GNADE User's Guide

GNADE, The GNat Ada Database Environment

Version 1.2.0

Document Revision $Revision: 1.26 $

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GNADE User's Guide: GNADE, The GNat Ada Database Environment; Version 1.2.0; Document Revision $Revision: 1.26 $

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Revision History

Revision $Revision: 1.26 $$Date: 2001/11/03 20:16:33 $Revised by: $Author: me $

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Preface

This document describes the GNADE project application and implementation wise. The document is intended as a living document for developers and users of the GNADE project.

I. Introduction

Chapter 1. Project Objectives

The objective of the GNADE project is to provide an open source environment of tools and libraries in order to integrate SQL into Ada 95. In order to achieve this ODBC and embedded SQL have be selected as platform.

ODBC provides the interface between application code and the underlying dbcs. This interface has been selected because most if the commonly used data bases are providing ODBC.

Embedded SQL (ESQL) provides the framework to integrate SQL queries into the Ada code. ESQL has been selected because there exists a huge amount of legacy code which could be reused. Even ESQL is standardized there are a lot of different implementations around. The ESQL translator in this project tries to merge several ESQL dialects into a single translator.

In long terms the project will provide means to integrate features which are not part of the ISO/92 ESQL specification via extensions of ESQL.

Chapter 2. Software License

The GNU Public License (GPL) applies with the following extension to all software components of this project.

As a special exception, if other files instantiate generics from GNADE Ada units, or you link GNADE Ada units or libraries with other files to produce an executable, these units or libraries do not by itself cause the resulting executable to be covered by the GNU General Public License. This exception does not however invalidate any other reasons why the executable file might be covered by the GNU Public License.

Chapter 3. Trademarks

Red Hat™ is a registered trademark of Red Hat, Inc..

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Chapter 4. Supported Databases and OS platforms

The table below given an overview about the supported operating systems and databases. For the detailed versions for each product, consult the release notes of the relevant GNADE version.

Table 4-1. Supported Platforms

Linux Redhat 7.0	**Postures**	**Automatically handled by the configure script**
Linux Redhat 7.0	**MySQL**	**Automatically handled by the configure script**
Linux Redhat 7.0	**MimerSQL**	**Automatically handled by the configure script**
SuSe 7.0	**Postgres**	**Automatically handled by the configure script**
Windows NT	**Postgres**	**The makefile in ./win32 do not support any automatic configuration and installation of the test database.**
Windows NT	**Mimer**	**The makefile in ./win32 do not support any automatic configuration and installation of the test database.**
Windows 2000	**MySQL**	**The makefile in ./win32 do not support any automatic configuration and installation of the test database.**

Chapter 5. Getting started

The GNADE project distribution is currently distributed only as development snapshot, which means the packages do not contains any binary files. There for before starting make sure that you have all required tools (see release notes ./doc/releasenotes).

The development package contains the sources for all platforms so far supported. GNADE support the two major platforms Windows NT and Unix/Linux. The following sections are describing the installation steps for both platforms.

Installation on Unix like systems

After you obtained the source code from the net you need to install and compile it. This chapter describes this first steps of installing the environment onto your system.

Unpacking the distribution

The source code is normally distributed as compressed tar file. To unpack the distribution execute the command:

```
gunzip -c | tar xvf -
```

This will unpack the directory tree of the development environment.

Configuring the GNADE installation

The GNADE environment may be configured to a certain extend. The file make.conf.in contains some parameters which might be adopted to the needs of your system.

After unpacking the distribution change into the top level directory of the GNADE release as shown below and run the configure script.

```
cd gnade-src-....
./configure <database>
```

For the supported data bases please check the README file in the gnade directory. If you don't have one of the supported data bases on your system then omit the database. As a result the samples code will be compiled except the code for native bindings, but the sample data base will not be available.

Preparation of the test data base

In order to allow the installation of the test database, most of the commonly known dbcs's require a data base user to be installed. This normally required certain DBA privileges. There for this step is expected to be done manual as shown below (The name of the user, the name of the data base is specified in make.conf.in).

```
su <dbcs root>
make createuser
```

The user may be deleted by the command make removeuser.

In order to test the functionality of the data base you may create the test data base already at this point by the following commands:

```
make removedb
make createdb
```

This will create a database gnade which contains at least the table EMPLOYEES which may be checked manually.

> **Mimer SQL:** In case of Mimer SQL the user is created as root, but the make createdb command has to be executed as the same user which is used to run the test examples. If thus is not done, the examples will fail!

Compiling the distribution

To build the GNADE executable enter the command below:

```
make all
```

This will build all components of the GNADE project and the test data base is this has not been done previously.

Installing GNADE globally on the system

The development environment is self containing, which means as long as applications are developed in the directory where GNADE is installed and the make files are used, all components are taken from the

GNADE lib directory. This method limits the use to one user. In order to make GNADE available to all users on your system you need to install the GNADE libraries. Installation is done as root by executing the directory ../gnuada/gnade the following command:

```
make install
```

This should install the libraries of the GNADE project in your system. Because this procedure depends on the type of your system please check and modify the following variables in make.conf.in before execution.

```
LIBINSTALL=/usr/local/lib/ada
BININSTALL=/usr/bin
```

Installation on Windows NT

Building the GNADE project for Windows NT does not require the configuration step as for Linux. The preconfigured Makefiles are located in the ./win32 directory.

Unpacking the distribution

The source code is normally distributed as ZIP file, which is easy to unpack by means of Windows utilities as e.g WinZip. From the DOS command line use:

```
unzip gnade-src-arch-version.zip
cd gnade-src-arch-version
```

This will unpack the directory tree of the development environment.

Compiling the distribution

As for Unix the compilation process is based upon the execution of a Makefile. In order to compile the distribution perform the following commands:

```
cd win32
make
```

Installation on your system

An automatic and configurable procedure has not been yet developed.

Chapter 6. Using the release with your database

The GNADE package provides a small test data base for the examples stored under ./samples. The Makefile assumes for each supported data base vendor X a ./samples/X directory where the example code for the native binding is stored.

The ODBC bases examples are using all the same data base stored under ./samples/sample_db. This data base contains the tables EMPLOYEES and DEPARTEMENTS.

If your data base is not supported

If your data base is not supported the test data base has to be installed manually or preferably the data base has to be included in the configuration process which is described in the following.

The DML commands to create the data base are contained in the gnade.postgres.sql file which can be used as a template for the new data base.

The following files have to be created for the new DBCS vendor X.

- Makefile.X

  This Makefile has the targets createuser, removeuser and createdb, removedb.

- gnade.X.sql

  This file contains the DML's for the creation of the data base.

- README.X

  This file contains a data base specific readme which is shown after createdb, removedb.

- removeuser.X, createuser.X

  These files do contains the command required to create a data base user which is allowed to create tables and able to read the gnade data base.

