MySQL Connector/C++ Developer Guide
Abstract

This manual describes how to install and configure MySQL Connector/C++, the C++ interface for communicating with MySQL servers, and how to use it to develop database applications.

For notes detailing the changes in each release of Connector/C++, see MySQL Connector/C++ Release Notes.

For legal information, see the Legal Notices.

For help with using MySQL, please visit either the MySQL Forums or MySQL Mailing Lists, where you can discuss your issues with other MySQL users.

For additional documentation on MySQL products, including translations of the documentation into other languages, and downloadable versions in variety of formats, including HTML and PDF formats, see the MySQL Documentation Library.

Licensing information.  This product may include third-party software, used under license. If you are using a Commercial release of MySQL Connector/C++, see this document for licensing information, including licensing information relating to third-party software that may be included in this Commercial release. If you are using a Community release of MySQL Connector/C++, see this document for licensing information, including licensing information relating to third-party software that may be included in this Community release.

Document generated on: 2017-11-17 (revision: 54782)
# Table of Contents

Preface and Legal Notices ................................................................. v
1 Introduction to Connector/C++ ......................................................... 1
2 How to Get Connector/C++ ............................................................. 3
3 Installing Connector/C++ from a Binary Distribution .............................. 5
4 Installing Connector/C++ from Source .............................................. 9
   4.1 Source Installation System Prerequisites ..................................... 9
   4.2 Obtaining and Unpacking a Connector/C++ Source Distribution ........... 9
   4.3 Installing Connector/C++ from Source on Unix and Unix-Like Systems ... 10
   4.4 Installing Connector/C++ from Source on Windows ....................... 11
   4.5 Troubleshooting Connector/C++ Source Installation Problems .......... 14
   4.6 Dynamically Linking Connector/C++ Against the MySQL Client Library ... 15
   4.7 Connector/C++ Source-Configuration Options ............................. 15
5 Building Connector/C++ Windows Applications with Microsoft Visual Studio ... 19
6 Building Connector/C++ Linux Applications with NetBeans .................. 25
7 Getting Started with Connector/C++: Usage Examples .......................... 31
   7.1 Connecting to MySQL ....................................................... 32
   7.2 Running a Simple Query .................................................. 33
   7.3 Fetching Results ............................................................ 33
   7.4 Using Prepared Statements ................................................ 34
   7.5 Complete Example 1 ....................................................... 34
   7.6 Complete Example 2 ....................................................... 36
8 Connector/C++ Tutorials .............................................................. 39
   8.1 Prerequisites and Background Information .................................. 39
   8.2 Calling Stored Procedures with Statement Objects .......................... 41
      8.2.1 Using a Statement for a Stored Procedure That Returns No Result ... 42
      8.2.2 Using a Statement for a Stored Procedure That Returns an Output Parameter ... 42
      8.2.3 Using a Statement for a Stored Procedure That Returns a Result Set ... 44
   8.3 Calling Stored Procedures with PreparedStatement Objects ............... 45
      8.3.1 Using a PreparedStatement for a Stored Procedure That Returns No Result ... 45
      8.3.2 Using a PreparedStatement for a Stored Procedure That Returns an Output Parameter ... 46
      8.3.3 Using a PreparedStatement for a Stored Procedure That Returns a Result Set ... 48
9 Connector/C++ Debug Tracing ....................................................... 49
10 Connector/C++ Usage Notes ......................................................... 51
11 Connector/C++ API Reference ..................................................... 57
   11.1 Connector/C++ Connection Options ...................................... 57
12 Connector/C++ Known Bugs and Issues ......................................... 65
13 Connector/C++ Support ........................................................... 67
Index ......................................................................................... 69
Preface and Legal Notices

This manual describes how to install and configure MySQL Connector/C++, the C++ interface for communicating with MySQL servers, and how to use it to develop database applications.

Legal Notices

Copyright © 2008, 2017, Oracle and/or its affiliates. All rights reserved.

This software and related documentation are provided under a license agreement containing restrictions on use and disclosure and are protected by intellectual property laws. Except as expressly permitted in your license agreement or allowed by law, you may not use, copy, reproduce, translate, broadcast, modify, license, transmit, distribute, exhibit, perform, publish, or display any part, in any form, or by any means. Reverse engineering, disassembly, or decompilation of this software, unless required by law for interoperability, is prohibited.

The information contained herein is subject to change without notice and is not warranted to be error-free. If you find any errors, please report them to us in writing.

If this is software or related documentation that is delivered to the U.S. Government or anyone licensing it on behalf of the U.S. Government, then the following notice is applicable:

U.S. GOVERNMENT END USERS: Oracle programs, including any operating system, integrated software, any programs installed on the hardware, and/or documentation, delivered to U.S. Government end users are "commercial computer software" pursuant to the applicable Federal Acquisition Regulation and agency-specific supplemental regulations. As such, use, duplication, disclosure, modification, and adaptation of the programs, including any operating system, integrated software, any programs installed on the hardware, and/or documentation, shall be subject to license terms and license restrictions applicable to the programs. No other rights are granted to the U.S. Government.

This software or hardware is developed for general use in a variety of information management applications. It is not developed or intended for use in any inherently dangerous applications, including applications that may create a risk of personal injury. If you use this software or hardware in dangerous applications, then you shall be responsible to take all appropriate fail-safe, backup, redundancy, and other measures to ensure its safe use. Oracle Corporation and its affiliates disclaim any liability for any damages caused by use of this software or hardware in dangerous applications.

Oracle and Java are registered trademarks of Oracle and/or its affiliates. Other names may be trademarks of their respective owners.

Intel and Intel Xeon are trademarks or registered trademarks of Intel Corporation. All SPARC trademarks are used under license and are trademarks or registered trademarks of SPARC International, Inc. AMD, Opteron, the AMD logo, and the AMD Opteron logo are trademarks or registered trademarks of Advanced Micro Devices. UNIX is a registered trademark of The Open Group.

This software or hardware and documentation may provide access to or information about content, products, and services from third parties. Oracle Corporation and its affiliates are not responsible for and expressly DISCLAIM all WARRANTIES of ANY KIND with respect to third-party content, products, and services unless otherwise set forth in an applicable agreement between you and Oracle. Oracle Corporation and its affiliates will not be responsible for any loss, costs, or damages incurred due to your access to or use of third-party content, products, or services, except as set forth in an applicable agreement between you and Oracle.

This documentation is NOT distributed under a GPL license. Use of this documentation is subject to the following terms:
You may create a printed copy of this documentation solely for your own personal use. Conversion to other formats is allowed as long as the actual content is not altered or edited in any way. You shall not publish or distribute this documentation in any form or on any media, except if you distribute the documentation in a manner similar to how Oracle disseminates it (that is, electronically for download on a Web site with the software) or on a CD-ROM or similar medium, provided however that the documentation is disseminated together with the software on the same medium. Any other use, such as any dissemination of printed copies or use of this documentation, in whole or in part, in another publication, requires the prior written consent from an authorized representative of Oracle. Oracle and/or its affiliates reserve any and all rights to this documentation not expressly granted above.

Documentation Accessibility

For information about Oracle's commitment to accessibility, visit the Oracle Accessibility Program website at http://www.oracle.com/pls/topic/lookup?ctx=acc&id=docacc.

Access to Oracle Support

Oracle customers that have purchased support have access to electronic support through My Oracle Support. For information, visit http://www.oracle.com/pls/topic/lookup?ctx=acc&id=info or visit http://www.oracle.com/pls/topic/lookup?ctx=acc&id=trs if you are hearing impaired.
Chapter 1 Introduction to Connector/C++

MySQL Connector/C++ is a MySQL database connector for C++. It lets you develop C++ applications that connect to the MySQL Server.

For notes detailing the changes in each release of Connector/C++, see MySQL Connector/C++ Release Notes.

MySQL Connector/C++ Benefits

MySQL Connector/C++ offers the following benefits for C++ users compared to the MySQL C API (MySQL client library):

• Convenience of pure C++; no C function calls required
• Supports JDBC 4.0, an industry standard API
• Supports the object-oriented programming paradigm
• Reduces development time
• Licensed under the GPL with the FLOSS License Exception
• Available under a commercial license upon request

JDBC Compatibility

Connector/C++ is compatible with the JDBC 4.0 API. Connector/C++ does not implement the entire JDBC 4.0 API, but does feature the following classes:

• Connection
• DatabaseMetaData
• Driver
• PreparedStatement
• ResultSet
• ResultSetMetaData
• Savepoint
• Statement

The JDBC 4.0 API defines approximately 450 methods for the classes just mentioned. Connector/C++ implements approximately 80% of these.

Platform Support and Prerequisites

MySQL Connector/C++ requires:

• MySQL 5.1 or higher
• Microsoft Visual Studio 2013 on Windows
To see which platforms are supported, visit the Connector/C++ downloads page.
Chapter 2 How to Get Connector/C++

Connector/C++ distributions are available in binary and source formats. To obtain a distribution, visit the Connector/C++ downloads page.

MySQL Connector/C++ Binary Distributions

Binary distributions are available for these platforms:

Microsoft Windows:
- MSI installer package
- Without installer (a Zip file)

Unix and Unix-like platforms:
- Compressed GNU TAR archive (\texttt{tar.gz})

MySQL Connector/C++ Source Distributions

Source packages use compressed GNU TAR file (\texttt{tar.gz}) format and can be used on any supported platform.

MySQL Connector/C++ Source Repository

The Connector/C++ code repository uses Git. To check out the latest source code, visit GitHub: \url{https://github.com/mysql/mysql-connector-cpp} To clone the Git repository to your machine, use this command

\begin{verbatim}
git clone https://github.com/mysql/mysql-connector-cpp.git
\end{verbatim}

You should now have a copy of the entire Connector/C++ source tree in the directory \texttt{mysql-connector-cpp}. To build and then install the driver libraries from this source tree on Unix or Linux, use the same steps outlined in Chapter 4, \textit{Installing Connector/C++ from Source}.

