

# COMP 3311 Database Management Systems Spring 2020

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## Lab 8. Programming with ODBC 2

# Objectives of the Lab

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- After this lab, you should be able to:
  - know about the different data-types of ODBC (which is important in calling the functions),
  - issue prepared statements using the ODBC interface,
  - check for error messages under ODBC.

# Reminder: connecting to ODBC 1

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- ❑ You have seen how to connect to the Oracle server through the ODBC interface in Lab 7.
- ❑ Four steps are involved in connecting to the Oracle through the ODBC interface:
  - Include the proper headers (`<sql.h>`, `<sqlext.h>`) to the C program,
  - Initialize ODBC environment,
  - Allocate a connection handle,
  - Connect to the data source corresponds to the Oracle server.

# Reminder: connecting to ODBC 2

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- To initialize the ODBC environment:

```
HENV henv;  
/* Allocate environment handle */  
SQLAllocEnv(&henv);
```

- To allocate a connection handle:

```
HDBC hdbc;  
/* Allocate connection handle */  
SQLAllocConnect(henv, &hdbc);
```

- To call the `SQLConnect()` function:

```
SQLConnectA(hdbc, (SQLCHAR*) "comp3311.cse.ust.hk",  
SQL_NTS, (SQLCHAR*) argv[1], SQL_NTS, (SQLCHAR*)  
argv[2], SQL_NTS);
```

This time you need to enter your id and password as input to execute the connect function.

# ODBC Data types 1

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- ❑ To enable real ODBC programming, one needs to be able to declare ODBC data types.
- ❑ ODBC defines two sets of data types:
  - C data types – indicate the data type of the data stored in the local variables of the ODBC programs.
  - SQL data types – indicate the data type of data stored at the data source (i.e. the DataBase Management System)

# ODBC Data types 2

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## □ Some common C data types

C type identifier (i.e. parameter passed to SQLBindCol and SQLGetData functions to specify target variable datatype)	ODBC C typedef (define variables in the program)	Corresponding C data type
SQL_C_CHAR	SQLCHAR *	unsigned char *
SQL_C_WCHAR	SQLWCHAR *	wchar_t *
SQL_C_SSHORT	SQLSMALLINT	short int
SQL_C_USHORT	SQLUSMALLINT	unsigned short int
SQL_C_SLONG	SQLINTEGER	long int
SQL_C_ULONG	SQLUINTEGER	unsigned long int
SQL_C_FLOAT	SQLREAL	float
SQL_C_DOUBLE	SQLDOUBLE, SQLFLOAT	double

# ODBC Data types 3

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## ☐ Some common SQL data types

SQL type identifier (i.e. the SQL data type of the data being stored in the DBMS)	Actual SQL data type	Type description
SQL_CHAR	CHAR(n)	Character string of length n
SQL_VARCHAR	VARCHAR(n)	Variable length character string upto n characters
SQL_DECIMAL	DECIMAL(p,s)	Signed numeric value with precision of at least p and scale of s ( p significant digits and s digits after the decimal point, p<=15)
SQL_NUMERIC	NUMERIC(p,s)	Signed numeric value with precision of exactly p and scale of s (p<=15)
SQL_SMALLINT	SMALLINT	Numeric value with precision 5 and scale 0
SQL_INTEGER	INTEGER	Numeric value with precision 10 and scale 0
SQL_FLOAT	FLOAT(p)	Signed numeric value with a binary precision of at least p
SQL_DOUBLE	DOUBLE PRECISION	Signed numeric value with a binary precision 53.

# The prepared statement 1

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- ❑ To Prepare and execute a SQL statement, one needs to:
  - call `SQLPrepare()` function to prepare the statement (pre-compiled at the server to improve efficiency),
  - call the `SQLBindParameter()` function to set the value(s) of the parameter(s),
  - call `SQLExecute()` function to execute the statement.



# The prepared statement 2

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- ❑ The SQL statement could contain place-holders which indicate values obtained from the program during the execution.
- ❑ The `SQLBindParameter()` function binds local variables to the place-holders and specify the data types of the variables and the columns associated with the parameters.