Installation of the ODBC Interface

In order to allow the test programs to connect to the data base via odbc the following entry has to be added either to /etc/odbc.ini or .odbc.ini on Unix systems.

During the process of configuration, templates for the ODBC wise installation of the data base are prepared under ./samples/sample_db as shown below.

Example 6-1. /etc/odbc.ini entry for the test data base

```
[DEMO_DB]
Description             = Demo Database for GNADE
Driver                  = PostgreSQL
Database                = gnade
Servername              = localhost
Port                    = 5432
ReadOnly                = No
RowVersioning           = No
ShowSystemTables        = No
ShowOidColumn           = No
FakeOidIndex            = No
ConnSettings            =
Trace               = Yes
TraceFile           = sql.log
```

Prepared Example Programs

All examples are located in the directories samples and contrib.

- Makefile

  This is the makefile which builds all examples

- esql

  Several examples demonstrating the features of the esql translator. Both examples are focused on cursor handling.

- mysql

  Example for the MySQL native bindings

  This example creates it's own data base called "testdb" and issues a query. The query result is printed out.

- odbc

An example how to use the ODBC interface directly.

A simple example that executes a query on the gnade test data base.

- postgres

  Example for the Postgres native bindings

  A simple example that executes a query on the gnade test data base.

Chapter 7. Contents of the GNADE distribution

This section gives a short overview of the production results of the development environment.

Table 7-1. Production results of the GNADE Project

ODBC Binding	**Thin ODBC Binding for Ada 95.**	**./dbi/odbc**
ESQL Translator	**Translator for embedded SQL working on top of the ODBC bindings.**	**./esql**
Samples	**Samples demonstrating the use of some of the GNADE components and features.**	**./samples, ./contrib**
Documentation	**Documentation of the GNADE project is generated from DocBook. The makefile produces pdf, html and dvi files.**	**./doc**

Chapter 8. Contact

The home page for the project is located at http://gnade.sourceforge.net.

All project activities are maintained at http://sourcefroge.net/projects/gnade

All technical communication regarding the GNADE project is done via a mailing list which is hosted at http://cert.uni-stuttgart.de/mailman/listinfo/gnade-dev (http://cert.uni-stuttgart.de/mailman/listinfo/gnade-dev).

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II. GNU Embedded SQL Translator for Ada 95

Chapter 10. Introduction to Embedded SQL

The GNU Embedded SQL Translator for Ada 95 reads a Ada 95 source file containing an Ada 95 package which contains embedded SQL Commands. A typical code fragment which is embedded into a normal Ada 95 source text is shown below:

Example 10-1. Example for Embedded SQL

```
         EXEC SQL AT DB01x
   SELECT LOCATION INTO :dep_location
      FROM departments
      WHERE DEPTNO = :depno ;

        if SQLCODE not in SQL_STANDARD.NOT_FOUND then
           Put_Line(
              "Employee : " & Trim(To_String(Name),Right)  & - bug
              " working in dep. " & INT'Image(depno)       & -
              " located at " & Trim(To_String(dep_location),Right) );
        end if;
        ..............
```

Embedded SQL commands are always preceded by the string EXEC SQL. According to ISO/92 all text following until the semicolon forms the query which has to be send to the DBCS. The communication between the SQL query and the application code is done by means of so called host variables. A host variable contains either a parameter as input to a query or the result of a query after the query has been executed by the DBCS. A host variable in an SQL query is marked by a preceding colon (':'). Host variables are declared in a specially marked declare section, where the ISO/92 standard allows only a limited number of data types which may be used for host variables. These data types are defined in the package SQL_STANDARD.

In order to communicate to data bases, ESQL uses in each ESQL statement an optional data base identifier. This identifier is assigned by means of a connect statement to a data base as shown below. First of all is the connection identifier declared to be DB01.

```
       ........
  EXEC SQL DECLARE DB01 DATABASE   ;
       .........
  begin
     EXEC SQL CONNECT "gnade"
                  IDENTIFIED BY "xxxxxxx"
```

```
                  BY DB01
                  TO "DEMO_DB" ;
end;
```

Later, during the initialization of the package, we connect as user "gnade" with the password "xxxxxx" to the database "DEMO_DB". The connection which will be used will be referred as DB01 in all ESQL statements. The name DEMO_DB refers to the data source name in the ODBC setup.

Chapter 11. Embedded SQL Syntax Specification

The GNU Ada 95 Embedded SQL

The ESQL translator is based on the ISO/92 standard for Embedded SQL, but a lot of issues have been left out there. In order to allow comfortable coding several extensions have been added, which have been derived from other popular ESQL dialects for Ada 95. These add ons are not specially marked, because i believe without these extensions it would not possible to implement an application.

Embedded SQL statement

Every embedded SQL Statement has the same general structure shown as below. For each query the programmer may specify the data bases where the query has to be applied. If the data base is not explicitly specified, the default data base connection is assumed.

```
Syntax:

     <embedded SQL statement> ::=
              <SQL prefix>
              statement or declaration
              [ <SQL terminator> ]

     <statement or declaration> ::=
              | <include clause>
              | <connect clause>
              | <declare clause>
              | <temporary table declaration>
              | <dynamic sql clause>
              | <query clause>
              | <fetch clause>
              | <embedded SQL declare section>
                <embedded exception declaration>
      ;

     <SQL prefix> ::=
                EXEC SQL [ <DB clause> ] [ <for clause>]

     <SQL terminator>  ::=
                END-EXEC
```

```
          | <semicolon>
          | <right paren>
          ;

<DB clause> ::= AT <name>
<for clause> ::= FOR <expression> (not yet implemented)

<include clause> ::=
            <include_sqlca_clause>
          | <include_handles>
          ;

<declare clause> ::=
            <declare_db_clause>
          | <declare_table_clause>
          | <declare cursor>
          ;
```

Example 11-1. Embedded SQL Statements

```
EXEC SQL AT db01 select * from employees ;
```

This example sends a query to the db01.

All components of the ESQL statement which are not part of the esql grammar will be copied directly into the query which is to be sent to the dbcs.

SQL Query and FETCH clause

A query may be issued by either defining a cursor or a direct query where only one row is expected. The syntax for the later case is shown below.

```
<query> ::=
      'SELECT' <column list>
          'INTO' <host variable list>
          'WHERE'...... rest of query ......
      ;

<host variable list> ::=
        <variable> [ ['INDICATOR'] <variable>
      | <host variable list>
      | <empty>
```

```
      ;

<variable> :: = ':' <identifier> ;
```

The esql handles this statement as a normal SQL statement but removing the 'INTO' clause from the SQL string which is sent to the dbcs. The host variables listed in the <host variable list> are used to store the columns of the query result.

```
<fetch clause;> ::=
      'FETCH'
          [ 'FROM' <cursor>
          | 'USING' [ 'STATEMENT' ] <statementname> ]
         'INTO' <host variable list>
       ;
```

Either a cursor name or a statement name (see dynamic sql) may be given as a source for the fetch command.

