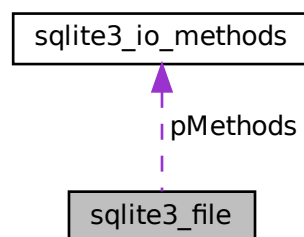
- string **db\_name**
- string **tbl\_name**
- string **sql\_stmt**
- QueryType **type**

The documentation for this class was generated from the following file:

- include/database.hpp

## 3.11 sqlite3\_file Struct Reference

Collaboration diagram for sqlite3\_file:



### Public Attributes

- const struct [sqlite3\\_io\\_methods](#) \* **pMethods**

The documentation for this struct was generated from the following file:

- include/sqlite3.h

### 3.12 sqlite3\_index\_info::sqlite3\_index\_constraint Struct Reference

#### Public Attributes

- int **iColumn**
- unsigned char **op**
- unsigned char **usable**
- int **iTermOffset**

The documentation for this struct was generated from the following file:

- include/sqlite3.h

### 3.13 sqlite3\_index\_info::sqlite3\_index\_constraint\_usage Struct Reference

#### Public Attributes

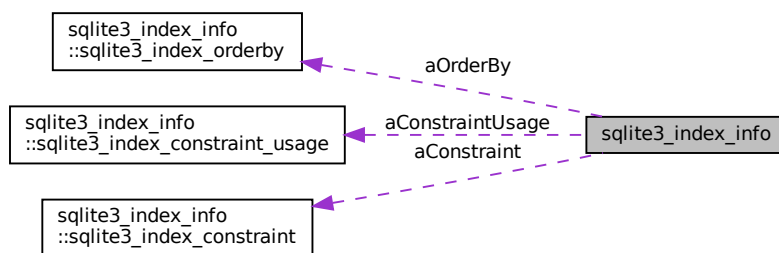
- int **argvIndex**
- unsigned char **omit**

The documentation for this struct was generated from the following file:

- include/sqlite3.h

### 3.14 sqlite3\_index\_info Struct Reference

Collaboration diagram for sqlite3\_index\_info:



#### Classes

- struct [sqlite3\\_index\\_constraint](#)
- struct [sqlite3\\_index\\_constraint\\_usage](#)
- struct [sqlite3\\_index\\_orderby](#)

## Public Attributes

- int **nConstraint**
- struct [sqlite3\\_index\\_info::sqlite3\\_index\\_constraint](#) \* **aConstraint**
- int **nOrderBy**
- struct [sqlite3\\_index\\_info::sqlite3\\_index\\_orderby](#) \* **aOrderBy**
- struct [sqlite3\\_index\\_info::sqlite3\\_index\\_constraint\\_usage](#) \* **aConstraintUsage**
- int **idxNum**
- char \* **idxStr**
- int **needToFreeIdxStr**
- int **orderByConsumed**
- double **estimatedCost**
- sqlite3\_int64 **estimatedRows**
- int **idxFlags**
- sqlite3\_uint64 **colUsed**

The documentation for this struct was generated from the following file:

- include/sqlite3.h

## 3.15 sqlite3\_index\_info::sqlite3\_index\_orderby Struct Reference

### Public Attributes

- int **iColumn**
- unsigned char **desc**

The documentation for this struct was generated from the following file:

- include/sqlite3.h

## 3.16 sqlite3\_io\_methods Struct Reference

### Public Attributes

- int **iVersion**
- int(\* **xClose**)([sqlite3\\_file](#) \*)
- int(\* **xRead**)([sqlite3\\_file](#) \*, void \*, int iAmt, sqlite3\_int64 iOfst)
- int(\* **xWrite**)([sqlite3\\_file](#) \*, const void \*, int iAmt, sqlite3\_int64 iOfst)
- int(\* **xTruncate**)([sqlite3\\_file](#) \*, sqlite3\_int64 size)
- int(\* **xSync**)([sqlite3\\_file](#) \*, int flags)
- int(\* **xFileSize**)([sqlite3\\_file](#) \*, sqlite3\_int64 \*pSize)
- int(\* **xLock**)([sqlite3\\_file](#) \*, int)
- int(\* **xUnlock**)([sqlite3\\_file](#) \*, int)
- int(\* **xCheckReservedLock**)([sqlite3\\_file](#) \*, int \*pResOut)
- int(\* **xFileControl**)([sqlite3\\_file](#) \*, int op, void \*pArg)
- int(\* **xSectorSize**)([sqlite3\\_file](#) \*)
- int(\* **xDeviceCharacteristics**)([sqlite3\\_file](#) \*)
- int(\* **xShmMap**)([sqlite3\\_file](#) \*, int iPg, int pgsz, int, void volatile \*\*)
- int(\* **xShmLock**)([sqlite3\\_file](#) \*, int offset, int n, int flags)
- void(\* **xShmBarrier**)([sqlite3\\_file](#) \*)
- int(\* **xShmUnmap**)([sqlite3\\_file](#) \*, int deleteFlag)
- int(\* **xFetch**)([sqlite3\\_file](#) \*, sqlite3\_int64 iOfst, int iAmt, void \*\*pp)
- int(\* **xUnfetch**)([sqlite3\\_file](#) \*, sqlite3\_int64 iOfst, void \*p)