# The prepared statement 3

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- ❑ To call `SQLPrepare()`, one needs to pass a statement handle and the SQL query as the parameters, a question mark in the SQL query indicates the location of a placeholder:

```
SQLPrepareA(hstmt, (SQLCHAR*) "SELECT  
room_number FROM departments WHERE  
department_id=?", SQL_NTS);
```

- ❑ The possible return codes of `SQLPrepare()` are `SQL_SUCCESS`, `SQL_ERROR`, `SQL_SUCCESS_WITH_INFO`, and `SQL_INVALID_HANDLE`

# The prepared statement 4

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- To bind parameters to the placeholders in the SQL query, one needs the `SQLBindParameter()` function. The following example binds the string `deptid` to the question mark on the last slide:

```
SQLBindParameter(hstmt, 1, SQL_PARAM_INPUT,  
SQL_C_CHAR, SQL_CHAR, 0, 0, deptid, 50, &deptid_n);
```

- The possible return codes of `SQLBindParameter()` are `SQL_SUCCESS`, `SQL_ERROR`, `SQL_SUCCESS_WITH_INFO`, and `SQL_INVALID_HANDLE`

# The prepared statement 5

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- ❑ The full syntax of calling the `SQLBindParameter()` function:

```
SQLBindParameter( SQLHSTMT  
StatementHandle, SQLUSMALLINT  
ParameterNumber, SQLSMALLINT  
InputOutputType, SQLSMALLINT ValueType,  
SQLSMALLINT ParameterType, SQLULEN  
ColumnSize, SQLSMALLINT DecimalDigits,  
SQLPOINTER ParameterValuePtr, SQLLEN  
BufferLength, SQLLEN * StrLen_or_IndPtr);
```

# The prepared statement 6

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- ❑ **ParameterNumber** indicates the particular placeholder (question mark) you want the local variable to be bound with.
- ❑ **InputOutputType** indicates the type of the variable to be bound. Possible values for this parameter are :
  - SQL\_PARAM\_INPUT, SQL\_PARAM\_OUTPUT, SQL\_PARAM\_OUTPUT\_STREAM, SQL\_PARAM\_INPUT\_OUTPUT and SQL\_PARAM\_INPUT\_OUTPUT\_STREAM
  - (see [http://msdn.microsoft.com/en-us/library/ms710963\(v=VS.85\).aspx](http://msdn.microsoft.com/en-us/library/ms710963(v=VS.85).aspx) for the details)
- ❑ **ValueType** indicates the C data type of the parameter (see slide 6 for the list of data types)
- ❑ **ParameterType** indicates the SQL data type of the parameter (see slide 7 for the list)
- ❑ **ColumnSize** indicates the max length of the parameter, it is used by the function if ParameterType equals to SQL\_CHAR, SQL\_GRAPHIC, SQL\_DECIMAL or SQL\_NUMERIC. For other parameter types, this parameter is **unused/ignored**.
- ❑ **DecimalDigits** indicates the number of digits of the parameter, it is used by the function if the ParameterType equals to SQL\_DECIMAL, SQL\_NUMERIC, or SQL\_TIMESTAMP. For other parameter types, this parameter is **unused/ignored**.
- ❑ **ParameterValuePtr** is the pointer that points to a buffer that contains the actual data for the parameter, i.e. a local variable/array is been bound to the SQL parameter through this pointer.
- ❑ **BufferLength** indicates the length of the buffer pointed to by the ParameterValuePtr (50 for the previous example).
- ❑ **strLen\_or\_IndPtr** holds the length of the parameter value stored in \*ParameterValuePtr , in the previous example we initialize it to SQL\_NTS.

# The prepared statement 7

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- To execute the SQL statement, one needs to call the `SQLExecute()` function:

```
SQLExecute(hstmt);
```

Where hstmt is the statement handle.

- The possible return codes of `SQLExecute()` are `SQL_SUCCESS`, `SQL_SUCCESS_WITH_INFO`, `SQL_NEED_DATA`, `SQL_STILL_EXECUTING`, `SQL_ERROR`, `SQL_NO_DATA`, `SQL_INVALID_HANDLE`, and `SQL_PARAM_DATA_AVAILABLE`.

# The prepared statement 8

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- Finally retrieve the result by binding the result to a local variable.

```
SQLBindCol(hstmt,1, SQL_C_SLONG,&room,1,&room_n);
```

- The possible return codes of `SQLBindCol()` are `SQL_SUCCESS`, `SQL_SUCCESS_WITH_INFO`, `SQL_NEED_DATA`, `SQL_STILL_EXECUTING`, `SQL_ERROR`, `SQL_NO_DATA`, `SQL_INVALID_HANDLE`, and `SQL_PARAM_DATA_AVAILABLE`.
- The script file for building the database is available at<sup>+</sup>:  
<http://course.cse.ust.hk/comp3311/labs/lab8.sql>
- The complete piece of code is available at:  
<http://course.cse.ust.hk/comp3311/labs/odbc2.cpp>

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<sup>+</sup> make sure you run `"commit;"` in SQL Developer after running the script. Before you "commit" (or "exit"), the data will not be written.