Embedded SQL declare section

This section contains all definitions of host variables. Note, that not all data types are allowed for a variable in this section.

```
Syntax:
         <embedded SQL declare section> ::=
                <embedded SQL begin declare>
                  [ <embedded character set declaration>  ]
                  [ <host variable definition> ... ]
                <embedded SQL end declare>

         <embedded character set declaration>  ::=
              SQL NAMES ARE <character set specification>

         <embedded SQL begin declare>  ::=
              <SQL prefix>  BEGIN DECLARE SECTION [ <SQL terminator>  ]

         <embedded SQL end declare>  ::=
              <SQL prefix>  END DECLARE SECTION [ <SQL terminator>  ]

         <host variable definition>  ::=
```

```
       <Host Identifiers> ':' <Ada type specification>
       [ ':=' <Ada initial values> ';' ]

<embedded variable name>  ::=
     ':' <host identifier>

<host identifier>  ::=
       <Ada host identifier>

<Host identifiers> ::=
       <host identifier>
     | <host identifier> ',' <host identifiers>

<Ada type specification>  ::=
       <Ada qualified type specification>
     | <Ada unqualified type specification>

<Ada qualified type specification>  ::=
     'SQL_STANDARD.' <Ada unqualified type specification>

<Ada unqualified type specification>  ::=
       CHAR
          [ CHARACTER SET [ IS ] <character set specification>  ]
          '(' 1..<length>')'
     | BIT '(' 1 .. <length> ')'
     | SMALLINT
     | INT
     | REAL
     | DOUBLE_PRECISION
     | SQLCODE_TYPE
     | SQLSTATE_TYPE
     | INDICATOR_TYPE
     | GNADE.<GNADE specific type>
```

Character set declaration is not supported. If the pedantic option (-pedantic) has been set, a warning will be issued and every thing will be skipped until the next semicolon.

Ada support host variable definitions in the scope of a subprogram. The current implementation of esql does not follow the scope of Ada. This will cause warning, that the type of a host variable is changed.

The translator will issue an Error if the -pedantic has been set if the type is not one of the ones listed above. If the -pedantic switch is not used only a warning is issued. The context clauses regarding the SQL_STANDARD and other packages has to be added to the source by the developer. The translator will add only those packages which are needed to interface with ODBC. The correctness of the identifier will not be checked by the translator except for lexical rules which are needed to parse the code. The Ada compiler has to verify the validity of the identifier.

> **Implementation Note:** The Character set modifier is not supported. It is simply discarded and a warning is issued, that the construct is not supported.

Embedded Exception Declaration

The clause may be used to define the handling of certain conditions after a query. The result of the query is evaluated and the action as defined in the action clause is executed.

```
Syntax:
         <embedded exception declaration>  ::=
              WHENEVER <condition>  <condition action>

         <condition>  ::=
              SQLERROR | NOT FOUND | SQLWARNING

         <condition action>  ::=
                CONTINUE
              | <go to>
              | RAISE <host_exception>
              | DO <target>
              | STOP

         <go to>  ::=
              { GOTO | GO TO } <goto target>

         <goto target>  ::=
               <host label identifier>
```

A defined condition is applies to the next SQL query. By using the switch `-noiso92` the code generator may be forced to apply whenever clause to all embedded SQL statements until the next whenever clause occurs.

Table 11-1. Exception Actions

GOTO	**The translator inserts a goto statement to the label specified in the target.**
RAISE	**The translator inserts a raise statement with an exception as specified in the target. The exception information will contain the line number of the query in the input source file and the package name. Additionally the contents of the message in the SQLCA is added.**
DO	**The procedure named in the target specification is called.**
CONTINUE	**This clause will reset all previous actions for the given condition.**

Handling of return codes

The following variables will be inserted automatically on package level.

```
package body XXX is

  SQLCODE  : SQL_STANDARD...;
  SQLSTATE : SQL_STANDARD...;
```

These variables will be updated after every query send to the data base. This variable may be used to check the result of a query. The elaboration of the WHENEVER clause is based on these variables as well. Please note, this method is not thread save.

SQL Communication Area

The GNU.DB.ESQL_SUPPORT package provides a so called SQL communication area type. This area contains informations about the result of the last query.

```
Syntax:

     <include_sqlca_clause> ::=
          INCLUDE SQLCA
```

This statement will insert a SQLCA in the Ada 95 code. If this is done in the declare section of a procedure as shown below, the SQLCA will be declared local to the procedure.

Example 11-2. Local SQLCA in procedures

```
procedure Print_Departement(
   departement  : in Integer ) is
   --
   EXEC SQL BEGIN DECLARE SECTION END-EXEC
   Name                    : CHAR(1..15) := (others=>32);
   .............
   Salary                  : DOUBLE_PRECISION := 0.0;

   EXEC SQL END DECLARE SECTION END-EXEC

   EXEC SQL INCLUDE SQLCA ;    - Make a private SQLCA

begin

   .....
   EXEC SQL AT DB01
      DECLARE emp_cursor CURSOR FOR
         SELECT EMPNO, FIRSTNAME, NAME, JOB, MANAGER, SALARY
         FROM employees
         WHERE deptno = :Depno  ;
   ....
end;
```

The application may access the contents by using the variable name SQLCA in the application code. This method is preferable in a multi thread environment, because it avoids interferences between threads through the global variables SQLCODE and SQLSTATE.

The SQLCA provides several fields containing usefull information about the most recently executed query as shown below:

```
type SQLCA_Type is record
      Message       : aliased String(1..255 );
      State         : aliased SQLSTATE_TYPE;
      SqlCode       : aliased SQLCODE_TYPE;
      Affected_Rows : aliased Integer := 0;
   end record;
```

The parameter Affected_Rows contains the number of rows affected by the last query.

State and SqlCode do contain the result code of the last query. The SqlCode should not be used any more because the State information contains more information.

The field Message contains a string generated by the underlying dbcs containing information bout the most recent error.

Connection Handling

In order to connect to a data base, the data base identifier to be used has to be defined first. This identifier is a simple name which may be used in the AT clause of an embedded SQL statement and is declared by means of the "declare_db_clause". This clause will insert at the source where the clause is invoked a Ada statement declaring a connection object.

```
Syntax:

      <connect_clause> ::=
              CONNECT [ user ]
                 [ BY <Connection> ]
                 [ TO <db_name>  ]
                 [ AS <name> ]
                 [ IDENTIFIED BY  <password> ]

                 [ ON [COMMUNICATION|ATHORIZATION|OTHER] ERROR
                      [RAISE|GOTO|DO] <target> ]

     <declare_db_clause> ::=
              DECLARE <name> DATABASE
```

As shown in the example below, the declare_db_clause may be used in the argument list of a procedure.