The documentation for this struct was generated from the following file:

- include/sqlite3.h

## 3.17 sqlite3\_mem\_methods Struct Reference

### Public Attributes

- void **(\* xMalloc)**(int)
- void **(\* xFree)**(void \*)
- void **(\* xRealloc)**(void \*, int)
- int **(\* xSize)**(void \*)
- int **(\* xRoundup)**(int)
- int **(\* xInit)**(void \*)
- void **(\* xShutdown)**(void \*)
- void \* **pAppData**

The documentation for this struct was generated from the following file:

- include/sqlite3.h

## 3.18 sqlite3\_module Struct Reference

### Public Attributes

- int **iVersion**
- int **(\* xCreate)**(sqlite3 \*, void \*pAux, int argc, const char \*const \*argv, [sqlite3\\_vtab](#) \*\*ppVTab, char \*\*)
- int **(\* xConnect)**(sqlite3 \*, void \*pAux, int argc, const char \*const \*argv, [sqlite3\\_vtab](#) \*\*ppVTab, char \*\*)
- int **(\* xBestIndex)**([sqlite3\\_vtab](#) \*pVTab, [sqlite3\\_index\\_info](#) \*)
- int **(\* xDisconnect)**([sqlite3\\_vtab](#) \*pVTab)
- int **(\* xDestroy)**([sqlite3\\_vtab](#) \*pVTab)
- int **(\* xOpen)**([sqlite3\\_vtab](#) \*pVTab, [sqlite3\\_vtab\\_cursor](#) \*\*ppCursor)
- int **(\* xClose)**([sqlite3\\_vtab\\_cursor](#) \*)
- int **(\* xFilter)**([sqlite3\\_vtab\\_cursor](#) \*, int idxNum, const char \*idxStr, int argc, sqlite3\_value \*\*argv)
- int **(\* xNext)**([sqlite3\\_vtab\\_cursor](#) \*)
- int **(\* xEOF)**([sqlite3\\_vtab\\_cursor](#) \*)
- int **(\* xColumn)**([sqlite3\\_vtab\\_cursor](#) \*, sqlite3\_context \*, int)
- int **(\* xRowid)**([sqlite3\\_vtab\\_cursor](#) \*, sqlite3\_int64 \*pRowid)
- int **(\* xUpdate)**([sqlite3\\_vtab](#) \*, int, sqlite3\_value \*\*, sqlite3\_int64 \*)
- int **(\* xBegin)**([sqlite3\\_vtab](#) \*pVTab)
- int **(\* xSync)**([sqlite3\\_vtab](#) \*pVTab)
- int **(\* xCommit)**([sqlite3\\_vtab](#) \*pVTab)
- int **(\* xRollback)**([sqlite3\\_vtab](#) \*pVTab)
- int **(\* xFindFunction)**([sqlite3\\_vtab](#) \*pVTab, int nArg, const char \*zName, void(\*\*pFunc)(sqlite3\_context \*, int, sqlite3\_value \*\*), void \*\*ppArg)
- int **(\* xRename)**([sqlite3\\_vtab](#) \*pVTab, const char \*zNew)
- int **(\* xSavepoint)**([sqlite3\\_vtab](#) \*pVTab, int)
- int **(\* xRelease)**([sqlite3\\_vtab](#) \*pVTab, int)
- int **(\* xRollbackTo)**([sqlite3\\_vtab](#) \*pVTab, int)
- int **(\* xShadowName)**(const char \*)

The documentation for this struct was generated from the following file:

- include/sqlite3.h

## 3.19 sqlite3\_mutex\_methods Struct Reference

### Public Attributes

- int(\* **xMutexInit** )(void)
- int(\* **xMutexEnd** )(void)
- sqlite3\_mutex \*(\* **xMutexAlloc** )(int)
- void(\* **xMutexFree** )(sqlite3\_mutex \*)
- void(\* **xMutexEnter** )(sqlite3\_mutex \*)
- int(\* **xMutexTry** )(sqlite3\_mutex \*)
- void(\* **xMutexLeave** )(sqlite3\_mutex \*)
- int(\* **xMutexHeld** )(sqlite3\_mutex \*)
- int(\* **xMutexNotheld** )(sqlite3\_mutex \*)

The documentation for this struct was generated from the following file:

- include/sqlite3.h

## 3.20 sqlite3\_pcache\_methods Struct Reference

### Public Attributes

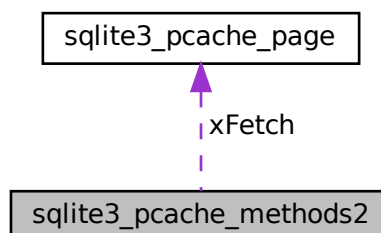
- void \* **pArg**
- int(\* **xInit** )(void \*)
- void(\* **xShutdown** )(void \*)
- sqlite3\_pcache \*(\* **xCreate** )(int szPage, int bPurgeable)
- void(\* **xCachesize** )(sqlite3\_pcache \*, int nCachesize)
- int(\* **xPagecount** )(sqlite3\_pcache \*)
- void \*(\* **xFetch** )(sqlite3\_pcache \*, unsigned key, int createFlag)
- void(\* **xUnpin** )(sqlite3\_pcache \*, void \*, int discard)
- void(\* **xRekey** )(sqlite3\_pcache \*, void \*, unsigned oldKey, unsigned newKey)
- void(\* **xTruncate** )(sqlite3\_pcache \*, unsigned iLimit)
- void(\* **xDestroy** )(sqlite3\_pcache \*)

The documentation for this struct was generated from the following file:

- include/sqlite3.h

## 3.21 sqlite3\_pcache\_methods2 Struct Reference

Collaboration diagram for sqlite3\_pcache\_methods2:



## Public Attributes

- int **iVersion**
- void \* **pArg**
- int(\* **xInit** )(void \*)
- void(\* **xShutdown** )(void \*)
- sqlite3\_pcache \*(**xCreate** )(int szPage, int szExtra, int bPurgeable)
- void(\* **xCachesize** )(sqlite3\_pcache \*, int nCachesize)
- int(\* **xPagecount** )(sqlite3\_pcache \*)
- [sqlite3\\_pcache\\_page](#) \*(**xFetch** )(sqlite3\_pcache \*, unsigned key, int createFlag)
- void(\* **xUnpin** )(sqlite3\_pcache \*, [sqlite3\\_pcache\\_page](#) \*, int discard)
- void(\* **xRekey** )(sqlite3\_pcache \*, [sqlite3\\_pcache\\_page](#) \*, unsigned oldKey, unsigned newKey)
- void(\* **xTruncate** )(sqlite3\_pcache \*, unsigned iLimit)
- void(\* **xDestroy** )(sqlite3\_pcache \*)
- void(\* **xShrink** )(sqlite3\_pcache \*)

The documentation for this struct was generated from the following file:

- include/sqlite3.h

## 3.22 sqlite3\_pcache\_page Struct Reference

### Public Attributes

- void \* **pBuf**
- void \* **pExtra**

The documentation for this struct was generated from the following file:

- include/sqlite3.h

## 3.23 sqlite3\_rtree\_geometry Struct Reference

### Public Attributes

- void \* **pContext**
- int **nParam**
- sqlite3\_rtree\_dbl \* **aParam**
- void \* **pUser**
- void(\* **xDelUser** )(void \*)

The documentation for this struct was generated from the following file:

- include/sqlite3.h

## 3.24 sqlite3\_rtree\_query\_info Struct Reference

### Public Attributes

- void \* **pContext**
- int **nParam**
- sqlite3\_rtree\_dbl \* **aParam**
- void \* **pUser**
- void(\* **xDelUser** )(void \*)
- sqlite3\_rtree\_dbl \* **aCoord**
- unsigned int \* **anQueue**
- int **nCoord**
- int **iLevel**
- int **mxLevel**
- sqlite3\_int64 **iRowid**
- sqlite3\_rtree\_dbl **rParentScore**
- int **eParentWithin**
- int **eWithin**
- sqlite3\_rtree\_dbl **rScore**
- sqlite3\_value \*\* **apSqlParam**