After the initial checkout operation to get the source tree, run \texttt{git pull} periodically to update your source to the latest version.
Chapter 3 Installing Connector/C++ from a Binary Distribution

To obtain a Connector/C++ binary package, visit the Connector/C++ downloads page.

Note

It is important that the tools you use to build your Connector/C++ applications are compatible with the tools used to build Connector/C++ itself. Ideally, build your applications with the same tools that were used to build the Connector/C++ binaries.

All Connector/C++ distributions include a README file that contains platform-specific notes. At the end of the README file, you will find the configuration options used to build the binaries. If you experience build-related issues on a platform, it may help to check the settings that were used to build the binary on that platform.

Developers using Microsoft Windows must satisfy the following requirements:

- Your applications should use the same linker configuration as Connector/C++. For example, use one of /MD, /MDd, /MT, or /MTd.

To use a different compiler version, release configuration, or runtime library, compile Connector/C++ from source using your desired settings and build your applications using these same settings. To avoid issues, ensure that the three variables of compiler version, runtime library, and runtime linker configuration settings are the same for your applications and Connector/C++ itself.

Archive Package

Unpack the distribution archive into an appropriate directory. If you plan to use a dynamically linked version of Connector/C++, make sure that your system can reference the libmysqlclient MySQL client library (Connector/C++ is linked against and thus requires the MySQL client library). Consult your operating system documentation on how to modify and expand the search path for libraries. If you cannot modify the library search path, it may help to copy your application, the Connector/C++ library and the MySQL client library into the same directory. Most systems search for libraries in the current directory.

Installation on Windows

Important

MySQL Connector/C++ Community requires the Visual C++ Redistributable for Visual Studio 2013 (available at the Microsoft Download Center) to work on Windows platforms; install it before installing MySQL Connector/C++ Community.

The simplest and recommended method for installing Connector/C++ on Windows platforms is to download MySQL Installer and let it install and configure all the MySQL products on your system. See MySQL Installer for Windows for details. Those who are not using the MySQL Installer can choose between two binary distributions:

- Zip archive without installer (.zip file): To use a Zip archive, unpack it in the directory where you intend to install it using WinZip or another tool that can read .zip files. See more information in Archive Package [5] above.
- Windows MSI Installer (.msi file): To use the MSI Installer, launch it and follow the prompts in the screens it presents to install Connector/C++ in the location of your choosing.
The MSI Installer does not require any administrative permissions because it simply copies files. It begins by presenting a welcome screen.

Figure 3.1 MSI Installer Welcome Screen

![MySQL Connector C++ Setup](image)

The Setup Wizard allows you to change the way MySQL Connector C++ features are installed on your computer or to remove it from your computer. Click Next to continue or Cancel to exit the Setup Wizard.

The MSI Installer overview screen enables you to select the type of installation to perform. The “Typical” installation consists of all required header files and the Release libraries. The “Custom” installation enables you to install additional Debug versions of the connector libraries. The “Complete” installation installs everything in the distribution.

Figure 3.2 MSI Installer Overview Screen

![MySQL Connector C++ Setup](image)

Choose Setup Type

Choose the setup type that best suits your needs:

- **Typical**: Installs the most common program features. Recommended for most users.
- **Custom**: Allows users to choose which program features will be installed and where they will be installed. Recommended for advanced users.
- **Complete**: All program features will be installed. Requires the most disk space.

If you select a “Custom” installation, the MSI Installer presents a Custom Setup screen that enables you to select which features to install and where to install them.
Figure 3.3 MSI Installer Custom Setup Screen
Chapter 4 Installing Connector/C++ from Source

Table of Contents

4.1 Source Installation System Prerequisites ................................................................. 9
4.2 Obtaining and Unpacking a Connector/C++ Source Distribution ................................ 9
4.3 Installing Connector/C++ from Source on Unix and Unix-Like Systems .......................... 10
4.4 Installing Connector/C++ from Source on Windows .................................................. 11
4.5 Troubleshooting Connector/C++ Source Installation Problems ................................. 14
4.6 Dynamically Linking Connector/C++ Against the MySQL Client Library ....................... 15
4.7 Connector/C++ Source-Configuration Options .......................................................... 15

This chapter describes how to install Connector/C++ using a source distribution.

4.1 Source Installation System Prerequisites

To install Connector/C++ from source, the following system requirements must be satisfied:

- To compile Connector/C++, the MySQL client library (MySQL C API) must be installed. Connector/C++ is based on the MySQL client library and is linked against it.

  Typically, the MySQL client library is installed when the MySQL Server is installed. However, check your operating system documentation for other installation options. Alternatively, you can install the client library by installing Connector/C.

  You must use either a General Availability version of MySQL 5.7 (5.7.9 or higher) or Connector/C 6.1.8 or higher. Set the MYSQL_DIR CMake option appropriately at configuration time as necessary.

- You must have the cross-platform build tool CMake 2.6.2, or newer, and GLib 2.2.3 or newer. Check the README file included with the distribution for platform-specific notes.

- The Boost C++ libraries are required to build Connector/C++ from source (but not to use Connector/C++ on a target host). Boost 1.56.0 or newer must be installed. To obtain Boost and its installation instructions, visit the official site. After Boost is installed, tell the build system where the Boost files are located by defining the BOOST_ROOT option when you invoke CMake. For example:

  shell> cmake . -DBOOST_ROOT=/usr/local/boost_1_56_0

  Adjust the path as necessary to match your installation.

4.2 Obtaining and Unpacking a Connector/C++ Source Distribution

To obtain a Connector/C++ source package, visit the Connector/C++ downloads page.

A Connector/C++ source distribution is packaged as a compressed tar file or Zip archive, denoted here as PACKAGE.tar.gz or PACKAGE.zip. A source distribution in tar file or Zip archive format can be used on any supported platform.

To unpack a compressed tar file, use this command in the intended installation directory:

shell> tar zxf PACKAGE.tar.gz
4.3 Installing Connector/C++ from Source on Unix and Unix-Like Systems

To install Connector/C++ from source, your system must satisfy the requirements outlined in Section 4.1, “Source Installation System Prerequisites”.

1. Change location to the top-level directory of the source distribution:

```
shell> cd /path/to/mysql-connector-cpp
```

2. Run CMake to build a Makefile:

```
shell> cmake .
```

To use configuration values different from the defaults, use the options described at Section 4.7, “Connector/C++ Source-Configuration Options”.

On non-Windows systems, CMake checks to see whether the MYSQL_CONFIG_EXECUTABLE CMake option is set. If not, CMake tries to locate mysql_config in the default locations.

If you have any problems with the configuration process, check the troubleshooting instructions given in Section 4.5, “Troubleshooting Connector/C++ Source Installation Problems”.

3. Use make to build Connector/C++. First make sure you have a clean build, then build the connector:

```
shell> make clean
shell> make
```

If all goes well, you will find the Connector/C++ library in the driver directory.

4. Install the header and library files:

```
shell> make install
```
Unless you have changed the location in the configuration step, `make install` copies the header files to the directory `/usr/local/include`. The header files copied are `mysql_connection.h` and `mysql_driver.h`.

Again, unless you have specified otherwise, `make install` copies the library files to `/usr/local/lib`. The files copied are the dynamic library `libmysqlcppconn.so`, and the static library `libmysqlcppconn-static.a`. The dynamic library file name extension might differ on your system (for example, `.dylib` on OS X).

After installing Connector/C++, you can carry out a quick test to check the installation. To do this, compile and run one of the example programs, such as `examples/standalone_example.cpp`. This example is discussed in more detail later, but for now, you can use it to test whether the connector has been correctly installed. This procedure assumes that you have a working MySQL Server to which you can connect. It also assumes header and library locations of `/usr/local/include` and `/usr/local/lib`, respectively; adjust these as necessary for your system.

1. Compile the example program. To do this, change location to the `examples` directory and enter this command:

```
shell> g++ -o test_install \
   -I/usr/local/include -I/usr/local/include/cppconn \
   -Wl,-Bdynamic standalone_example.cpp -lmysqlcppconn
```

2. Make sure the dynamic library which is used in this case can be found at runtime:

```
shell> export LD_LIBRARY_PATH=/usr/local/lib
```

On OS X, try this:

```
shell> export DYLD_LIBRARY_PATH=/usr/local/lib
```

3. Now run the program to test your installation, substituting the appropriate host, user, password, and database arguments for your system:

```
shell> ./test_install localhost root password database
```

You should see output similar to the following:

```
Connector/C++ standalone program example...

... running 'SELECT 'Welcome to Connector/C++' AS _message'
... MySQL replies: Welcome to Connector/C++
... say it again, MySQL
....MySQL replies: Welcome to Connector/C++
... find more at http://www.mysql.com
```

If you see any errors, take note of them and go through the troubleshooting procedures in Section 4.5, “Troubleshooting Connector/C++ Source Installation Problems”.

### 4.4 Installing Connector/C++ from Source on Windows

To install Connector/C++ from source, your system must satisfy the requirements outlined in Section 4.1, “Source Installation System Prerequisites”.

Installing Connector/C++ from Source on Windows

Note

On Windows, mysql_config is not present, so CMake attempts to retrieve the location of MySQL from the environment variable $ENV{MYSQL_DIR}. If MYSQL_DIR is not set, CMake checks for MySQL in the following locations: $ENV{ProgramFiles}/MySQL/*/include and $ENV{SystemDrive}/MySQL/*/include.