Example 11-3. Using DB connections as procedure arguments

```
procedure Print_Employee(
   His_Number : Integer;
   EXEC SQL DECLARE DB01x DATABASE   ) is
   --
   ...........
   --
begin
   empno := INT(His_Number);

   EXEC SQL WHENEVER NOT FOUND DO Not_Found;

   EXEC SQL AT DB01x
      SELECT NAME, DEPTNO INTO :name, :depno
         FROM employees
         WHERE EMPNO = :empno ;

   .....................
```

```
end Print_Employee;
```

This construct allows to write library packages using data base connections as arguments.

The ’ON’ clause is used to define the handling of errors which may occure during connection. Please note, that the execution of a procedure is straigth forward, which means after the procedure returns the execution continues after the connect statement!

> **Implementation Note:** The data base connection variable inserted by this statement has the name GNADE_DB_<db_name> and is of the type ESQL_Support.CONNECTION_Handle. Such a name should never be used in the application code.

Cursor Handling

A cursor is a declares a SQL query with its input and result parameters. The result set is created when the cursor is opened. The syntax for declaring, opening and closing a cursor is shown below.

```
’DECLARE’ <name> [ ’REOPENABLE’ | ’LOCAL’ ] ’CURSOR’
’FOR’ <sql query>

’OPEN’ <name>
’CLOSE’ <name> [’FINAL’]
```

LOCAL cursors are only defined within the scope of the block where the nearest DECLARE section is. If the scope is left, the cursor and the associated result set are deleted.

Example 11-4. Local Cursors

As shown in the example below, the cursor emp_cursor will only be valid in the scope of the procedure Print_Departement:

```
  procedure Print_Departement( ..........
          ... departement  : in Integer ) is

  EXEC SQL BEGIN DECLARE SECTION ;
  ....
  Depno                   : INT := INT( Departement );
  ....
  EXEC SQL END DECLARE SECTION ;
begin
```

```
EXEC SQL AT DB01
   DECLARE emp_cursor LOCAL CURSOR FOR
      SELECT EMPNO, FIRSTNAME, NAME, JOB, MANAGER, SALARY
      FROM employees
      WHERE deptno = :Depno ORDER BY EMPNO, NAME;
      .......
```

Normally it is not possible to open the same cursor twice. The type REOPENABLE has been introduced, in order to allow the recursive opening of cursors. This feature may also be emulated by means of recursive procedures with local cursors.

If the cursor type is omitted the cursor and its associated result set to exist only once.

Mixing ODBC and embedded SQLcode

In order to allow mixed use of ODBC and ESQL constructs to access the ODBC handles has been added to the translator. The construct below allows to access either the statement handle or the connection handle of the specified data base name.

```
<include_handle> ::=
   'INCLUDE'
        { 'STATEMENT' 'HANDLE' [ <cursor>] |
          'CONNECTION' 'HANDLE' }
        'OF'  [ <dbname>]
```

In case of the statement handle, the name of the cursor may be specified. If no cursor is given, the statement handle of the last query will be returned.

Example 11-5. Accessing ODBC handles

```
H  : SQLHSTMT;
C  : SQLHDBC ;
...
EXEC SQL AT DB01x
   SELECT LOCATION INTO :dep_location
      FROM DEPARTMENTS
      WHERE DEPTNO = :depno ;
......

- get the ODBC handles
```

```
H := EXEC SQL INCLUDE STATEMENT HANDLE OF DB01x ;
C := EXEC SQL INCLUDE CONNECTION HANDLE OF DB01x ;
```

Dynamic SQL

Currently only the syntax for dynamic SQL is supported. The idea of dynamic SQL is that the application can generate a query by generating a string. This query is executed by the data base and the application may access the result set. This can be achieved by either using the ODBC bindings directly or by using the dynamic SQL constructs as they are provided by the embedded SQL translator.

The name of a statement (<statement_name>) is defined in a DECLARE clause. Each dynamic SQL command is identified by such a name.

As for ODBC, the esql translator provides a prepare and an execute method. With the prepare clause the query is sent to the underlying data base system, but no result set is yet created. This very much comparable with declaring a cursor. After the query has been prepared, the query is executed by means of the execute clause.

```
<dynamic sql clause > ::=
       <prepare clause>
     | <execute clause>
     ;
```

The prepare clause takes as input the statement name and the query string, which is simply a Ada 95 string variable. Any parameters in the query are marked by means of a '?' character. The host variables of the parameters are listed in the USING clause the the prepare statement.

```
<prepare clause> ::=
      'PREPARE' <statement_name>
         'FROM' { <name> | <string> }
         [ 'USING' <hostvars> ]
      ;
```

The execute clause takes the name of the statement as input for execution. If the USING section in the prepare clause was not included, the parameters of the statement may be assigned latest at this point via the USING clause in this statement.

```
<execute_clause> ::=
      'EXECUTE' <statement_name>
```

```
          [ 'USING' <hostvars> ]
          ;
```

The result set of the execute is accessed via the FETCH clause as for normal cursors.

Example 11-6. Using dynamic SQL

```
   EXEC SQL END DECLARE SECTION END-EXEC

   EXEC SQL DECLARE test_sql  STATEMENT ;

   S   : constant String := "SELECT NAME FROM employees WHERE EMPNO = ?";

begin

   EXEC SQL CONNECT $DBUSER
            IDENTIFIED BY $DBPASSWD
            BY DB01
            TO $DBSOURCE ;

   EXEC SQL AT DB01
      PREPARE test_sql
      FROM S
      USING :EMPNO ;

   EMPNO := 5;
   EXEC SQL AT DB01
      EXECUTE test_sql
      USING :NAME :NAME_IND ;

   loop
      EXEC SQL AT DB01
         FETCH USING STATEMENT test_sql
         INTO  :name :name_ind  ;

         exit when SQLCODE in SQL_STANDARD.NOT_FOUND;

         Put_Line( "Result " & To_String( name ) );
   end loop;
```

GNADE Specific Datatypes

The GNADE ESQL translator supports implementation defined data types as e.g. VARCHAR in order to simplify the implementation of Ada 95 applications. The specifications of these types is done in the SQL_STANDARD.GNADE package.

```
<GNADE impl. specific types> ::=
     'VARCHAR ( ' <max> ')',
   | 'VARBINARY ( ' <max> ')'
   ;
```

The type VARCHAR is used to handle strings with variable length. The descriminant in the VHARCHAR type specifies the maximal size of a string.

The application programmer may use the operations Is_Null and Length to figure out if the variable contains data and the length of the data.

An application example is shown below. Additional examples may found in the samples/esql directory.