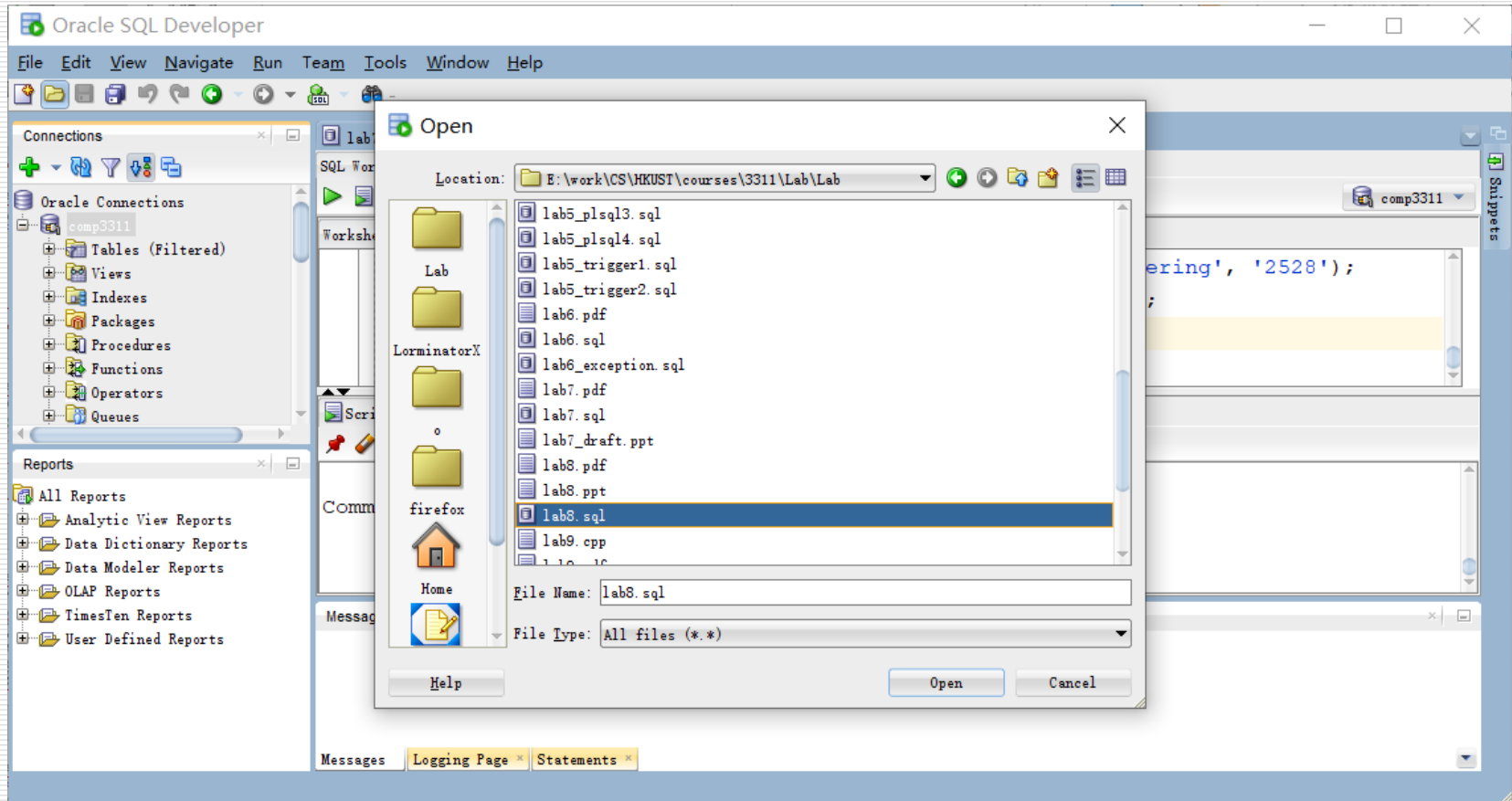
# Running the example 1

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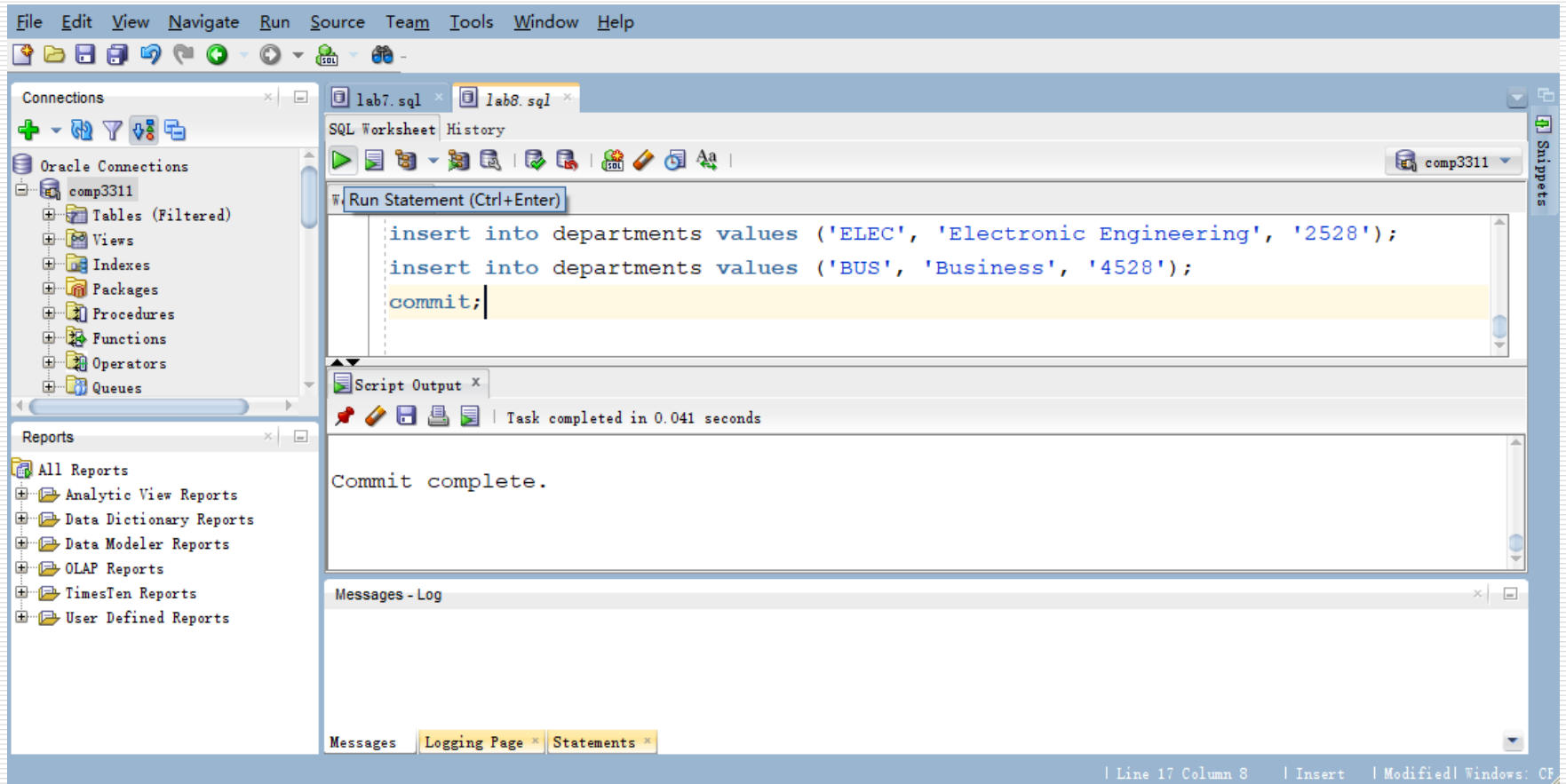
- First, make sure the data source has been set up properly as "**comp3311.cse.ust.hk**" (refer to the "Steps to set up ODBC environment for visual studio" section of lab 7 for the detailed steps).
- Second, make sure you have ran the script **lab8.sql** in SQL Developer (and "commit" it by running "commit;" as shown in the "Building the SQL database 2" part of lab 7).
- Finally, start a new project and compile the code under Visual Studio (as shown in lab 7), and run the compiled program.