Consult the CMake manual or check cmake --help to find out which build systems are supported by your CMake version:

```
C:\> cmake --help
cmake version 2.6-patch 2
Usage
[...]
Generators

The following generators are available on this platform:
  Borland Makefiles           = Generates Borland makefiles.
  MSYS Makefiles              = Generates MSYS makefiles.
  MinGW Makefiles             = Generates a make file for use with mingw32-make.
  NMake Makefiles             = Generates NMake makefiles.
  Unix Makefiles              = Generates standard UNIX makefiles.
  Visual Studio 7             = Generates Visual Studio .NET 2002 project files.
  Visual Studio 8 2005 Win64  = Generates Visual Studio .NET 2005 Win64 project files.
  Visual Studio 9 2008 Win64  = Generates Visual Studio 9 2008 Win64 project files.
[...]
```

It is likely that your CMake binary supports more compilers, known by CMake as generators, than can actually be used to build Connector/C++. We have built the connector using the following generators:

- Microsoft Visual Studio 2013
- NMake

CMake makes it easy for you to try other compilers. However, you may experience compilation warnings or errors, or linking issues not detected by Visual Studio. Patches are gratefully accepted to fix issues with other compilers.

For troubleshooting and configuration hints, see Section 4.5, “Troubleshooting Connector/C++ Source Installation Problems”.

Use these steps to build Connector/C++:

1. Change location to the top-level directory of the source distribution:

   ```
   C:\> cd C:\path_to_mysql_cpp
   ```

2. Run CMake to generate build files for your generator.
To use configuration values different from the defaults, use the options described at Section 4.7, “Connector/C++ Source-Configuration Options”.

**Visual Studio**

```
C:\> cmake -G "Visual Studio 12 2013"
-- Check for working C compiler: cl
-- Check for working C compiler: cl -- works
-- Detecting C compiler ABI info
-- Detecting C compiler ABI info - done
-- Check for working CXX compiler: cl
-- Detecting CXX compiler ABI info
-- Detecting CXX compiler ABI info - done
-- ENV{MYSQL_DIR} =
-- MySQL Include dir: C:/Programs/MySQL/MySQL Server 5.5/include
-- MySQL Library : C:/Programs/MySQL/MySQL Server 5.5/lib/opt/mysqlclient.lib
-- MySQL Library dir: C:/Programs/MySQL/MySQL Server 5.5/lib/opt
-- MySQL CFLAGS:
-- MySQL Link flags:
-- MySQL Include dir: C:/Programs/MySQL/MySQL Server 5.5/include
-- MySQL Library dir: C:/Programs/MySQL/MySQL Server 5.5/lib/opt
-- MySQL CFLAGS:
-- MySQL Link flags:
-- Configuring cppconn
-- Configuring test cases
-- Looking for isinf
-- Looking for isinf - not found
-- Looking for isinf
-- Looking for isinf - not found.
  -- Looking for finite
  -- Looking for finite - not found.
-- Configuring C/J junit tests port
-- Configuring examples
-- Configuring done
-- Generating done
-- Build files have been written to: C:\path_to_mysql_cpp
C:\> dir *.sln *.vcproj
[...]
19.11.2008 12:16  23.332 MYSQLCPPCONN.sln
[...]
19.11.2008 12:16  27.564 ALL_BUILD.vcproj
19.11.2008 12:16  27.869 INSTALL.vcproj
19.11.2008 12:16  28.073 PACKAGE.vcproj
19.11.2008 12:16  27.495 ZERO_CHECK.vcproj
```

**NMake**

```
C:\> cmake -G "NMake Makefiles"
-- The C compiler identification is MSVC
-- The CXX compiler identification is MSVC
[...]
-- Build files have been written to: C:\path_to_mysql_cpp
```

3. Use your compiler to build Connector/C++.

**Visual Studio**

Open the newly generated project files in the Visual Studio GUI or use a Visual Studio command line to build the driver. The project files contain a variety of different configurations, debug and nondebug versions among them.
For example, to use the command line, execute commands like these to build the distribution and create a Zip package:

C:\> devenv MYSQLCPPCONN.sln /build RelWithDebInfo
C:\> cpack --config CPackConfig.cmake -C RelWithDebInfo
CPack: Create package using ZIP
CPack: Install projects
CPack: Install project: MYSQLCPPCONN
CPack: Create package
CPack: package: C:/opt/build/mysql-connector-c++-1.1.5/mysql-connector-c++-1.1.7-win32.zip generated.

NMake

C:\>nmake
Microsoft (R) Program Maintenance Utility Version 9.00.30729.01
Copyright (C) Microsoft Corporation. All rights reserved.

Scanning dependencies of target mysqlcppconn
[  2%] Building CXX object driver/CMakeFiles/mysqlcppconn.dir/mysql_connection.obj
mysql_connection.cpp
[...]
Linking CXX executable statement.exe
[100%] Built target statement

4.5 Troubleshooting Connector/C++ Source Installation Problems

If you encounter problems building Connector/C++, try these troubleshooting strategies:

1. For configuration or compilation problems, check your CMake options (MySQL installation path, debug version, and so forth):

shell> cmake -L
[...]
CMAKE_BACKWARDS_COMPATIBILITY:STRING=2.4
CMAKE_BUILD_TYPE:STRING=
CMAKE_INSTALL_PREFIX:PATH=/usr/local
EXECUTABLE_OUTPUT_PATH:PATH=
LIBRARY_OUTPUT_PATH:PATH=
MYSQLCPPCONN_GCOV_ENABLE:BOOL=0
MYSQLCPPCONN_TRACE_ENABLE:BOOL=0
MYSQL_CONFIG_EXECUTABLE:FILEPATH=/usr/local/mysql/bin/mysql_config

For example, if your MySQL Server installation path is not /usr/local/mysql and you want to build a debug version of the Connector/C++, use this command:

shell> cmake \\
-DMYSQL_CONFIG_EXECUTABLE=/path/to/my/mysql/server/bin/mysql_config

2. Use cmake -L to verify that your settings were changed:

shell> cmake -L
[...]
CMAKE_BACKWARDS_COMPATIBILITY:STRING=2.4
CMAKE_BUILD_TYPE:STRING=Debug
CMAKE_INSTALL_PREFIX:PATH=/usr/local
Proceed by executing a `make clean` command followed by a `make` command, as described previously.

### 4.6 Dynamically Linking Connector/C++ Against the MySQL Client Library

**Note**

This section refers to dynamic linking of Connector/C++ to the client library, not dynamic linking of applications to Connector/C++. Precompiled binaries of Connector/C++ use static binding with the client library by default.

An application that uses Connector/C++ can be either statically or dynamically linked to the Connector/C++ libraries. Connector/C++ is usually statically linked to the underlying MySQL client library (or to Connector/C; unless otherwise stated, reference to the MySQL client library is also taken to include Connector/C, which is a separately packaged, standalone version of the MySQL client library).

As of Connector/C++ 1.1.0, it is also possible to dynamically link to the underlying MySQL client library, although this capability is not enabled by default. To dynamically link Connector/C++ to the client library, enable `MYSQLCLIENT_STATIC_LINKING` when building Connector/C++ from source:

```
shell> rm CMakeCache.txt
shell> cmake . -DMYSQLCLIENT_STATIC_LINKING=1
shell> make clean
shell> make
shell> make install
```

Now, when creating a connection in your application, Connector/C++ will select and load a client library at runtime. It will choose the client library by searching defined locations and environment variables depending on the host operating system. It is also possible when creating a connection in an application to define an absolute path to the client library to load at runtime. This can be convenient if you have defined a standard location from which you want the client library to be loaded. This is sometimes done to circumvent possible conflicts with other versions of the client library that may be located on the system.

### 4.7 Connector/C++ Source-Configuration Options

Connector/C++ recognizes the `CMake` options described in this section.

**Table 4.1 Connector/C++ Source-Configuration Option Reference**

<table>
<thead>
<tr>
<th>Formats</th>
<th>Description</th>
<th>Default</th>
<th>Introduced</th>
</tr>
</thead>
<tbody>
<tr>
<td>BOOST_ROOT</td>
<td>The Boost source directory</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CMAKE_BUILD_TYPE</td>
<td>Type of build to produce</td>
<td>RelWithDebInfo</td>
<td></td>
</tr>
<tr>
<td>CMAKE_ENABLE_C++11</td>
<td>Whether to enable C++11 support</td>
<td>OFF</td>
<td>1.1.6</td>
</tr>
<tr>
<td>CMAKE_INSTALL_PREFIX</td>
<td>Installation base directory</td>
<td>/usr/local</td>
<td></td>
</tr>
<tr>
<td>MYSQLCLIENT_NO_THREADS</td>
<td>Whether to link against single-threaded MySQL client library</td>
<td>OFF</td>
<td></td>
</tr>
<tr>
<td>Formats</td>
<td>Description</td>
<td>Default</td>
<td>Introduced</td>
</tr>
<tr>
<td>----------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-----------</td>
<td>------------</td>
</tr>
<tr>
<td>MYSQLCLIENT_STATIC_LINKING</td>
<td>Whether to statically link to the MySQL client library</td>
<td>OFF</td>
<td></td>
</tr>
<tr>
<td>MYSQLCPPCONN_GCOV_ENABLE</td>
<td>Whether to enable gcov support</td>
<td>OFF</td>
<td></td>
</tr>
<tr>
<td>MYSQLCPPCON_TRACE_ENABLE</td>
<td>Whether to enable tracing functionality</td>
<td>OFF</td>
<td></td>
</tr>
<tr>
<td>MYSQL_CFLAGS</td>
<td>C compiler flags</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MYSQL_CONFIG_EXECUTABLE</td>
<td>Path to the mysql_config program</td>
<td>${MYSQL_DIR}/bin/mysql_config</td>
<td></td>
</tr>
<tr>
<td>MYSQL_CXXFLAGS</td>
<td>C++ compiler flags</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MYSQL_CXX_LINKAGE</td>
<td>Whether MySQL client library needs C++ linking</td>
<td>ON</td>
<td></td>
</tr>
<tr>
<td>MYSQL_DIR</td>
<td>MySQL Server or Connector/C installation directory</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MYSQL_EXTRA_LIBRARIES</td>
<td>Extra link libraries</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MYSQL_INCLUDE_DIR</td>
<td>The MySQL header file directory</td>
<td>${MYSQL_DIR}/include</td>
<td></td>
</tr>
<tr>
<td>MYSQL_LIB_DIR</td>
<td>The MySQL client library directory</td>
<td>${MYSQL_DIR}/lib</td>
<td></td>
</tr>
<tr>
<td>MYSQL_LINK_FLAGS</td>
<td>Extra link flags</td>
<td></td>
<td></td>
</tr>
<tr>
<td>USE_SERVER_CXXFLAGS</td>
<td>Use MySQL Server CXXFLAGS value rather than system default</td>
<td>OFF</td>
<td>1.1.7</td>
</tr>
</tbody>
</table>

- **-DBOOST_ROOT=dir_name**
  The directory where the Boost sources are installed.