The documentation for this struct was generated from the following file:

- include/sqlite3.h

## 3.25 sqlite3\_snapshot Struct Reference

### Public Attributes

- unsigned char **hidden** [48]

The documentation for this struct was generated from the following file:

- include/sqlite3.h

## 3.26 sqlite3\_vfs Struct Reference

Collaboration diagram for sqlite3\_vfs:



## Public Attributes

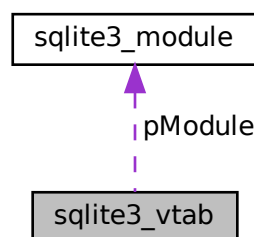
- int **iVersion**
- int **szOsFile**
- int **mxPathname**
- [sqlite3\\_vfs](#) \* **pNext**
- const char \* **zName**
- void \* **pAppData**
- int(\* **xOpen** )([sqlite3\\_vfs](#) \*, sqlite3\_filename zName, [sqlite3\\_file](#) \*, int flags, int \*pOutFlags)
- int(\* **xDelete** )([sqlite3\\_vfs](#) \*, const char \*zName, int syncDir)
- int(\* **xAccess** )([sqlite3\\_vfs](#) \*, const char \*zName, int flags, int \*pResOut)
- int(\* **xFullPathname** )([sqlite3\\_vfs](#) \*, const char \*zName, int nOut, char \*zOut)
- void(\* **xDIOpen** )([sqlite3\\_vfs](#) \*, const char \*zFilename)
- void(\* **xDLError** )([sqlite3\\_vfs](#) \*, int nByte, char \*zErrMsg)
- void(\* **xDISym** )([sqlite3\\_vfs](#) \*, void \*, const char \*zSymbol))(void)
- void(\* **xDIClose** )([sqlite3\\_vfs](#) \*, void \*)
- int(\* **xRandomness** )([sqlite3\\_vfs](#) \*, int nByte, char \*zOut)
- int(\* **xSleep** )([sqlite3\\_vfs](#) \*, int microseconds)
- int(\* **xCurrentTime** )([sqlite3\\_vfs](#) \*, double \*)
- int(\* **xGetLastError** )([sqlite3\\_vfs](#) \*, int, char \*)
- int(\* **xCurrentTimeInt64** )([sqlite3\\_vfs](#) \*, sqlite3\_int64 \*)
- int(\* **xSetSystemCall** )([sqlite3\\_vfs](#) \*, const char \*zName, sqlite3\_syscall\_ptr)
- sqlite3\_syscall\_ptr(\* **xGetSystemCall** )([sqlite3\\_vfs](#) \*, const char \*zName)
- const char \*(\* **xNextSystemCall** )([sqlite3\\_vfs](#) \*, const char \*zName)

The documentation for this struct was generated from the following file:

- include/sqlite3.h

## 3.27 sqlite3\_vtab Struct Reference

Collaboration diagram for sqlite3\_vtab:





## Public Attributes

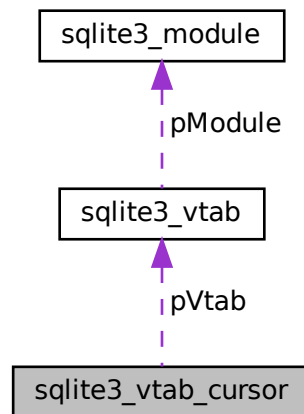
- const [sqlite3\\_module](#) \* **pModule**
- int **nRef**
- char \* **zErrMsg**

The documentation for this struct was generated from the following file:

- include/sqlite3.h

## 3.28 sqlite3\_vtab\_cursor Struct Reference

Collaboration diagram for sqlite3\_vtab\_cursor:



## Public Attributes

- [sqlite3\\_vtab](#) \* **pVtab**

The documentation for this struct was generated from the following file:

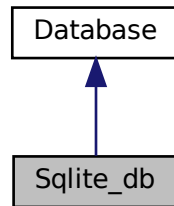
- include/sqlite3.h

## 3.29 Sqlite\_db Class Reference

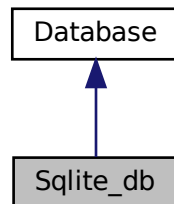
The [Database](#) class encapsulates management of SQLite databases.

```
#include <sqlite_database.hpp>
```