# Running the example 1

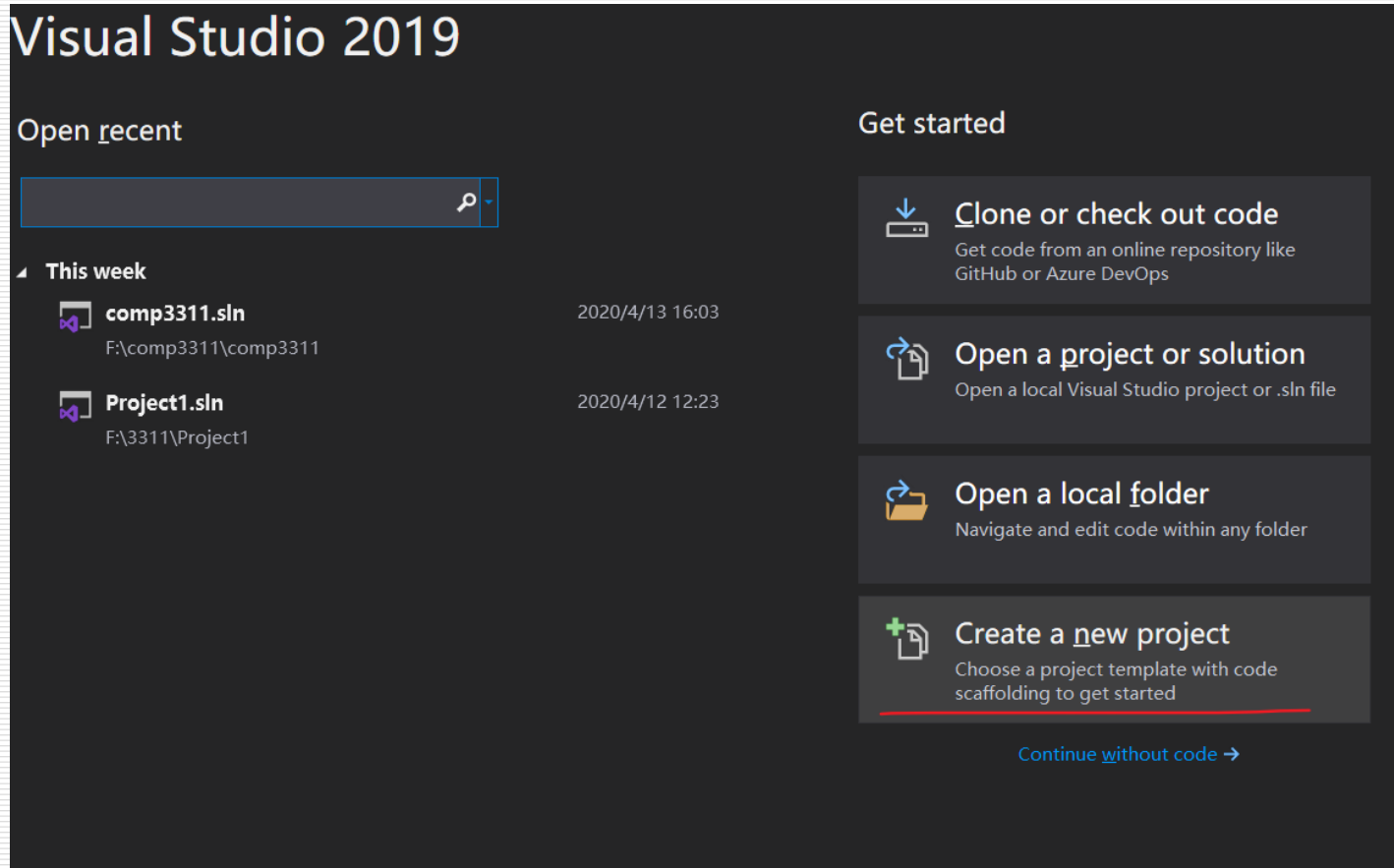


# Running the example 1

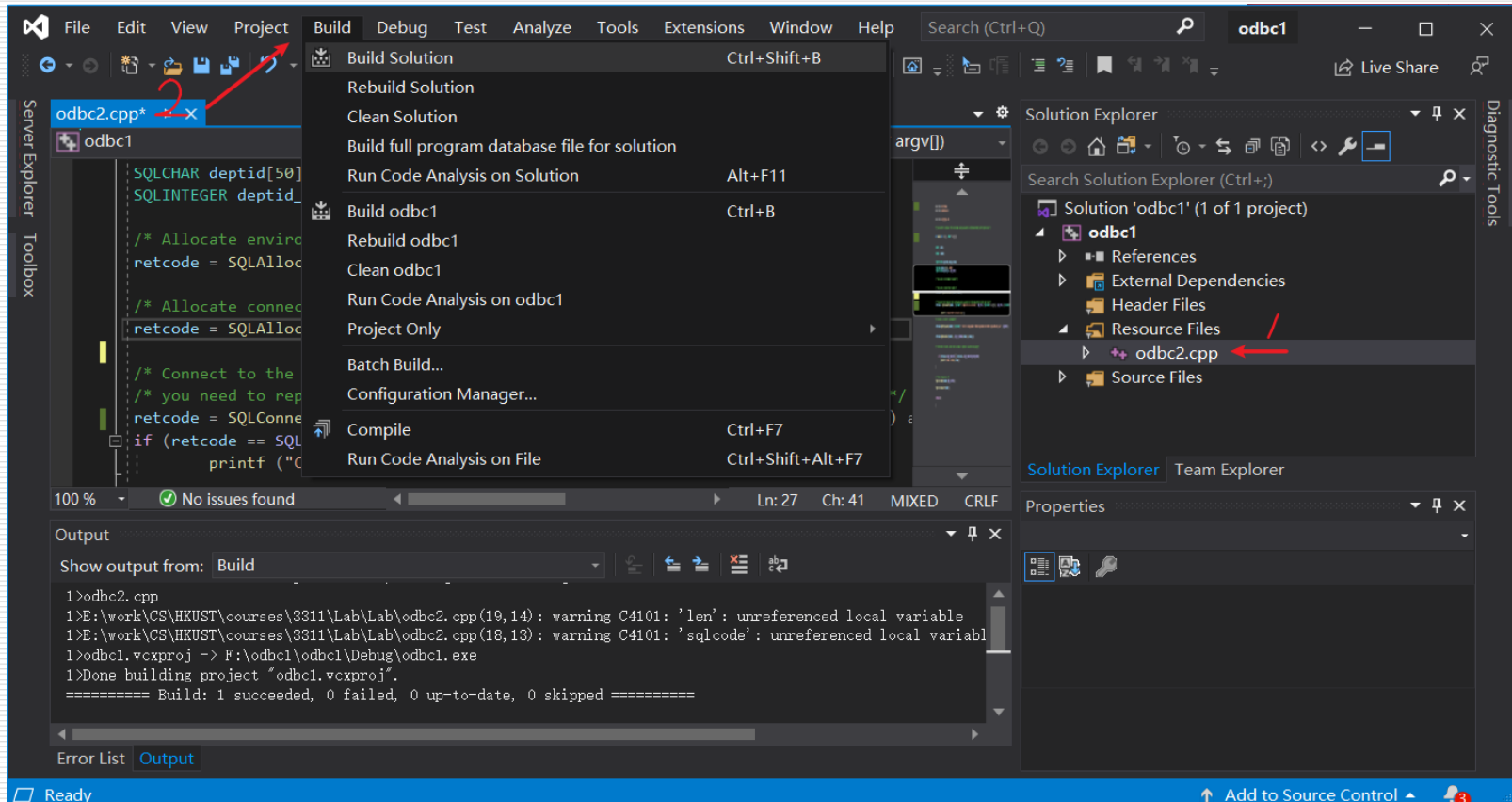


# Running the example 2

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# Running the example 2



# Running the example 2

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```
F:\odbc1\odbc1\Debug>odbc1.exe comp3311tal [REDACTED]  
Connected to Oracle.  
room = 3528  
F:\odbc1\odbc1\Debug>
```

Executable\_file User\_name Password

Connection to Oracle through ODBC is successful!

Prepared statement ran successfully, retrieved value is bound to a C++ local variable "room" and is displayed to the screen

# Getting error information 1

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- ❑ To obtain ODBC error information, one can use the `SQLGetDiagRec()` function.
- ❑ The function will return the
  - `SQLSTATE`,
  - the native error code
  - the diagnostic message for the error.

# Getting error information 2

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- The syntax of the `SQLGetDiagRec()` function:

```
SQLGetDiagRec(    SQLSMALLINT HandleType,  
SQLHANDLE Handle,    SQLSMALLINT RecNumber,  
SQLCHAR * SQLState,    SQLINTEGER * NativeErrorPtr,  
SQLCHAR * MessageText,    SQLSMALLINT BufferLength,  
SQLSMALLINT * TextLengthPtr);
```

- The possible return codes are `SQL_SUCCESS`, `SQL_SUCCESS_WITH_INFO`, `SQL_ERROR`, and `SQL_INVALID_HANDLE`.