- **-DCMAKE_BUILD_TYPE=type**
  The type of build to produce:
  - **RelWithDebInfo**: Enable optimizations and generate debugging information. This is the default Connector/C++ build type.
  - **Debug**: Disable optimizations and generate debugging information.

- **-DCMAKE_ENABLE_C++11=bool**
  Whether to enable C++11 support. The default is **OFF**.
  This option was added in Connector/C++ 1.1.6.

- **-DCMAKE_INSTALL_PREFIX=dir_name**
  The installation base directory.

- **-DMYSQLCLIENT_NO_THREADS=bool**
  Whether to link against a single-threaded **libmysqlclient** MySQL client library. In MySQL 5.5 and higher, the value of this option makes no difference because **libmysqlclient** is always multi-threaded.

- **-DMYSQLCLIENT_STATIC_LINKING=bool**
Whether to statically link to the MySQL client library. The default is **OFF** (use dynamic linking to the client library). For more information, see Section 4.6, “Dynamically Linking Connector/C++ Against the MySQL Client Library”.

- `-DMYSQLCPPCONN_GCOV_ENABLE=bool`
  Whether to enable `gcov` support.

- `-DMYSQLCPPCON_TRACE_ENABLE=VALUE_TYPE`
  Whether to enable tracing functionality. For information about tracing, see Chapter 9, *Connector/C++ Debug Tracing*.

- `-DMYSQL_CFLAGS=flags`
  C compiler flags.

- `-DMYSQL_CONFIG_EXECUTABLE=file_name`
  The path to the `mysql_config` program.

  On non-Windows systems, `CMake` checks to see whether the `MYSQL_CONFIG_EXECUTABLE` `CMake` option is set. If not, `CMake` tries to locate `mysql_config` in the default locations.

- `-DMYSQL_CXXFLAGS=flags`
  C++ compiler flags.

- `-DMYSQL_CXX_LINKAGE=bool`
  Whether the MySQL client library needs C++ linking.

- `-DMYSQL_DIR=dir_name`
  The directory where MySQL Server or Connector/C is installed.

- `-DMYSQL_EXTRA_LIBRARIES=flags`
  Any needed additional link libraries.

- `-DMYSQL_INCLUDE_DIR=dir_name`
  The directory where the MySQL header files are installed.

- `-DMYSQL_LIB_DIR=dir_name`
  The directory where the MySQL client library is installed.

- `-DMYSQL_LINK_FLAGS=flags`
  Any needed additional link flags.

- `-DUSE_SERVER_CXXFLAGS=bool`
  Use MySQL Server `CXXFLAGS` values rather than the system default value.

  This option was added in Connector/C++ 1.1.7.
Chapter 5 Building Connector/C++ Windows Applications with Microsoft Visual Studio

Connector/C++ is available as a static or dynamic library to use with your application. This section describes how to link the library to your application.

Notes

• The Boost C++ libraries are required to build Connector/C++ applications on Windows (but not to use Connector/C++ on a target host). Boost 1.56.0 or newer must be installed. To obtain Boost and its installation instructions, visit the official site.

• To avoid potential crashes, the build configuration of Connector/C++ should match the build configuration of the application using it. For example, do not use the release build of Connector/C++ with a debug build of the client application.

Static Library

The Connector/C++ static library file is `mysqlcppconn-static.lib`. You link this library statically with your application.

Dynamic Library

The Connector/C++ dynamic library file is `mysqlcppconn.dll`. To build your client application, link it with the file `mysqlcppconn.lib`. At runtime, the application will require access to the files `mysqlcppconn.dll`.

Building a Connector/C++ Application with Microsoft Visual Studio

The initial steps for building an application to use either the static or dynamic library are the same. Some additional steps vary, depend on whether you are building your application to use the static or dynamic library.


2. In the drop-down list for build configuration on the toolbar, change the configuration from the default option of Debug to Release.

   This is required when using the Oracle-built Connector/C++, which is built in the release configuration, and the build configuration for the application must match that of the Connector/C++ it uses. To build your application with the debug configuration, you will have to build Connector/C++ from source yourself with the debug options.

3. From the main menu select Project, Properties. This can also be accessed using the hot key ALT + F7.

4. Under Configuration Properties, open the tree view.

5. Select C/C++, General in the tree view.
6. In the **Additional Include Directories** text field, add the `include/` directory of Connector/C++ (it should be located right under the installation directory of Connector/C++), and add also the Boost library's root directory.

7. In the tree view, open **Linker, General, Additional Library Directories**.
8. In the **Additional Library Directories** text field, add the `lib/` directory of Connector/C++ (it should be located right under the installation directory of Connector/C++).

**Static Build**

The remaining steps depend on whether you are building an application to use the Connector/C++ static or dynamic library. If you are building your application to use the dynamic library, see **Dynamic Build**. If you are building your application to use the static library, follow these steps:

1. **Open Linker, Input** in the **Property Pages** dialog.
2. Add mysqlcppconn-static.lib into the Additional Dependencies text field.

3. By default CPPCONN_PUBLIC_FUNC is defined to declare functions to be compatible with an application that calls a DLL. If you are building an application to call the static library, ensure that function prototypes are compatible with this. In this case, define CPPCONN_PUBLIC_FUNC to be an empty string, so that functions are declared with the correct prototype.

In the Project, Properties tree view, under C++, Preprocessor, enter CPPCONN_PUBLIC_FUNC= into the Preprocessor Definitions text field.
Dynamic build

Figure 5.4 Setting the CPPCONN_PUBLIC_FUNC Define

![Preprocessor Definitions]

<table>
<thead>
<tr>
<th>Preprocessor Definitions</th>
</tr>
</thead>
<tbody>
<tr>
<td>NDEBUG</td>
</tr>
<tr>
<td>MDEBUG</td>
</tr>
<tr>
<td>_CONSOLE</td>
</tr>
<tr>
<td>CPPCONN_PUBLIC_FUNC=</td>
</tr>
</tbody>
</table>

Inherited values:

<table>
<thead>
<tr>
<th>Inherited values:</th>
</tr>
</thead>
<tbody>
<tr>
<td>_UNICODE</td>
</tr>
<tr>
<td>_UNICODE</td>
</tr>
</tbody>
</table>

- Inherit from parent or project defaults
- Macros

OK Cancel

Note

Make sure you enter CPPCONN_PUBLIC_FUNC= and not CPPCONN_PUBLIC_FUNC, so that it is defined as an empty string.

4. Choose the C++ Runtime Library to link to. In the Property Pages dialog, open C++, Code Generation in the tree view, and then select the right option for Runtime Library following these rules:

- **For the Community version of Connector/C++:**
  - **For version 1.1.8 and before:** Link to the static version of the C++ runtime by selecting the /MT compiler option.
  - **For version 1.1.9 and later:** Link to the dynamic version of the C++ runtime by selecting the /MD compiler option. Also, target hosts running the client application need to have the Visual C++ Redistributable for Visual Studio 2013 installed.

- **For the Commercial version of Connector/C++:** Link to the static version of the C++ runtime by selecting the /MT compiler option.

Do NOT use the /MTd or /MDd option if you are using the Oracle-built Connector/C++; see the discussion here for an explanation.

Dynamic build

If you are building an application to use the Connector/C++ dynamic library, follow these steps:

1. Open Linker, Input in the Property Pages dialog.

2. Add mysqlcppconn.lib into the Additional Dependencies text field.

3. Choose the C++ Runtime Library to link to. In the Property Pages dialog, open C++, Code Generation in the tree view, and then select the right option for Runtime Library following these rules:

- **For the Community version of Connector/C++:**
  - **For version 1.1.8 and before:** You can link either to the static or dynamic version of the C++ runtime by selecting the /MT or the /MD compiler option, respectively.
4. Copy `mysqlcppconn.dll` to the same directory as the application executable. Alternatively, extend the PATH environment variable using `SET PATH=%PATH%;C:\path\to\cpp`. Alternatively, you can copy `mysqlcppconn.dll` to the Windows installation Directory, typically `c:\windows`.

   `mysqlcppconn.dll` must be in the same directory as the application executable, or somewhere on the system's path, so that the application can access the Connector/C++ dynamic library at runtime.
Chapter 6 Building Connector/C++ Linux Applications with NetBeans

This section describes how to build Connector/C++ applications for Linux using the NetBeans IDE.

Figure 6.1 The NetBeans IDE

1. Create a new project. Select **File, New Project**. Choose a **C/C++ Application** and click **Next**.

2. Give the project a name and click **Finish**. A new project is created.

3. In the **Projects** tab, right-click **Source Files** and select **New**, then **Main C++ File**.

4. Change the filename, or simply select the defaults and click **Finish** to add the new file to the project.

5. Now add some working code to your main source file. Explore your Connector/C++ installation and navigate to the **examples** directory.

