

VC 操作 SQLite 数据库 sample, 查询, 添加, 修改

Author: lizhiliang06@qq.com

```
#include "stdafx.h"
#include "../lib/sqlite3.h"
#include <windows.h>
#include <shellapi.h>
#include <time.h>
#include <string.h> //for strlen

#include <stdio.h>
#include <stdlib.h>
#include <string>
#include <cstring>
#include <stdlib.h>
#include <windows.h>
#include <stdlib.h>
#include <stdlib.h>
#include <time.h>
#pragma comment(lib, "../lib/sqlite3.lib")

bool SELECT_RESULT = 0;
#define DEG_PRINT

#ifdef DEG_PRINT
#define PRINT printf
#else
#define PRINT
#endif

sqlite3 * db = 0;
char * pErrMsg = 0;
int ret = 0;
long all_acount = 0;

////////////////////////////////////
//  sqlite operate callback function
////////////////////////////////////
static int _sql_callback(void * notused, int argc, char ** argv, char ** szColName)
{
#ifdef DEG_PRINT
    int i;
    for ( i=0; i < argc; i++ )
    {
        PRINT( "%s = %s\n", szColName[i], argv[i] == 0 ? "NUL" : argv[i] );
    }
#endif

    if(argc>0)
        SELECT_RESULT = 1;
}
```

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else
    SELECT_RESULT = 0;
all_account++;
return 0;
}

////////////////////////////////////
//  check if the exist record?
////////////////////////////////////
int check_vin_list(char *vin)
{
    char sSQL3[100]={0};
    sprintf(sSQL3,"select * from vin_list_t where vin = '%s';",vin);

    ret = sqlite3_exec( db, sSQL3, _sql_callback, 0, &pErrMsg);
    if( ret == SQLITE_OK)
    {
        PRINT("RET:%d\n",SELECT_RESULT);
        return SELECT_RESULT;
    }
    else
        printf("select error!\n");

    return 0;
}

////////////////////////////////////
//  insert the new record
////////////////////////////////////
int insert_vin_list(char *vin)
{
    int ret = 0;
    char sSQL2[100]={0};

    sprintf(sSQL2,"insert into vin_list_t values('%s');",vin);
    ret = sqlite3_exec( db, sSQL2, 0, 0, &pErrMsg);
    if(ret != SQLITE_OK)
    {
        printf("insert error!\n");
        return 1;
    }

    return 0;
}

////////////////////////////////////
//  update the record value
////////////////////////////////////
int update_vin_list(char *vin)
{
    int ret = 0;
    char sSQL2[100]={0};

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    sprintf(sSQL2,"update vin_list_t set vin = '%s' where vin='test1';",vin);
    ret = sqlite3_exec( db, sSQL2, 0, 0, &pErrMsg);
    if(ret != SQLITE_OK)
    {
        printf("update error!\n");
        return 1;
    }

    return 0;
}

```

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int vin_to_db(char *vin)
{
    int ret = 0;
    if(!check_vin_list(vin))
    {
        ret = insert_vin_list(vin);
    }

    return ret;
}

```

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////////////////////////////////////
//  display all the records
////////////////////////////////////

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int show_vin_list( )
{
    char *sSQL3 ="select * from vin_list_t ;" ;

    ret = sqlite3_exec( db, sSQL3, _sql_callback, 0, &pErrMsg);
    if( ret == SQLITE_OK)
    {
        PRINT("RET:%d\n",SELECT_RESULT);
        return SELECT_RESULT;
    }
    else
        printf("select error!\n");

    return 0;
}

```

```

int main(int argc, char * argv[])
{
    ret = sqlite3_open("./VIN_DB.db", &db);
    if ( ret != SQLITE_OK )
    {
        fprintf(stderr, "can not open DB: %s", sqlite3_errmsg(db));
        return(1);
    }
    insert_vin_list("test3");
}

```

```
update_vin_list("test00");  
show_vin_list();  
sqlite3_close(db);
```

```
    return 0;
```

```
}
```