# Getting error information 3

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- ❑ **HandleType** is a handle identifier and the value can be SQL\_HANDLE\_ENV, SQL\_HANDLE\_DBC, SQL\_HANDLE\_STMT or SQL\_HANDLE\_DESC.
- ❑ **Handle** is the input handle for getting the specific error. It must be of the same type as declared by HandleType.
- ❑ When there are multiple errors, **RecNumber** allows the programmer to indicate which error to be retrieved. The first error message starts at RecNumber=1.
- ❑ **SQLState** is a pointer that points to the buffer that the five-character SQLSTATE code will be stored.
- ❑ **NativeErrorPtr** is a pointer that points to the buffer where the native error code will be stored. The native error code is specific to the particular data source (DMBS).
- ❑ **MessageText** is a pointer to the buffer where the diagnostic message (a character string) will be stored.
- ❑ **BufferLength** is the length of the MessageText buffer in characters.
- ❑ **TextLengthPtr** is a pointer to the buffer where the size of the MessageText string (in number of characters) is stored.



# Getting error information 4

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- A piece of code that calls the `SQLGetDiagRec()` function to retrieve the error message:

```
retcode = SQLConnectA(hdbc, (SQLCHAR*) "comp1234.cse.ust.hk", SQL_NTS,
(SQLCHAR*) argv[1], SQL_NTS, (SQLCHAR*) argv[2], SQL_NTS);