6. Select a suitable example, such as **standalone_example_docs1.cpp**. Copy all the code in this file, and use it to replace the code in your existing main source file. Amend the code to reflect the
connection properties required for your test database. You now have a working example that will access a MySQL database using Connector/C++.

7. At this point, NetBeans shows some errors in the source code. Direct NetBeans to the necessary header files to include. Select File, Project Properties from the main menu.

8. In the Categories: tree view panel, navigate to Build, C++ Compiler.

9. In the General panel, select Include Directories.

10. Click the ... button.

11. Click Add, then navigate to the directory where the Connector/C++ header files are located. This is /usr/local/include unless you have installed the files to a different location. Click Select. Click OK.

Figure 6.2 Setting the Header Include Directory

12. Click OK again to close the Project Properties dialog.

At this point, you have created a NetBeans project containing a single C++ source file. You have also ensured that the necessary include files are accessible. Before continuing, decide whether your project is to use the Connector/C++ static or dynamic library. The project settings are slightly different in each case, because you link against a different library.

Using the Static Library

To use the static Connector/C++ library, link against two library files, libmysqlcppconn-static.a and libmysqlclient.a. The locations of the files depend on your setup, but typically the former are in /
usr/local/lib and the latter in /usr/lib. The file libmysqlclient.a is not part of Connector/C++, but is the MySQL client library file distributed with MySQL Server. (Remember, the MySQL client library is an optional component as part of the MySQL Server installation process.) The MySQL client library is also available as part of the Connector/C distribution.

1. Set the project to link the necessary library files. Select File, Project Properties from the main menu.

2. In the Categories: tree view, navigate to Linker.

3. In the General panel, select Additional Library Directories. Click the ... button.

4. Select and add the /usr/lib and /usr/local/lib directories.

5. In the same panel, add the two library files required for static linking as discussed earlier. The properties panel should then look similar to the following screenshot.

Figure 6.3 Setting the Static Library Directories and File Names

6. Click OK to close the Project Properties dialog.

Using the Dynamic Library

To use the Connector/C++ dynamic library, link your project with a single library file, libmysqlcppconn.so. The location of this file depends on how you configured your installation of Connector/C++, but typically is /usr/local/lib.

1. Set the project to link the necessary library file. Select File, Project Properties from the main menu.

2. In the Categories: tree view, navigate to Linker.
3. In the **General** panel, select **Additional Library Directories**. Click the ... button.

4. Select and add the `/usr/local/lib` directories.

5. In the same panel, add the library file required for static linking as discussed earlier. The properties panel should look similar to the following screenshot.

   **Figure 6.4 Setting the Dynamic Library Directory and File Name**

6. Click OK to close the Project Properties dialog.

After configuring your project, build it by selecting **Run, Build Main Project** from the main menu. You then run the project using **Run, Run Main Project**.

On running the application, you should see a screen similar to the following (this is actually the static version of the application shown):
Note
The preceding settings and procedures were carried out for the default Debug configuration. To create a Release configuration, select that configuration before setting the Project Properties.
Chapter 7 Getting Started with Connector/C++: Usage Examples

Table of Contents

7.1 Connecting to MySQL ................................................................. 32
7.2 Running a Simple Query ........................................................... 33
7.3 Fetching Results ....................................................................... 33
7.4 Using Prepared Statements ....................................................... 34
7.5 Complete Example 1 ................................................................. 34
7.6 Complete Example 2 ................................................................. 36

Source distributions of Connector/C++ include an examples directory that contains usage examples that explain how to use the following classes:

• Connection
• Driver
• PreparedStatement
• ResultSet
• ResultSetMetaData
• Statement

The examples cover:

• Using the Driver class to connect to MySQL
• Creating tables, inserting rows, fetching rows using (simple) statements
• Creating tables, inserting rows, fetching rows using prepared statements
• Hints for working around prepared statement limitations
• Accessing result set metadata

Several examples in this document are only code snippets, not complete programs. These snippets provide a brief overview on the API. For complete programs, check the examples directory of your Connector/C++ installation Please also read the README file in that directory. To test the example code, edit the examples.h file in the examples directory to add your connection information, then rebuild the code by issuing a make command.

The example programs in the examples directory include:

• connect.cpp:
  How to create a connection, insert data, and handle exceptions.

• connection_meta_schemaobj.cpp:
  How to obtain metadata associated with a connection object, such as a list of tables or databases, the MySQL version, or the connector version.

• debug_output.cpp:
  How to activate and deactivate the Connector/C++ debug protocol.
Connecting to MySQL

• exceptions.cpp:
  A closer look at the exceptions thrown by the connector and how to fetch error information.

• prepared_statements.cpp:
  How to execute Prepared Statements, including an example showing how to handle SQL statements that cannot be prepared by the MySQL Server.

• resultset.cpp:
  How to use a cursor to fetch data and iterate over a result set.

• resultset_meta.cpp:
  How to obtain metadata associated with a result set, such as the number of columns and column types.

• resultset_types.cpp:
  Result sets returned from metadata methods. (This is more a test than an example.)

• standalone_example.cpp:
  Simple standalone program not integrated into regular CMake builds.

• statements.cpp:
  How to execute SQL statements without using Prepared Statements.

• cpp_trace_analyzer.cpp:
  This example shows how to filter the output of the debug trace. Please see the inline comments for further documentation. This script is unsupported.

7.1 Connecting to MySQL

To establish a connection to MySQL Server, retrieve an instance of sql::Connection from a sql::mysql::MySQL_Driver object. A sql::mysql::MySQL_Driver object is returned by sql::mysql::get_mysql_driver_instance().

```cpp
sql::mysql::MySQL_Driver *driver;
sql::Connection *con;

driver = sql::mysql::get_mysql_driver_instance();
con = driver->connect("tcp://127.0.0.1:3306", "user", "password");
delete con;
```

Make sure that you free `con`, the sql::Connection object, as soon as you do not need it any more. But do not explicitly free `driver`, the connector object. Connector/C++ takes care of freeing that.

**Note**

get_mysql_driver_instance() calls get_driver_instance(), which is not thread-safe. Either avoid invoking these methods from within multiple threads at once, or surround the calls with a mutex to prevent simultaneous execution in multiple threads.

These methods can be used to check the connection state or reconnect:
Running a Simple Query

- `sql::Connection::isValid()` checks whether the connection is alive
- `sql::Connection::reconnect()` reconnects if the connection has gone down

For more information about connection options, see Section 11.1, “Connector/C++ Connection Options”.

### 7.2 Running a Simple Query

To run simple queries, you can use the `sql::Statement::execute()`, `sql::Statement::executeQuery()`, and `sql::Statement::executeUpdate()` methods. Use the method `sql::Statement::execute()` if your query does not return a result set or if your query returns more than one result set. See the examples directory for more information.

```cpp
sql::mysql::MySQL_Driver *driver;
sql::Connection *con;
sql::Statement *stmt;

driver = sql::mysql::get_mysql_driver_instance();
con = driver->connect("tcp://127.0.0.1:3306", "user", "password");

stmt = con->createStatement();
stmt->execute("USE " EXAMPLE_DB);
stmt->execute("DROP TABLE IF EXISTS test");
stmt->execute("CREATE TABLE test(id INT, label CHAR(1))");
stmt->execute("INSERT INTO test(id, label) VALUES (1, 'a')");

delete stmt;
delete con;
```

**Note**

You must free the `sql::Statement` and `sql::Connection` objects explicitly using `delete`.

### 7.3 Fetching Results

The API for fetching result sets is identical for (simple) statements and prepared statements. If your query returns one result set, use `sql::Statement::executeQuery()` or `sql::PreparedStatement::executeQuery()` to run your query. Both methods return `sql::ResultSet` objects. By default, Connector/C++ buffers all result sets on the client to support cursors.

```cpp
// ...
sql::Connection *con;
sql::Statement *stmt;
sql::ResultSet *res;
// ...
stmt = con->createStatement();
// ...
res = stmt->executeQuery("SELECT id, label FROM test ORDER BY id ASC");
while (res->next()) {
    // You can use either numeric offsets...
    cout << "id = " << res->getInt(1); // getInt(1) returns the first column
    // ... or column names for accessing results.
    // The latter is recommended.
    cout << ", label = " << res->getString("label") << " endl;"
}

delete res;
```
7.4 Using Prepared Statements

If you are not familiar with Prepared Statements in MySQL, take a look at the source code comments and explanations in the file examples/prepared_statement.cpp.

sql::PreparedStatement is created by passing an SQL query to sql::Connection::prepareStatement(). As sql::PreparedStatement is derived from sql::Statement, you will feel familiar with the API once you have learned how to use (simple) statements (sql::Statement). For example, the syntax for fetching results is identical.

```cpp
// ...
sql::Connection *con;
sql::PreparedStatement *prep_stmt
// ...
prep_stmt = con->prepareStatement("INSERT INTO test(id, label) VALUES (?, ?)");
prep_stmt->setInt(1, 1);
prep_stmt->setString(2, "a");
prep_stmt->execute();
prep_stmt->setInt(1, 2);
prep_stmt->setString(2, "b");
prep_stmt->execute();
delete prep_stmt;
delete con;
```

7.5 Complete Example 1

The following code shows a complete example of how to use Connector/C++.

```cpp
/* Copyright 2008, 2010, Oracle and/or its affiliates. All rights reserved.

This program is free software; you can redistribute it and/or modify
it under the terms of the GNU General Public License as published by
the Free Software Foundation; version 2 of the License.

There are special exceptions to the terms and conditions of the GPL
as it is applied to this software. View the full text of the
exception in file EXCEPTIONS-CONNECTOR-C++ in the directory of this
*/
```
software distribution.

