

Configuring C/C++ MySQL API in XCode

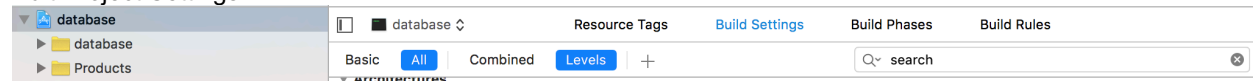
First, ensure you have:

MySQL Community Server (<http://dev.mysql.com/downloads/mysql/>)

MySQL Connector for C (<http://dev.mysql.com/downloads/connector/c/>)

(You should have these ready from previous homeworks)

Edit Project Settings



Search Paths - Header Search Paths

/usr/local/mysql/include

Search Paths - Library Search Paths

/usr/local/mysql/lib

Linking - Other Linker Flags

-lmysqlclient
-lm
-lz

In the terminal: (this step is important or the project can not find `libmysqlclient.18.dylib`)

```
sudo ln -s /usr/local/mysql/lib/libmysqlclient.18.dylib  
/usr/lib/libmysqlclient.18.dylib
```

the sample code to test connection:

```
#include <mysql.h>  
#include <iostream>  
using namespace std;  
  
int main (int argc, const char * argv[])  
{  
    MYSQL *connection, mysql;  
    mysql_init(&mysql);  
    connection = mysql_real_connect(&mysql, "localhost", "root", "",  
    "project3-nudb", 0, 0, 0);
```

```
    if (connection == NULL)
    {
        //unable to connect
        printf("Oh Noes!\n");
    }
    else
    {
        printf("You are now connected. Welcome!\n");
    }
}
```