Example 11-7. Using VARCHAR

```
with Ada.Strings;                use Ada.Strings;
with sql_standard;               use sql_standard;
with gnu.db.esql_Support;        use gnu.db.esql_support;
use  gnu.db;

procedure Test is

      val         :   String := "FIRSTNAME";

      - declare host and program variables
      EXEC SQL BEGIN DECLARE SECTION;

      ENAME       :   GNADE.VARCHAR(50);
      EMPNO       :   sql_standard.int;

      SQLCODE     :   sql_standard.sqlcode_type; - for ANSI mode
      SQLSTATE    :   sql_standard.sqlstate_type; - ANSI mode

      tt          :   GNADE.VARCHAR ( 50 );

      EXEC SQL END DECLARE SECTION;
```

```
      SQL_ERROR   :   exception;
      SQL_WARNING :   exception;

begin
      EXEC SQL CONNECT $DBUSER
               IDENTIFIED BY $DBPASSWD
               TO $DBSOURCE ;

      To_VARCHAR( "Michael", tt );


      EXEC SQL
            SELECT  empno, name
            INTO :EMPNO, :ENAME
            FROM employees
            WHERE FIRSTNAME = :tt
      ;

      Put_Line( "empno : " & Integer'Image(Integer(empno)) );
      Put_Line( "found name : " & To_String( ename ) );

end Test;
```

Chapter 12. The ESQL Translator

Compilation Process

A ESQL module is either a package or a file containing only a single compilation unit (procedure). The file containing the Ada 95 code is read in by the translator which translates all ESQL statements into Ada 95 statements.

The name of the output file is generated by replacing the extension of the file name with ".adb". Any extension may be used, but by convention the extension ".adq" is used.

If you are using make, add the following lines to your makefile and process works automatically.

```
.SUFFIXES: .adb .adq

ESQL=esql

.adq.adb:
        $(ESQL) $(ESQLFLAGS) $*.adq
```

The resulting adb file has to be compiled as it is well known using the GNAT.

> **Implementation Note:** The generated code is based on a support package, which is used to interface with ODBC. All object names generated by the translator begin with the string GNADE_. It is strongly recommended to avoid such names in the application code in order to avoid an conflicts.

Invocation of the GNU ESQL Translator (gesql)

gesql [-pedantic] [-debugcode] [-iso92] [-nosqlstate] [-limit number] [-schema file] [-debug] [-v] [-s] [-h, –help] `file`...

The command translates embedded SQL statement into Ada 95 for the give input file(s) and writes out for each input file an Ada 95 output file by replacing the extension of the input file by ".adb".

Table 12-1. Options

-pedantic	**The translator will complain about non ISO/92 constructs, even if they are supported. Default is off.**
-debugcode	**If this switch is set, debug code is inserted after each query. Default is off.**
-iso92	**If set, a whenever clause is always active till the next whenever clause. The default is off.**
-nosqlstate	**If set, the SQLSTATE and SQLCODE variable is not inserted automatically any more. This switch might be used to minimize the porting effort for PRO*Ada™ code.**
-limit number	**Set the maximum number of error before the translator terminates.**
-debug	**If this switch is set, the esql translator outputs debugging information. This output should be sent in with bug reports. Default is off.**
-s	**No copyright messages are printed at all.**
-v	**Verbose mode**
-schema file	**If the embedded SQL code contains declare table clauses, the table declaration is mapped into a SQL create table command. This switch is valid for all files compiled after wards.**
-compiler name	**This switch allows to set the desired target compiler. The allowed compiler names are shown in the online help shown, when the translator is started without any argument. If not set always the GNAT compiler is assumed as target. This switch has currently no influence on the generated code.**

III. ODBC bindings for Ada 95

Chapter 13. Introduction to ODBC

The ODBC interface provides an interface between applications and an underlying data base in such a way, that the application code does not depend on the underlying data base.

The ODBC interface consists of a so called driver manager and the ODBC driver it self. The driver manager (DM) is a library that on one site offers the specified ODBC API to applications. The DM therefore is what you essentially link to your application. But in large parts the DM routines are only stubs. At run time the DM decides which database to access and based on the type of the database which vendors database ODBC driver to load. So basically most DM implementations require that the OS supports dynamic linking and that the database vendors provide the database site of the ODBC drivers as dynamic loadable entity (aka DLL or shared libraries). But the DM does more than just to provide these stubs and the dynamic linking of the corresponding implementations. As ODBC evolves over time, the DM is also responsible to handle the situation that with a new version of ODBC new API entries are defined, but they are not available in a database driver because this driver was developed when an earlier version of ODBC was the rule (for example we now have ODBC 3.52 and the MySQL ODBC driver is written for ODBC 2.5x). So an application might link against an ODBC 3.52 DM and use all the new and hot ODBC entries, although the database used doesn’t have them in its ODBC driver. The DM usually reacts in one of two ways:

- it raises an error indicating an unsupported call.
- it emulates the new call by translating it to a previous (maybe deprecated) call or series of calls. Funny enough this happens quite often and the way how to emulate a new call by existing ones is in most cases exactly described in the ODBC spec.

The mechanism how to select the right driver is system dependent, but the principal idea is that you have some kind of repository where you associate logical names with configuration information telling the DM the specifics which driver to load. On Win32 this repository can be the registry or so called DSN-files, on UNIX this is mostly an ODBC.INI file containing the information in some structured fashion. The application opens the database by specifying such a logical name and its the task of the DM to consult the repository and to dynamically load the right database driver. In this way, a carefully written application can not only be written in a database independent fashion (using the ODBC API), but also the resulting binary can be dynamically configured to use different databases. This is what makes ODBC so successful on Win32 and will make it more and more important also on UNICes. You can write very generic data aware code ranging from applications like MS Access that can operate on any database that supports ODBC, to GUI widgets like data grids that you can incorporate into your GUI application and that binds "magically" to nearly any database you want.

The database ODBC driver is typically a sharable object that implements the ODBC interface on the database site and is loaded by the DM. In theory - although quite uncommon - you may link such a driver directly to your application. This will work if your application makes only ODBC calls that are implemented by the ODBC version used when writing the database driver. Your application then is written in a database independent fashion, but the binary is bound to a specific database.

Chapter 14. Using the Ada 95 ODBC Bindings

General remarks

The ODBC binding for Ada 95 presented in this project is a thin binding to the ODBC interface following the naming conventions of ODBC which means most of the commonly available code examples may be applied to Ada 95 only with minor changes due to the fact, that C and Ada 95 are completely different languages.

Therefore we will not describe the ODBC API here in detail. Please read the original documentation from Microsoft or any other source you can find. We will discuss here only the binding specific aspects.

A minimal odbc example

A code fragments of minimal ODBC program are shown below. The code fragment consists of three basic sections, the initialization code, the connections to the data base and the query it self (the source code is found in the samples/odbc directory).