This program is distributed in the hope that it will be useful,
but WITHOUT ANY WARRANTY; without even the implied warranty of
MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
GNU General Public License for more details.

You should have received a copy of the GNU General Public License
along with this program; if not, write to the Free Software
Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA
*/

/* Standard C++ includes */
#include <stdlib.h>
#include <iostream>

/*
Include directly the different
headers from cppconn/ and mysql_driver.h + mysql_util.h
(and mysql_connection.h). This will reduce your build time!
*/
#include "mysql_connection.h"

#include <cppconn/driver.h>
#include <cppconn/exception.h>
#include <cppconn/resultset.h>
#include <cppconn/statement.h>

using namespace std;

int main(void) {
    cout << endl;
    cout << "Running 'SELECT 'Hello World!' »
             AS _message'..." << endl;

    try {
        sql::Driver *driver;
        sql::Connection *con;
        sql::Statement *stmt;
        sql::ResultSet *res;

        /* Create a connection */
        driver = get_driver_instance();
        con = driver->connect("tcp://127.0.0.1:3306", "root", "root");
        /* Connect to the MySQL test database */
        con->setSchema("test");

        stmt = con->createStatement();
        res = stmt->executeQuery("SELECT 'Hello World!' AS _message");
        while (res->next()) {
            cout << "\... MySQL replies: ";
            /* Access column data by alias or column name */
            cout << res->getString("_message") << endl;
            cout << "\... MySQL says it again: ";
            /* Access column data by numeric offset, 1 is the first column */
            cout << res->getString(1) << endl;
        }
        delete res;
        delete stmt;
        delete con;
    }
    catch (sql::SQLException &e) {
        cout << "# ERR: SQLException in " << __FILE__ << __FUNCTION__ << " on line " << __LINE__ << endl;
        cout << "# ERR: " << e.what();
    }
}
cout << " (MySQL error code: " << e.getErrorCode();
cout << ", SQLState: " << e.getSQLState() << ")" << endl;
}
cout << endl;
return EXIT_SUCCESS;
}

7.6 Complete Example 2

The following code shows a complete example of how to use Connector/C++.

/* Copyright 2008, 2010, Oracle and/or its affiliates. All rights reserved.

This program is free software; you can redistribute it and/or modify
it under the terms of the GNU General Public License as published by
the Free Software Foundation; version 2 of the License.

There are special exceptions to the terms and conditions of the GPL
as it is applied to this software. View the full text of the
exception in file EXCEPTIONS-CONNECTOR-C++ in the directory of this
software distribution.

This program is distributed in the hope that it will be useful,
but WITHOUT ANY WARRANTY; without even the implied warranty of
MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.  See the
GNU General Public License for more details.

You should have received a copy of the GNU General Public License
along with this program; if not, write to the Free Software
Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA
*/

/* Standard C++ includes */
#include <stdlib.h>
#include <iostream>

/*
Include directly the different
headers from cppconn/ and mysql_driver.h + mysql_util.h
(and mysql_connection.h). This will reduce your build time!
*/
#include "mysql_connection.h"
#include <cppconn/driver.h>
#include <cppconn/exception.h>
#include <cppconn/resultset.h>
#include <cppconn/statement.h>
#include <cppconn/prepared_statement.h>

using namespace std;

int main(void)
{
 cout << endl;
cout << "Let's have MySQL count from 10 to 1..." << endl;

try {
 sql::Driver *driver;
 sql::Connection *con;
 sql::Statement *stmt;
 sql::ResultSet *res;
 sql::PreparedStatement *pstmt;
}
/* Create a connection */
driver = get_driver_instance();
con = driver->connect("tcp://127.0.0.1:3306", "root", "root");
/* Connect to the MySQL test database */
con->setSchema("test");

stmt = con->createStatement();
stmt->execute("DROP TABLE IF EXISTS test");
stmt->execute("CREATE TABLE test(id INT)");
delete stmt;

/* '?' is the supported placeholder syntax */
pstmt = con->prepareStatement("INSERT INTO test(id) VALUES (?)");
for (int i = 1; i <= 10; i++) {
pstmt->setInt(1, i);
pstmt->executeUpdate();
}
delete pstmt;

/* Select in ascending order */
pstmt = con->prepareStatement("SELECT id FROM test ORDER BY id ASC");
res = pstmt->executeQuery();

/* Fetch in reverse = descending order! */
res->afterLast();
while (res->previous())
    cout << "\t... MySQL counts: " << res->getInt("id") << endl;
delete res;
delete pstmt;
delete con;

} catch (sql::SQLException &e) {
    cout << "### ERR: SQLException in " << __FILE__ << " on line " << __LINE__ << endl;
    cout << "### ERR: " << e.what() << " (MySQL error code: " << e.getErrorCode();
    cout << ", SQLState: " << e.getSQLState() << " )" << endl;
}
cout << endl;
return EXIT_SUCCESS;
Chapter 8 Connector/C++ Tutorials

Table of Contents

8.1 Prerequisites and Background Information ................................................................. 39
8.2 Calling Stored Procedures with Statement Objects .......................................................... 41
  8.2.1 Using a Statement for a Stored Procedure That Returns No Result ...................... 42
  8.2.2 Using a Statement for a Stored Procedure That Returns an Output Parameter .......... 42
  8.2.3 Using a Statement for a Stored Procedure That Returns a Result Set .................. 44
8.3 Calling Stored Procedures with PreparedStatement Objects ......................................... 45
  8.3.1 Using a PreparedStatement for a Stored Procedure That Returns No Result .......... 45
  8.3.2 Using a PreparedStatement for a Stored Procedure That Returns an Output Parameter .. 46
  8.3.3 Using a PreparedStatement for a Stored Procedure That Returns a Result Set .......... 48

The following tutorials illustrate various aspects of using MySQL Connector/C++. Also consult the examples in Chapter 7, Getting Started with Connector/C++: Usage Examples.

8.1 Prerequisites and Background Information

This section describes the prerequisites that must be satisfied before you work through the remaining tutorial sections, and shows how to set up the framework code that serves as the basis for the tutorial applications.

These tutorials refer to tables and sample data from the world database, which you can download from the "Example Databases" section of the MySQL Documentation page.

Each tutorial application uses a framework consisting of the following code. The examples vary at the line that says /* INSERT TUTORIAL CODE HERE! */ within the try block, which is replaced for each application with the application-specific code.

```cpp
#include <stdlib.h>
#include <iostream>
#include <sstream>
#include <stdexcept>
/* uncomment for applications that use vectors */
/*#include <vector>*/
#include "mysql_connection.h"
#include <cppconn/driver.h>
#include <cppconn/exception.h>
#include <cppconn/resultset.h>
#include <cppconn/statement.h>
#include <cppconn/prepared_statement.h>

#define EXAMPLE_HOST "localhost"
#define EXAMPLE_USER "worlduser"
#define EXAMPLE_PASS "worldpass"
#define EXAMPLE_DB "world"

using namespace std;

int main(int argc, const char **argv)
{
  string url(argc >= 2 ? argv[1] : EXAMPLE_HOST);
```
To try the framework code as a standalone program, use this procedure:

1. Copy and paste the framework code to a file such as `framework.cpp`. Edit the `#define` statements to reflect your connection parameters (server, user, password, database). Also, because the file contains those parameters, set its access mode to be readable only to yourself.

2. Compile the framework. For example, on OS X, the command might look like this (enter the command on one line):

   ```shell
   g++ -o framework
   -I/usr/local/include -I/usr/local/include/cppconn
   framework.cpp -lmysqlcppconn
   ```

   Adapt the command as necessary for your system. A similar command is needed for the tutorial applications that follow.

3. To run the framework, enter the following:

   ```shell
   ./framework
   ```

   You will see a simple message:

   ```
   Connector/C++ tutorial framework...
   Done.
   ```

   You are now ready to continue to the tutorials.
8.2 Calling Stored Procedures with `Statement` Objects

A stored procedure can be called using a `Statement` or `PreparedStatement` object. This section shows how to call stored procedures using `Statement` objects. To see how to use `PreparedStatement` objects, see Section 8.3, “Calling Stored Procedures with `PreparedStatement` Objects”.

The following list describes different types of stored procedures that you can construct and call, along with example stored procedures that illustrate each type:

1. A stored procedure that returns no result. For example, such a stored procedure can log non-critical information, or change database data in a straightforward way.

   The following procedure adds a country to the `world` database, but does not return a result:

   ```
   CREATE PROCEDURE add_country (IN country_code CHAR(3),
                                 IN country_name CHAR(52),
                                 IN continent_name CHAR(30))
   BEGIN
     INSERT INTO Country(Code, Name, Continent)
     VALUES (country_code, country_name, continent_name);
   END;
   ```

2. A stored procedure that returns one or more values using output parameters. For example, such a procedure can indicate success or failure, or retrieve and return data items.

   The following procedures use an output parameter to return the population of a specified country or continent, or the entire world:

   ```
   CREATE PROCEDURE get_pop (IN country_name CHAR(52),
                            OUT country_pop BIGINT)
   BEGIN
     SELECT Population INTO country_pop FROM Country
     WHERE Name = country_name;
   END;
   ```

   ```
   CREATE PROCEDURE get_pop_continent (IN continent_name CHAR(30),
                                        OUT continent_pop BIGINT)
   BEGIN
     SELECT SUM(Population) INTO continent_pop FROM Country
     WHERE Continent = continent_name;
   END;
   ```

   ```
   CREATE PROCEDURE get_pop_world (OUT world_pop BIGINT)
   BEGIN
     SELECT SUM(Population) INTO world_pop FROM Country;
   END;
   ```

3. A stored procedure that returns one or more result sets. The procedure can execute one or more queries, each of which returns an arbitrary number of rows. Your application loops through each result set to display, transform, or otherwise process each row in it.

