Classs connetion

Class connection adalah class untuk mengatur segala macam proses yang berhubungan dengan database server mulai dari koneksi ke database server sampai esekusi query.

Coding class connection

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using MySql.Data.MySqlClient;

using MySql.Data.Types;

using System.Management;

namespace Core\_Inventaris

{

public class Connection

{

private string Server;

private string Password;

private string UserName;

MySqlConnection DbCon = new MySqlConnection();

MySqlCommand Cmd = new MySqlCommand();

MySqlDataReader Reader;

INIFile ini = new INIFile(Environment.GetFolderPath(Environment.SpecialFolder.ApplicationData) + "\\new-inventaris.ini");

public MySqlDataReader selectTable(string SQL)

{

// function for execute a sql

this.Cmd = DbCon.CreateCommand();

Cmd.CommandText = SQL;

this.Reader = Cmd.ExecuteReader();

return this.Reader;

}

public bool connection(string Server, string UserName, string Password)

{

// function for connect database server

this.Server = Server;

this.UserName = UserName;

this.Password = Password;

string Text = "server=" + this.Server + ";database=new-inventaris; uid=" + this.UserName + ";password=" + this.Password + ";";

return status(Text);

}

public void writeServer(string Server, string UserName, string password)

{

// write server,username and password to file ini.

ini.IniWriteValue("Setting", "Server", Convert.ToBase64String(Encoding.Unicode.GetBytes(Server)).ToString());

ini.IniWriteValue("Setting", "UserName", Convert.ToBase64String(Encoding.Unicode.GetBytes(UserName)));

ini.IniWriteValue("Setting", "Password", Convert.ToBase64String(Encoding.Unicode.GetBytes(password)));

}

public List<string> readSever()

{

// function for reada data of database server

List<string> Database = new List<string>();

// read server,username and password database server form file ini.

string server = ini.IniReadValue("Setting", "Server");

string user = ini.IniReadValue("Setting", "UserName");

string pass = ini.IniReadValue("Setting", "Password");

if (server != "" && user != "" && pass != "")

{

Database.Add(Encoding.Unicode.GetString(Convert.FromBase64String(server)));

Database.Add(Encoding.Unicode.GetString(Convert.FromBase64String(user)));

Database.Add(Encoding.Unicode.GetString(Convert.FromBase64String(pass)));

return Database;

}

else

{

return Database;

}

}

public bool status(string Server)

{

// function for check connection to database server

DbCon.ConnectionString = Server;

if (DbCon.State == System.Data.ConnectionState.Closed)

{

DbCon.Open();

return true;

}

else

{

DbCon.Close();

return false;

}

}

}

}