Example 14-1. Preparing data of the ODBC driver

```
SQLAllocHandle (SQL_HANDLE_ENV, SQL_NULL_HANDLE, EnvironmentHandle);
SQLSetEnvAttr  (EnvironmentHandle,  Environment_Attribute_ODBC_Version'
               (Attribute => SQL_ATTR_ODBC_VERSION,
                Value     => SQL_OV_ODBC3));
SQLAllocHandle (SQL_HANDLE_DBC, EnvironmentHandle, ConnectionHandle);
```

This section connects to the data base. In this case named by the name "gnade" with the password "gnade".

Example 14-2. Connecting to the data base via ODBC

```
SQLConnect (ConnectionHandle => ConnectionHandle,
           ServerName       => "DEMO_DB",
           UserName         => "gnade",
           Authentication   => "gnade");
```

After the connection has been established, the query has to be done. Let us assume a query like:

```
SELECT name, firstname
FROM employees
WHERE manager = :name;
```

Assuming this query, the query will be sent to the dbcs by means of the SQLPrepare method. This will not create any result set, but it binds the command to the previously allocated statement handle.

Example 14-3. Preparing the Query via ODBC

```
declare
   ......
   Name, Firstname : aliased Name_String;
   Len_Firstname, Len_Name : aliased SQLINTEGER;
begin
   SQLAllocHandle (SQL_HANDLE_STMT, ConnectionHandle, StatementHandle);
   SQLPrepare (StatementHandle,
               "SELECT " & QuoteIdentifier ("name") & ", " &
               QuoteIdentifier ("firstname") &
               " FROM " & QuoteIdentifier ("employees") & " " &
               "WHERE " & QuoteIdentifier ("manager") & " = ? " &
               "ORDER BY " & QuoteIdentifier ("name") & "," &
               QuoteIdentifier ("firstname"));
```

Example 14-4. Using host variable with ODBC

The host variable :name is substituted by a ’?’ sign in the query and the Ada 95 variable "Search_Manager".

The columns name and first name of the query are bound the the Ada 95 host variable Name and Firstname.

```
MB.SQLBindParameter (StatementHandle, 1, SQL_PARAM_INPUT,
                     SQL_C_SLONG, SQL_INTEGER, 0,
                     0, Search_Manager’Access,
                     0, Len’Access);

SB.SQLBindCol (StatementHandle, 1, SQL_C_CHAR,
               Name’Access, Name’Length, Len_Name’Access);
SB.SQLBindCol (StatementHandle, 2, SQL_C_CHAR,
               Firstname’Access, Firstname’Length,
```

```
                     Len_Firstname'Access);
```

Example 14-5. Creating the result set for a query

Finally the result set is created by executing the query at the data base.

```
SQLExecute (StatementHandle);
```

Example 14-6. Fetching data of the result set via ODBC

The following section reads in one result tuple after the other by means of the SQLFetch method. The result is stored in the host variable which have been specified in the SQLBindCol methods in the previous steps.

```
   declare
      EndFlag         : Boolean := False;
   begin
      loop
        exit when EndFlag;
        SQLFetch (StatementHandle);
        SQLFixNTS (String (Name), Len_Name);
        SQLFixNTS (String (Firstname), Len_Firstname);
        Put (String (Name (1 .. Integer (Len_Name))));
        Put (", ");
        Put (String (Firstname (1 .. Integer (Len_Firstname))));
        New_Line;

      end loop;
   exception
      when No_Data => EndFlag := True;
   end;
end;
```

After the result set has been processed, the we disconnect from the data base and return all held resources to the odbc driver.

```
SQLCommit (ConnectionHandle);
SQLDisconnect (ConnectionHandle);

SQLFreeHandle (SQL_HANDLE_DBC, ConnectionHandle);
SQLFreeHandle (SQL_HANDLE_ENV, EnvironmentHandle);
```

Implemented ODBC methods

The methods exported by the odbc packages do follow the same naming conventions as the ODBC standard. The methods listed below are implemented in this release.

```
SQLAllocHandle
SQLBindCol
SQLBindParameter
SQLCancel
SQLCloseCursor
SQLColumns
SQLConnect
SQLCopyDesc
SQLDescribeCol
SQLDisconnect
SQLEndTran
SQL_Error_Message
SQLExecDirect
SQLExecute
SQLFetch
SQLFetchScroll
SQLFreeHandle
SQLFreeStmt
SQLGetConnectAttr
SQLGetCursorName
SQLGetData
SQLGetDiagField
SQLGetDiagRec
SQLGetEnvAttr
SQLGetFunctions
SQLGetInfo
SQLGetStmtAttr
SQLGetTypeInfo
SQL_LEN_BINARY_ATTR
SQL_LEN_DATA_AT_EXEC
SQLNativeSql
SQLNumParams
SQLNumResultCols
SQLParamData
SQLPrepare
SQLPutData
```

```
SQLRowCount
SQLSetEnvAttr
SQLSpecialColumns
SQLStatistics
SQLTables
```

Chapter 15. Building ODBC based programs

The root package of the ODBC binding is GNU.DB.SQLCLI. We've chosen the name SQLCLI to indicate that our main focus is to implement at least the Command Level Interface (CLI) of SQL/92. ODBC is an enhanced implementation of CLI.

Depending on your platform you must add the path to the package sources and the compiled files to you ADA_INCLUDE_PATH and ADA_OBJECTS_PATH. If you're using a platform that supports shared libraries, the libadaodbc.so file should be in a directory searched by your dynamic linker automatically or you must add the directory containing this file to your LD_LIBRARY_PATH.

The ODBC binding references the calls offered by an ODBC driver manager. The GNADE project doesn't implement its own driver manager, but it relies on the one you are using on your system. Please consult your system documentation to find the name of the library that implements the driver manager.

On Linux we suggest to use the unixODBC driver manager (http://www.unixodbc.org). If you use this one, you have to add "-largs -lodbc" to your gnatmake arguments if you want to compile an ODBC program.

Chapter 16. Ada95 aspects of the ODBC binding

The ODBC API typically maintains a set of resources on behalf of the calling application, such as an ODBC Environment, Connections, Statements etc. All those resources have attributes that can be set or get by an application. These attributes have different data types.

As a rather low level API ODBC is oriented to wards low level languages like C. For the above mentioned access to the attributes of various resources the API implements calls in such a way that you have to specify a pointer to a chunk of memory and a parameter containing the length of this area in bytes and then the API fills the area of memory with data or reads data from the area. It's up to the caller to make sure that the so described memory area contains valid data of a type expected by the call. A "C" language prototype of a typical call of this category looks like this:

```
SQLRETURN SQLGetConnectAttr(
   SQLHDBC ConnectionHandle,
   SQLINTEGER Attribute,
   SQLPOINTER Value,
   SQLINTEGER BufferLength,
   SQLINTEGER *StringLength);

SQLRETURN SQLSetConnectAttr(
   SQLHDBC ConnectionHandle,
   SQLINTEGER Attribute,
   SQLPOINTER Value,
   SQLINTEGER StringLength);
```

The parameter "Attribute" is actually an enumeration. An integer number denotes the attribute you're interested in. Different attributes have different data types and there is no rule for the mapping of attributes to their type. You have to read the documentation!