   This procedure returns several result sets:

   ```
   CREATE PROCEDURE get_data ()
   BEGIN
     SELECT Code, Name, Population, Continent FROM Country
     WHERE Continent = 'Oceania' AND Population < 10000;
   ```
Enter and test the stored procedures manually to ensure that they will be available to your C++ applications. (Select world as the default database before you create them.) You are now ready to start writing applications using Connector/C++ that call stored procedures.

### 8.2.1 Using a Statement for a Stored Procedure That Returns No Result

This example shows how to call a stored procedure that returns no result set.

1. Make a copy of the tutorial framework code:

   shell> cp framework.cpp sp_scenariol.cpp

2. Add the following code to the try block of the tutorial framework:

   ```c++
   sql::Driver* driver = get_driver_instance();
   std::auto_ptr<sql::Connection> con(driver->connect(url, user, pass));
   con->setSchema(database);
   std::auto_ptr<sql::Statement> stmt(con->createStatement());

   // We need not check the return value explicitly. If it indicates
   // an error, Connector/C++ generates an exception.
   stmt->execute("CALL add_country('ATL', 'Atlantis', 'North America')");
   ```

3. Compile the program as described in Section 8.1, “Prerequisites and Background Information”.

4. Run the program:

   shell> ./sp_scenariol

5. Using the mysql command-line client or other suitable program, check the world database to determine that it has been updated correctly. You can use this query:

   ```sql
   mysql> SELECT Code, Name, Continent FROM Country WHERE Code='ATL';
   +----+----------+---------------+
   | Code | Name     | Continent     |
   +----+----------+---------------+
   | ATL | Atlantis | North America |
   +----+----------+---------------+
   ```

   The code in this application simply invokes the `execute` method, passing to it a statement that calls the stored procedure. The procedure itself returns no value, although it is important to note there is always a return value from the `CALL` statement; this is the `execute` status. Connector/C++ handles this status for you, so you need not handle it explicitly. If the `execute` call fails for some reason, it raises an exception that the `catch` block handles.

### 8.2.2 Using a Statement for a Stored Procedure That Returns an Output Parameter

This example shows how to handle a stored procedure that returns an output parameter.
1. Make a copy of the tutorial framework code:

```
shell> cp framework.cpp sp_scenario2.cpp
```

2. Add the following code to the `try` block of the tutorial framework:

```cpp
sql::Driver* driver = get_driver_instance();
std::auto_ptr<sql::Connection> con(driver->connect(url, user, pass));
con->setSchema(database);
std::auto_ptr<sql::Statement> stmt(con->createStatement());
stmt->execute("CALL get_pop('Uganda', @pop)");
std::auto_ptr<sql::ResultSet> res(stmt->executeQuery("SELECT @pop AS _reply"));
while (res->next())
    cout << "Population of Uganda: " << res->getString("_reply") << endl;
stmt->execute("CALL get_pop_continent('Asia', @pop)");
res.reset(stmt->executeQuery("SELECT @pop AS _reply"));
while (res->next())
    cout << "Population of Asia: " << res->getString("_reply") << endl;
stmt->execute("CALL get_pop_world(@pop)");
res.reset(stmt->executeQuery("SELECT @pop AS _reply"));
while (res->next())
    cout << "Population of World: " << res->getString("_reply") << endl;
```

3. Compile the program as described in Section 8.1, “Prerequisites and Background Information”.

4. Run the program:

```
shell> ./sp_scenario2
Connector/C++ tutorial framework...
Population of Uganda: 21778000
Population of Asia: 3705025700
Population of World: 6078749450
Done.
```

In this scenario, each stored procedure sets the value of an output parameter. This is not returned directly to the `execute` method, but needs to be obtained using a subsequent query. If you were executing the SQL statements directly, you might use statements similar to these:

```
CALL get_pop('Uganda', @pop);
SELECT @pop;
CALL get_pop_continent('Asia', @pop);
SELECT @pop;
CALL get_pop_world(@pop);
SELECT @pop;
```

In the C++ code, a similar sequence is carried out for each procedure call:

1. Execute the `CALL` statement.

2. Obtain the output parameter by executing an additional query. The query produces a `ResultSet` object.
3. Retrieve the data using a \texttt{while} loop. The simplest way to do this is to use a \texttt{getString} method on the \texttt{ResultSet}, passing the name of the variable to access. In this example \texttt{_reply} is used as a placeholder for the variable and therefore is used as the key to access the correct element of the result dictionary.

Although the query used to obtain the output parameter returns only a single row, it is important to use the \texttt{while} loop to catch more than one row, to avoid the possibility of the connection becoming unstable.

8.2.3 Using a \texttt{Statement} for a Stored Procedure That Returns a Result Set

This example shows how to handle result sets produced by a stored procedure.

\begin{quote}
\textbf{Note}
This scenario requires MySQL 5.5.3 or higher. The client/server protocol does not support fetching multiple result sets from stored procedures prior to 5.5.3.
\end{quote}

1. Make a copy of the tutorial framework code:

\begin{verbatim}
shell> cp framework.cpp sp_scenario3.cpp
\end{verbatim}

2. Add the following code to the \texttt{try} block of the tutorial framework:

\begin{verbatim}
sql::Driver* driver = get_driver_instance();
std::auto_ptr<sql::Connection> con(driver->connect(url, user, pass));
con->setSchema(database);
std::auto_ptr<sql::Statement> stmt(con->createStatement());
stmt->execute("CALL get_data()");
std::auto_ptr<sql::ResultSet> res;
do {
    res.reset(stmt->getResultSet());
    while (res->next()) {
        cout << "Name: " << res->getString("Name")
            << " Population: " << res->getInt("Population")
            << endl;
    }
} while (stmt->getMoreResults());
\end{verbatim}

3. Compile the program as described in Section 8.1, “Prerequisites and Background Information”.

4. Run the program:

\begin{verbatim}
shell> ./sp_scenario3
Connector/C++ tutorial framework...
Name: Cocos (Keeling) Islands Population: 600
Name: Christmas Island Population: 2500
Name: Norfolk Island Population: 2000
Name: Niue Population: 2000
Name: Pitcairn Population: 50
Name: Tokelau Population: 2000
Name: United States Minor Outlying Islands Population: 0
Name: Svalbard and Jan Mayen Population: 3200
Name: Holy See (Vatican City State) Population: 1000
Name: Anguilla Population: 8000
Name: Atlantis Population: 0
Name: Saint Pierre and Miquelon Population: 7000
\end{verbatim}
Calling Stored Procedures with PreparedStatement Objects

The code is similar to the examples shown previously. The code of particular interest here is:

```cpp
do {
    res.reset(stmt->getResultSet());
    while (res->next()) {
        cout << "Name: " << res->getString("Name")
        << " Population: " << res->getInt("Population")
        << endl;
    }
} while (stmt->getMoreResults());
```

The CALL is executed as before, but this time the results are returned into multiple ResultSet objects because the stored procedure executes multiple SELECT statements. In this example, the output shows that three result sets are processed, because there are three SELECT statements in the stored procedure. Each result set returns more than one row.

The results are processed using this code pattern:

```cpp
do {
    Get Result Set
    while (Get Result) {
        Process Result
    }
} while (Get More Result Sets);
```

**Note**

Use this pattern even if the stored procedure executes only a single SELECT and produces only one result set. This is a requirement of the underlying protocol.

8.3 Calling Stored Procedures with PreparedStatement Objects

This section shows how to call stored procedures using prepared statements. It is recommended that, before working through it, you first work through the previous tutorial Section 8.2, “Calling Stored Procedures with Statement Objects”. That section shows the stored procedures required by the applications in this section.

8.3.1 Using a PreparedStatement for a Stored Procedure That Returns No Result

This example shows how to call a stored procedure that returns no result set.

1. Make a copy of the tutorial framework code:

   ```shell>
   cp framework.cpp ps_scenario1.cpp
   ```

2. Add the following code to the try block of the tutorial framework:

   ```cpp
   vector<string> code_vector;
   code_vector.push_back("SLD");
   code_vector.push_back("DSN");
   ```
Using a `PreparedStatement` for a Stored Procedure That Returns an Output Parameter

```cpp
code_vector.push_back("ATL");

vector<string> name_vector;
name_vector.push_back("Sealand");
name_vector.push_back("Disneyland");
name_vector.push_back("Atlantis");

vector<string> cont_vector;
cont_vector.push_back("Europe");
cont_vector.push_back("North America");
cont_vector.push_back("Oceania");

sql::Driver * driver = get_driver_instance();
std::auto_ptr< sql::Connection > con(driver->connect(url, user, pass));
con->setSchema(database);

std::auto_ptr< sql::PreparedStatement > pstmt;
pstmt.reset(con->prepareStatement("CALL add_country(?,?,?)");
for (int i=0; i<3; i++)
{
  pstmt->setString(1, code_vector[i]);
  pstmt->setString(2, name_vector[i]);
  pstmt->setString(3, cont_vector[i]);
  pstmt->execute();
}
```

Also, uncomment `#include <vector>` near the top of the code, because vectors are used to store sample data.

3. Compile the program as described in Section 8.1, “Prerequisites and Background Information”.

4. Run the program:

```
shell> ./ps_scenario1
```

5. You can check whether the database has been updated correctly by using this query:

```
mysql> SELECT Code, Name, Continent FROM Country
 WHERE Code IN ('DSN', 'ATL', 'SLD');
+----------+---------+---------+
| Code     | Name    | Continent|
|----------+---------+---------|
| ATL      | Atlantis| Oceania |
| DSN      | Disneyland| North America|
| SLD      | Sealand | Europe |
```

The code is relatively simple, as no processing is required to handle result sets. The procedure call, `CALL add_country(?,?,?)`, is made using placeholders for input parameters denoted by `?`. These placeholders are replaced by the appropriate data values using the `PreparedStatement` object's `setString` method. The for loop is set up to iterate 3 times, as there are three data sets in this example. The same `PreparedStatement` is executed three times, each time with different input parameters.