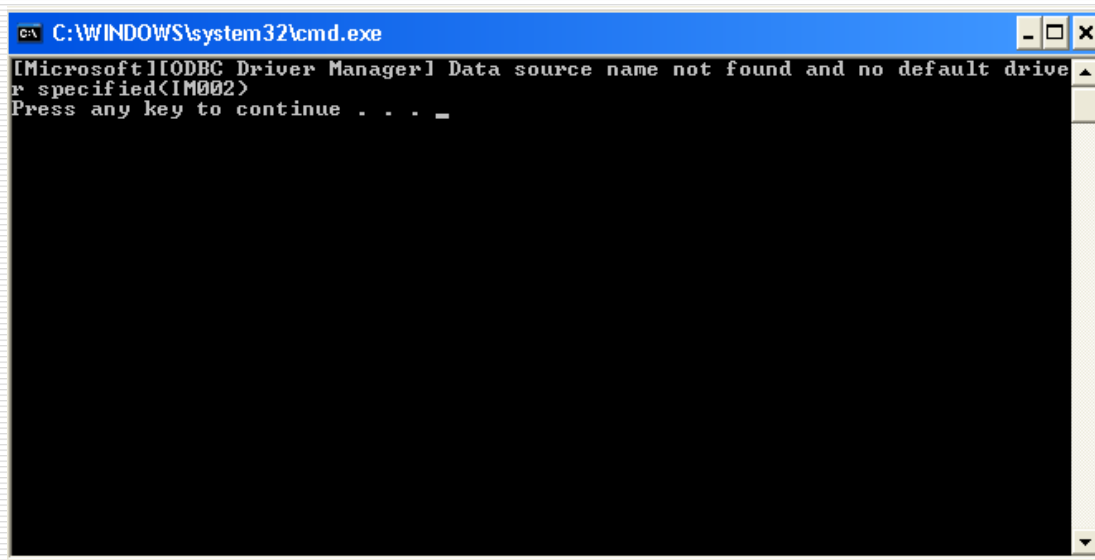
if (retcode == SQL_SUCCESS || retcode == SQL_SUCCESS_WITH_INFO){
    printf ("Connected to Oracle.\n");}
else {
    SQLGetDiagRecA(SQL_HANDLE_DBC,hdbc,1,sqlstate, &sqlcode,
msg,4000,&len);
    printf("%s(%s)\n",msg,sqlstate);
    exit;}
```

- In the above code, the data source name is incorrect. So we should expect the error message to complain about that.

# Getting error information 5

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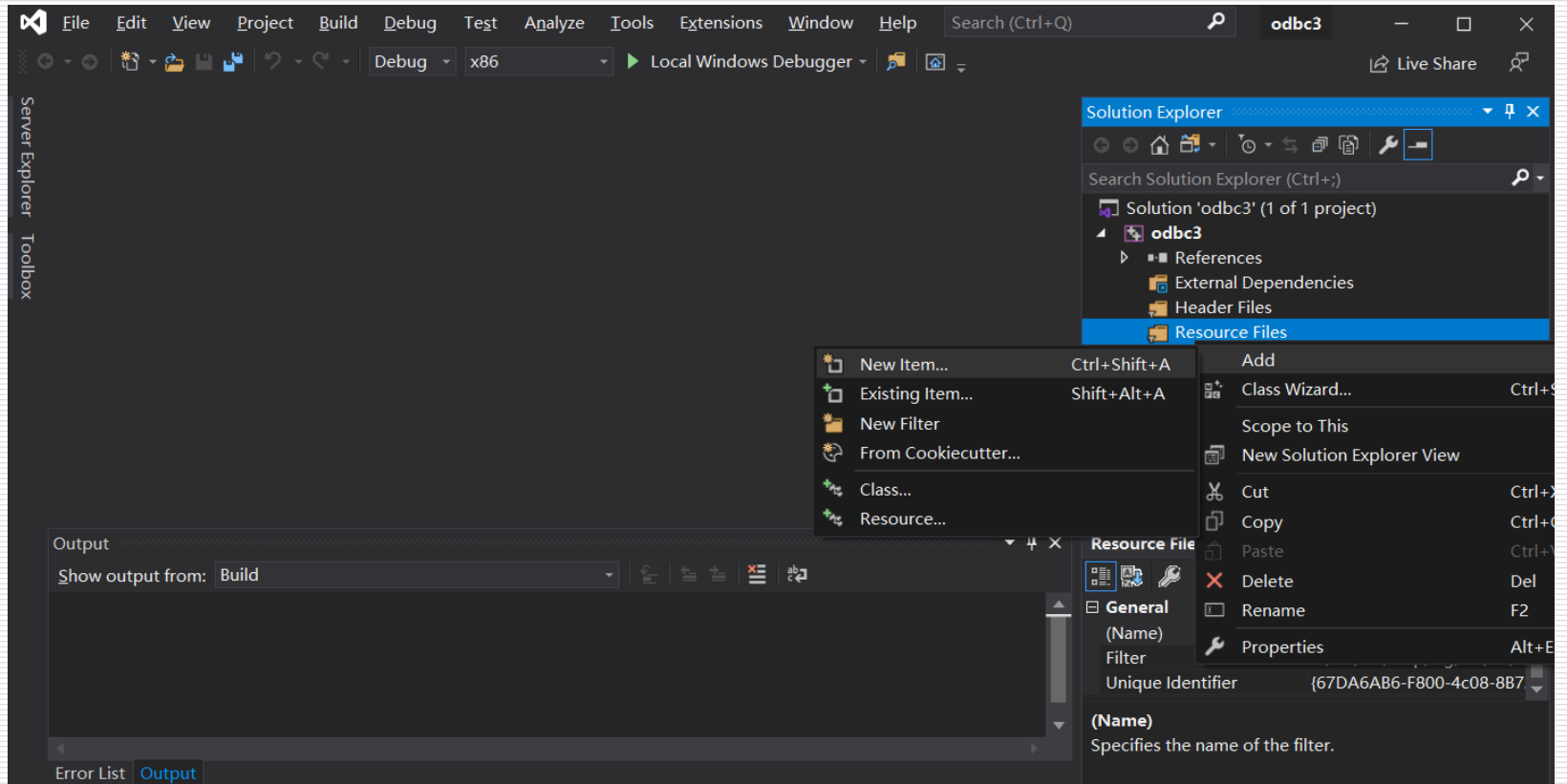
- ❑ The following is the error message returned:



```
C:\WINDOWS\system32\cmd.exe
[Microsoft][ODBC Driver Manager] Data source name not found and no default driver specified(IM002)
Press any key to continue . . .
```

- ❑ The complete code is available at:  
<http://course.cse.ust.hk/comp3311/labs/odbc3.cpp>

# Getting error information 5



# Getting error information 5

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```
C:\Users\Murphy>cd C:\Users\Murphy\source\repos\Project3\Debug
C:\Users\Murphy\source\repos\Project3\Debug>Project3.exe comp3311ta10 123456
[Microsoft][ODBC Driver Manager] Data source name not found and no default driver specified(IM002)
C:\Users\Murphy\source\repos\Project3\Debug>_
```

# Getting error information 6

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- Some common error codes:

SQLSTATE	Error
01000	General warning
08002	Connection name in use
08003	Connection not open
08007	Connection failure during transaction
22012	Division by zero
28000	Invalid authorization specification

- The complete list of error codes is available at:  
[http://msdn.microsoft.com/en-us/library/ms714687\(v=VS.85\).aspx](http://msdn.microsoft.com/en-us/library/ms714687(v=VS.85).aspx)

# Conclusion

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- We covered the following topics in this lab:
  - the different data-types of ODBC,
  - the prepared statement,
  - function for getting ODBC error messages.

# Appendix 1: List of all ODBC functions and datatypes

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- ❑ The following page contains detailed information about all the ODBC functions:

[http://msdn.microsoft.com/en-us/library/ms712628\(v=VS.85\).aspx](http://msdn.microsoft.com/en-us/library/ms712628(v=VS.85).aspx)

- ❑ More C datatypes are available at:

[http://msdn.microsoft.com/en-us/library/ms714556\(v=VS.85\).aspx](http://msdn.microsoft.com/en-us/library/ms714556(v=VS.85).aspx)

- ❑ More SQL datatypes are available at:

[http://msdn.microsoft.com/en-us/library/ms710150\(v=VS.85\).aspx](http://msdn.microsoft.com/en-us/library/ms710150(v=VS.85).aspx)

# About char[] usage in C++

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- ❑ What does the %d, %s means?

<http://www.cplusplus.com/reference/cstdio/printf/>

- ❑ A simple way to do char[] string operation in C++.

<http://www.cplusplus.com/reference/cstdio/sprintf/>



# Using sprintf

- ❑ sprintf can be used to prepare statements for SQLDirectExecA

```
char dept_id[100]="MATH";  
char query[100];  
sprintf(query,"SELECT * from departments where department_id=\\'%s\\'",dept_id);
```

- ❑ The result of this statement is that the variable query will contain "SELECT \* from departments where department\_id='MATH'"
- ❑ Now, these two statements will have the same effect:

```
SQLExecDirectA(hstmt, (SQLCHAR *) "select * from departments where department_id=\\'MATH\\'",SQL_NTS);  
  
SQLExecDirectA(hstmt, (SQLCHAR *) query, SQL_NTS);
```

Note that in strings in C++, `\\'` is needed to get `'` in the result