We think this is not the level of type safety we should provide to Ada95 clients of this API. We therefore implemented the following scheme to deal with this mapping problem. We will not describe the internals of this scheme here, but how to use it in your application.

The core of the mapping mechanism is the generic package GNU.DB.SQLCLI.Dispatch which you never will instantiate directly. Lets for example take the connection attributes of the ODBC API to demonstrate the use. You'll find the connection attribute handling in the package GNU.DB.SQLCLI.Connection_Attribute. What you find there is an enumeration type named SQL_CONNECTION_ATTRIBUTE. This type represents the plain SQLINTEGER parameter of the above mentioned C API call. In this package you'll find these instantiations:

```
   package Connection_Attributes is
```

```
  new GNU.DB.SQLCLI.Generic_Attr (Context   => SQLHDBC,
                            T               => SQL_CONNECTION_ATTRIBUTE,
                            Base            => SQLINTEGER,
                            Get             => Get_Connect_Attr,
                            Set             => Set_Connect_Attr,
                            Default_Context => Null_Handle);
subtype Connection_Attribute is
   Connection_Attributes.Attribute_Value_Pair;

package Dispatch is new GNU.DB.SQLCLI (Connection_Attribute);
```

The generic package GNU.DB.SQLCLI.Generic_Attr defines an abstract tagged type Attribute_Value_Pair. This type has a single component: "Attribute", which is of the enumeration type to be mapped (formal parameter T in the above instantiation). There exist derived types from this abstract type for the various data types that are possible as attributes (bitmap, boolean, boolean_string, context, enumerated, integer, pointer, string, unsigned). All these derived types add one additional component to the abstract base type: "Value" whose type is selected according to the needs of the attribute to be mapped.

The dispatch package has the instantiation of the generic as parameter and does set up internally all mappings necessary to return a correctly typed Attribute_Value_Pair'Class for an attribute enumeration value. The C API calls now translate into these Ada95 calls:

```
function SQLGetConnectAttr
  (ConnectionHandle : SQLHDBC;
   Attribute        : SQL_CONNECTION_ATTRIBUTE;
   MaxLength        : SQLSMALLINT := SQL_MAX_OPTION_STRING_LENGTH)
  return Connection_Attribute'Class;

procedure SQLSetConnectAttr
  (ConnectionHandle : in SQLHDBC;
   AttrRec          : in Connection_Attribute'Class);
```

If you look into the package GNU.DB.SQLCLI.Connection_Attribute you for example find there this definition

```
type ACCESS_MODE is (SQL_MODE_READ_WRITE,
                     SQL_MODE_READ_ONLY);
for ACCESS_MODE'Size use SQLINTEGER'Size;

SQL_MODE_DEFAULT : constant ACCESS_MODE := SQL_MODE_READ_WRITE;

package Dsp_Access_Mode is new
  Dispatch.A_Enumerated (SQL_ATTR_ACCESS_MODE,
                         ACCESS_MODE,
```

```
                                 SQLINTEGER,
                                 "ACCESS_MODE");
   subtype Connection_Attribute_Mode is Dsp_Access_Mode.Info;
```

From this you can see that the connection attribute SQL_ATTR_ACCESS_MODE is mapped to an enumerated type ACCESS_MODE. So a call to set the access mode looks like this:

```
SQLSetConnectAttr (connHandle,
                   Connection_Attribute_Mode'(
                      Attribute => SQL_ATTR_ACCESS_MODE,
                      Value     => SQL_MODE_READ_ONLY)
                  );
```

and a call to get the attribute may look like this:

```
declare
   attr : Connection_Attribute_Mode;
begin
   attr := Connection_Attribute_Mode(
              SQLGetConnectAttr (connHandle, SQL_ATTR_ACCESS_MODE)
           );
end;
```

Note that the type conversion is required to do the dynamic type check of the function return which returns a Connection_Attribute'Class value.

You'll find this technique in these packages:

- GNU.DB.SQLCLI.Info
- GNU.DB.SQLCLI.Connection_Attribute
- GNU.DB.SQLCLI.Statement_Attribute
- GNU.DB.SQLCLI.Environment_Attribute

Due to the dynamic type checking implemented for the attribute handling, all calls dealing with attributes will cost some more cycles than a direct call to the plain C API. All other ODBC calls are a very thin layer around the C API. As attribute set/get calls are rare compared to queries etc. this is acceptable. But it explains while a - in theory - thin binding is compiled into a rather huge library. This is because all the type mapping information is compiled into the library.

IV. Native Bindings

Chapter 17. Introduction to native bindings

The GNADE project supplies bindings to client libraries of commonly known data bases systems. The intention of bindings is often to provide an API which reflects special features of a data base. There for there is currently no unified interface for all data base bindings available.

Chapter 18. MySQL bindings

The following example is stored under ./samples/mysql. It requires the installed client libraries of the MySQL product.

The MYSQL API

An instance of the MySQL.Object type represents the data base on application level. All operations on the data base are performed on this data type.

Each issued query is identified by a query id which issued to refer to the query.

Every program has to connect and authorize at the data base. This is done by the Methods User, Password and Connect as shown in the example below.

The data base is selected by the primitive Select_DB.

Example 18-1. MySQL native binding - Connecting to the database.

```
with GNU.DB.MySQL;           use GNU.DB.MySQL;
with GNU.DB;                 use GNU.DB ;


   dBase      : MySQL.Object;
   qId        : MySQL.Query_ID;

begin
   Initialize( dBase );

   User(     dBase, "gnade" );
   Password( dBase, "" );
   Connect(  dBase, "localhost" );

   Select_DB( dBase, "testdb" );
```

A query is send by the method Query to the data base. The query string is a normal SQL query or DML command. The result set of a query is described by a so called query identifier with the type Query_ID. The result set is generated at the time where the Query method is executed.

Example 18-2. MySQL native binding - Executing a query

```
.....
qID := Query( dBase, "select * from Test where id='Otto'");
Put_Line( "Nbr of Rows:" & Integer'Image(Nbr_of_Rows(dBase, qID)) );
....
```

The result set may be reed out by means of the Next method as it is shown below.

