



Forum: WD 10

Topic: API ODBC32 et ODBCBCP

Subject: Re: API ODBC32 et ODBCBCP

Posté par: Madinico

Contribution le : 14/5/2007 17:39:37

Bonjour,

Voici un exemple d'implémentation de code mais en C++.

```
#include <stdio.h>
#include "ntodbc.h"

int main(int argc, char* argv[])
{
    SQLHENV env;
    SQLHDBC dbc;
    SQLRETURN retcode;

    retcode = SQLAllocHandle( SQL_HANDLE_ENV,
        SQL_NULL_HANDLE,
        &env );
    if (retcode == SQL_SUCCESS
        || retcode == SQL_SUCCESS_WITH_INFO) {
        printf( "env allocated\n" );
        /* Set the ODBC version environment attribute */
        retcode = SQLSetEnvAttr( env,
            SQL_ATTR_ODBC_VERSION,
            (void*)SQL_OV_ODBC3, 0);
        retcode = SQLAllocHandle( SQL_HANDLE_DBC, env, &dbc );
        if (retcode == SQL_SUCCESS
            || retcode == SQL_SUCCESS_WITH_INFO) {
            printf( "dbc allocated\n" );
            retcode = SQLConnect( dbc,
                (SQLCHAR*) "ASA 9.0 Sample", SQL_NTS,
                (SQLCHAR*) "DBA", SQL_NTS,
                (SQLCHAR*) "SQL", SQL_NTS );
            if (retcode == SQL_SUCCESS
                || retcode == SQL_SUCCESS_WITH_INFO) {
                printf( "Successfully connected\n" );
            }
            SQLDisconnect( dbc );
        }
        SQLFreeHandle( SQL_HANDLE_DBC, dbc );
    }
    SQLFreeHandle( SQL_HANDLE_ENV, env );
    return 0;
}
```

}

Peut-être que cette exemple amènera plus de précision quand à ce que je désire faire.

Cordialement,
Nicolas.