Inheritance diagram for `Sqlite_db`:



Collaboration diagram for `Sqlite_db`:



### Public Member Functions

- [Sqlite\\_db](#) ()  
*default constructor.*
- [Sqlite\\_db](#) (string name, string uri, DatabaseType type=SQLite\_db)  
*Parameterized constructor.*
- [~Sqlite\\_db](#) ()  
*destructor.*
- virtual string **get\_uri** ()
- virtual string **get\_name** ()
- virtual DatabaseType **get\_type** ()
- virtual int32\_t **create** ()
- virtual int32\_t **drop** ()

## Additional Inherited Members

### 3.29.1 Detailed Description

The [Database](#) class encapsulates management of SQLite databases.

This class represents Sqlite databases

SQLiteDatabase abstract class provides the following services

- create – creates the database in the DB management systems
- drop – drops the database in the DB management systems

### 3.29.2 Constructor & Destructor Documentation

#### 3.29.2.1 Sqlite\_db()

```
Sqlite_db::Sqlite_db (
    string name,
    string uri,
    DatabaseType type = SQLite_db )
```

Parameterized constructor.

#### Parameters

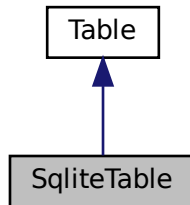
<i>name</i>	name of one of the database
<i>uri</i>	location of the database in the system
<i>DatabaseType</i>	this is the type of the database (default value is <a href="#">Sqlite_db</a> )

The documentation for this class was generated from the following file:

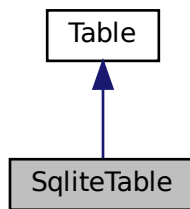
- include/sqlite\_database.hpp

### 3.30 SqliteTable Class Reference

Inheritance diagram for SqliteTable:



Collaboration diagram for SqliteTable:



#### Public Member Functions

- [SqliteTable](#) ()  
*default constructor.*
- [SqliteTable](#) (string name)  
*Parameterized constructor.*
- [~SqliteTable](#) ()  
*destructor.*

#### Additional Inherited Members

##### 3.30.1 Constructor & Destructor Documentation

### 3.30.1.1 SqliteTable()

```
SqliteTable::SqliteTable (
    string name )
```

Parameterized constructor.

#### Parameters

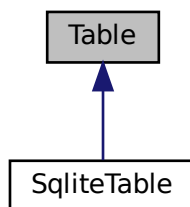
<i>name</i>	name of one of the database
-------------	-----------------------------

The documentation for this class was generated from the following file:

- include/sqlite\_database.hpp

### 3.31 Table Class Reference

Inheritance diagram for Table:



#### Public Member Functions

- virtual string **get\_name** ()=0
- virtual int32\_t **create** ()=0
- virtual int32\_t **drop** ()=0

#### Protected Member Functions

- virtual string **get\_description\_sql** ()=0
- virtual string **get\_create\_stmt\_sql** ()=0
- virtual string **get\_drop\_stmt\_sql** ()=0

#### Protected Attributes

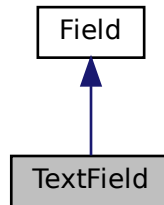
- string **name**
- vector< [Field](#) > **fields**

The documentation for this class was generated from the following file:

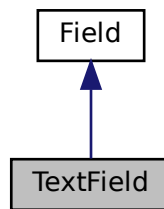
- include/database.hpp

## 3.32 TextField Class Reference

Inheritance diagram for TextField:



Collaboration diagram for TextField:



### Public Member Functions

- [TextField \(\)](#)  
*default constructor.*
- [TextField \(string name, FieldType type=Text\)](#)  
*Parameterized constructor.*
- [~TextField \(\)](#)  
*destructor.*

### Additional Inherited Members

#### 3.32.1 Constructor & Destructor Documentation

### 3.32.1.1 TextField()

```
TextField::TextField (
    string name,
    FieldType type = Text )
```

Parameterized constructor.

#### Parameters

<i>name</i>	name of one of the database
<i>FieldType</i>	this is the type of the database (default value is Text)

The documentation for this class was generated from the following file:

- include/sqlite\_database.hpp



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