Example 18-3. MySQL native binding - Accessing the result set

```
   ........
   while true loop
      declare
         Insert_Time : Time;
      begin
         Nbr_Tuples := Nbr_Tuples + 1;
         Put_Line( "'" & To_String( String_Field( dBase, qId, "id" ) ) & "'" );
         Insert_Time := Date_Field( dBase, qID, 2);
         Next( dBase, qID );
      exception
         when Field_Parse_Error =>
            Put_Line("Field parse error");
            Next( dBase, qID );
         when Others =>
            raise;
      end;
   end loop;
   .........
```

After the result set has been processed the query context has to be returned to MySQL via the Drop_Query method.

If the application intends to disconnect completely, the data base instance should be Finalized as shown below.

Example 18-4. MySQL native binding - Dropping the query

```
.....
Drop_Query( dBase, qID );
```

```
Finalize( dBase );
.....
```

Building programs with MySQL

The MySQL API stored in the library adamysql uses the client library of MySQL, which means the following linker options have to be passed to gnatmake:

```
gnatmake .... -largs .. L/usr/lib/mysql -ladamysql -lmysqlclient
```

A sample makefile is stored under ./samples/mysql.

Chapter 19. Postgres bindings

Appendix A. Frequently asked questions

This section contains the FAQ's of the GNADE project.

Q: How to handle strings in where clauses

I like to use strings in the WHERE clause of a query, but nothing seems to work.

In such a situation a length indicator is needed. This is done by adding the INDICATOR keyword as shown below.

Example A-1. Using a string in the WHERE clause

```
EXEC SQL BEGIN DECLARE SECTION END-EXEC
   firstname : CHAR(1..80);
   ..
EXEC SQL END DECLARE SECTION END-EXEC

move( name, firstname );
namelength := INDICATOR_TYPE(name'Legnth);

SELECT
   number,
   ...............
   contact_postcode, contact_country
INTO
   :stu_number,
   ...............
   :stu_contact_postcode, :stu_contact_country
 FROM STUDENT
   WHERE name_first = :firstname INDICATOR :namelength
```

Since GNADE version 1.1.9 the data type VARCHAR has been introduced which already includes the length indicator.

Q: How to handle connection failures

Intercept the DATABASE_ERROR exception as shown below.

Example A-2. Intercpetion connection errors

```
begin

   EXEC SQL CONNECT $DBUSER
            IDENTIFIED BY $DBPASSWD
            BY DB01
            TO $DBSOURCE ;    - Hallo Test
   ...............
exception
   when GNU.DB.SQLCLI.DATABASE_ERROR =>
      Put_Line("Connection Error");
      .....................
when Others =>
   raise;
```

In addition GNADE esql provide the ON clause in the CONNECT statement which allows to intercept communication and authorization errors.

Appendix B. The GNU.DB Packages

GNU.DB.ESQL_Support

This package contains procedure and functions common to all data base interfaces used by the gesql. Most of the functions located in this package are dedicated to the mapping between ISO/92 and Ada 95 data types.

String related type conversion

```
with SQL_STANDARD;             use SQL_STANDARD;
with GNU.DB.ESQL_SUPPORT;      use GNU.DB.ESQL_SUPPORT;

function To_String(
   Item      : in SQL_STANDARD.CHAR ) return String;

procedure To_String(
   Item      : in SQL_STANDARD.CHAR;
   Target    : out String );

procedure Move(
   S : in String ;
   C : out Sql_Standard.Char );
```

These function is used to convert between ISO/92 Strings and the Ada String type.

SQL Communication Area

This package contains the definition of the SQL communication area, which is updated after each issued sql query.

```
type SQLCA_Type is record
      Message   : aliased String(1..255 );
      State     : aliased SQLSTATE_TYPE;
      SqlCode   : aliased SQLCODE_TYPE;
   end record;
```

The field Message contains a string which is generated by the underlying dbcs in case of errors as informational string. State and SQLCODE contain the result of the last query.

The state variable is a string of 4 characters. The first 2 characters denote the class of the state. The constants SUCCESS_CLASS, WARNING_CLASS and NOT-FOUND_CLASS may be used to distinguish the different error classes as shown below:

```
if SQLCA.State(1..2) = NOTFOUND_CLASS then
 .....
end if;
```

Exceptions

This package defines some implementation defined exceptions.

```
Out_Of_Resources     : exception ;
No_Reopenable_Cursor : exception ;
```

The Out_Of_Resources exception is raised by the ESQL_Support module in case where no more internal resources are available. Normally there is no recovery possible and the application should terminate cleanly.

The exception No_Reopenable_Cursor is raised, if a cursor is opened which is not declared as reopen able or local.

ODBC related packages

The packages supporting the ODBC interface ar listed below:

```
GNU.DB.SQLCLI.Bind
GNU.DB.sqlcli-connection_attribute-debug.ads
GNU.DB.Sqlcli.Connection_attribute
GNU.DB.Sqlcli.Desc
GNU.DB.Sqlcli.Diag
GNU.DB.Sqlcli.Dispatch
GNU.DB.Sqlcli.Environment_attribute-debug
GNU.DB.Sqlcli.Environment_attribute
GNU.DB.Sqlcli.Generic_attr-bitmap_attribute
GNU.DB.Sqlcli.Generic_attr-boolean_attribute
GNU.DB.Sqlcli.Generic_attr-boolean_string_attribute
GNU.DB.Sqlcli.Generic_attr-context_attribute
GNU.DB.Sqlcli.Generic_attr-enumerated_attribute
```

```
GNU.DB.Sqlcli.Generic_attr-integer_attribute
GNU.DB.Sqlcli.Generic_attr-pointer_attribute
GNU.DB.Sqlcli.Generic_attr-string_attribute
GNU.DB.Sqlcli.Generic_attr-unsigned_attribute
GNU.DB.Sqlcli.Generic_attr
GNU.DB.Sqlcli.Info-debug
GNU.DB.Sqlcli.Info
GNU.DB.Sqlcli.Statement_attribute-debug
GNU.DB.Sqlcli.Statement_attribute
GNU.DB.Sqlcli
```

Appendix C. Porting legacy code

This section describes the migration steps for migrating from legacy code to GNADE embedded SQL. Because only a limited number of ports have been performed this section will evolve over the time.

Migrating from Oracle to GNADE

The Oracle product seems to have a lot of extension compared to ISO/92. Migrating from Oracle to GNADE using ODBC has to be done manually.

Host variables

All host variables have to be moved into the DECLARE section and the types of these variables has to be reworked as it is required by ISO/92.

Query Results

The default SQLCA with the name ORACLE does not exist. Due to the fact, that the contents of the GNADE SQLCA is different this code has to be reworked manually.

Others

The ESQL translator of Oracle supports non ISO/92 WHENEVER clauses which are supported by the GNU ESQL translator as well.

Due to the fact, that ODBC requires different parameters for the CONNECT clause this has to be reworked as well.

Appendix D. GNU Free Documentation License

Version 1.1, March 2000

0. PREAMBLE

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