### 8.3.2 Using a `PreparedStatement` for a Stored Procedure That Returns an Output Parameter

This example shows how to handle a stored procedure that returns an output parameter.
Using a `PreparedStatement` for a Stored Procedure That Returns an Output Parameter

1. Make a copy of the tutorial framework code:

   ```shell
   cp framework.cpp ps_scenario2.cpp
   ```

2. Add the following code to the `try` block of the tutorial framework:

   ```cpp
   vector<string> cont_vector;
   cont_vector.push_back("Europe");
   cont_vector.push_back("North America");
   cont_vector.push_back("Oceania");

   sql::Driver * driver = get_driver_instance();
   std::auto_ptr< sql::Connection > con(driver->connect(url, user, pass));
   con->setSchema(database);

   std::auto_ptr< sql::Statement > stmt(con->createStatement());
   std::auto_ptr< sql::PreparedStatement > pstmt;
   std::auto_ptr< sql::ResultSet > res;

   pstmt.reset(con->prepareStatement("CALL get_pop_continent(?,@pop)"));

   for (int i=0; i<3; i++)
   {
     pstmt->setString(1,cont_vector[i]);
     pstmt->execute();
     res.reset(stmt->executeQuery("SELECT @pop AS _population"));
     while (res->next())
     {
       cout << "Population of " << cont_vector[i] << " is " << res->getString("_population") << endl;
     }
   }
   ```

   Also, uncomment `#include <vector>` near the top of the code, because vectors are used to store sample data.

3. Compile the program as described in Section 8.1, “Prerequisites and Background Information”.

4. Run the program:

   ```shell
   ./ps_scenario2
   ```

   In this scenario a `PreparedStatement` object is created that calls the `get_pop_continent` stored procedure. This procedure takes an input parameter, and also returns an output parameter. The approach used is to create another statement that can be used to fetch the output parameter using a `SELECT` query. Note that when the `PreparedStatement` is created, the input parameter to the stored procedure is denoted by `'?'. Prior to execution of the prepared statement, it is necessary to replace this placeholder by an actual value. This is done using the `setString` method:

   ```cpp
   pstmt->setString(1,cont_vector[i]);
   ```
Although the query used to obtain the output parameter returns only a single row, it is important to use the `while` loop to catch more than one row, to avoid the possibility of the connection becoming unstable.

### 8.3.3 Using a `PreparedStatement` for a Stored Procedure That Returns a Result Set

This example shows how to handle result sets produced by a stored procedure.

**Note**

This scenario requires MySQL 5.5.3 or higher. The client/server protocol does not support fetching multiple result sets from stored procedures prior to 5.5.3.

1. Make a copy of the tutorial framework code:

   ```shell
   cp framework.cpp ps_scenario3.cpp
   ```

2. Add the following code to the `try` block of the tutorial framework:

   ```cpp
   sql::Driver * driver = get_driver_instance();
   std::auto_ptr< sql::Connection > con(driver->connect(url, user, pass));
   con->setSchema(database);
   std::auto_ptr< sql::PreparedStatement > pstmt;
   std::auto_ptr< sql::ResultSet > res;
   pstmt.reset(con->prepareStatement("CALL get_data()"));
   res.reset(pstmt->executeQuery());
   for(;;)
   {
     while (res->next()) {
       cout << "Name: " << res->getString("Name")
           << " Population: " << res->getInt("Population")
           << endl;
     }
     if (pstmt->getMoreResults())
     {
       res.reset(pstmt->getResultSet());
       continue;
     }
     break;
   }
   ```

3. Compile the program as described in Section 8.1, “Prerequisites and Background Information”.

4. Run the program:

   ```shell
   ./ps_scenario3
   ```

5. Make a note of the output generated.

The code executes the stored procedure using a `PreparedStatement` object. The standard `do/while` construct is used to ensure that all result sets are fetched. The returned values are fetched from the result sets using the `getInt` and `getString` methods.
Chapter 9 Connector/C++ Debug Tracing

Although a debugger can be used to debug a specific instance of your application, you may find it beneficial to enable the debug traces of the connector. Some problems happen randomly which makes them difficult to debug using a debugger. In such cases, debug traces and protocol files are more useful because they allow you to trace the activities of all instances of your program.

DTrace is a very powerful technology to trace any application without having to develop an extra trace module for your application. DTrace is currently available on Solaris, OS X, and FreeBSD.

Connector/C++ can write two trace files:

1. A trace file generated by the MySQL client library
2. A trace file generated internally by Connector/C++

The first trace file can be generated by the underlying MySQL client library (libmysqlclient). To enable this trace, the connector calls the `mysql_debug()` C API function internally. Because only debug versions of the MySQL client library are capable of writing a trace file, compile Connector/C++ against a debug version of the library to use this trace. The trace shows the internal function calls and the addresses of internal objects as shown here:

```
>mysql_stmt_init
 | >_mymalloc
 | | enter: Size: 816
 | | exit: ptr: 0x68e7b8
 <_mymalloc | >init_alloc_root
 | | enter: root: 0x68e7b8
 | >_mymalloc
 | | enter: Size: 2064
 | | exit: ptr: 0x68eb28
 [...]```

The second trace is the Connector/C++ internal trace. It is available with debug and nondebug builds of the connector as long as you have enabled the tracing module at compile time. By default, tracing functionality is not available and calls to trace functions are removed by the preprocessor. To enable the tracing module, use `cmake -DMYSQLCPPCONN_TRACE_ENABLE=1`.

Compiling the connector with tracing functionality enabled causes two additional tracing function calls per each connector function call. For example:

```
| INF: Tracing enabled
<MySQL_Connection::setClientOption
>MySQL_Prepared_Statement::setInt
 | INF: this=0x69a2e0
 | >MySQL_Prepared_Statement::checkClosed
 <MySQL_Prepared_Statement::checkClosed
<MySQL_Prepared_Statement::checkClosed
<MySQL_Prepared_Statement::checkClosed
 [...]```

Run your own benchmark to find out how much this will impact the performance of your application.

A simple test using a loop running 30,000 `INSERT` SQL statements showed no significant real-time impact. The two variants of this application using a trace enabled and trace disabled version of the connector performed equally well. The runtime measured in real time was not significantly impacted as long as writing a debug trace was not enabled. However, there will be a difference in the time spent in the application. When writing a debug trace, the I/O subsystem may become a bottleneck.
In summary, use connector builds with tracing enabled carefully. Trace-enabled versions may cause higher CPU usage even if the overall runtime of your application is not impacted significantly.

The example from `examples/debug_output.cpp` demonstrates how to activate the debug traces in your program. Currently they can only be activated through API calls. The traces are controlled on a per-connection basis. You can use the `setClientOption()` method of a connection object to activate and deactivate trace generation. The MySQL client library trace always writes its trace to a file, whereas the connector writes protocol messages to the standard output.

```cpp
sql::Driver *driver;
int on_off = 1;

/* Using the Driver to create a connection */
driver = get_driver_instance();
std::auto_ptr< sql::Connection > con(driver->connect(host, user, pass));

/*
Activate debug trace of the MySQL client library (C API)
Only available with a debug build of the MySQL client library!
*/
con->setClientOption("libmysql_debug", "d:t:0,client.trace");

/*
Connector/C++ tracing is available if you have compiled the driver using cmake -DMYSQLCPPCONN_TRACE_ENABLE:BOOL=1
*/
con->setClientOption("clientTrace", &on_off);
```
Chapter 10 Connector/C++ Usage Notes

Connector/C++ is compatible with the JDBC 4.0 API. See the JDBC overview for information on JDBC 4.0. Please also check the examples directory of the download package.

- The Connector/C++ sql::DataType class defines the following JDBC standard data types: UNKNOWN, BIT, TINYINT, SMALLINT, MEDIUMINT, INTEGER, BIGINT, REAL, DOUBLE, DECIMAL, NUMERIC, CHAR, BINARY, VARCHAR, VARBINARY, LONGVARCHAR, LONGVARBINARY, TIMESTAMP, DATE, TIME, GEOMETRY, ENUM, SET, SQLNULL.

Connector/C++ does not support the following JDBC standard data types: ARRAY, BLOB, CLOB, DISTINCT, FLOAT, OTHER, REF, STRUCT.

- `DatabaseMetaData::supportsBatchUpdates()` returns true because MySQL supports batch updates in general. However, the Connector/C++ API provides no API calls for batch updates.

- Two non-JDBC methods let you fetch and set unsigned integers: `getUInt64()` and `getUInt()`. These are available for `ResultSet` and `Prepared_Statement`:
  - `ResultSet::getUInt64()`
  - `ResultSet::getUInt()`
  - `PreparedStatement::setUInt64()`
  - `PreparedStatement::setUInt()`

  The corresponding `getLong()` and `setLong()` methods have been removed.

- The `DatabaseMetaData::getColumns()` method has 23 columns in its result set, rather than the 22 columns defined by JDBC. The first 22 columns are as described in the JDBC documentation, but column 23 is new:
  23. `IS_AUTOINCREMENT`: A string which is “YES” if the column is an auto-increment column, “NO” otherwise.

- Connector/C++ may return different metadata for the same column, depending on the method you call.

  Suppose that you have a column that accepts a character set and a collation in its specification and you specify a binary collation, such as:

  ```sql
  VARCHAR(20) CHARACTER SET utf8 COLLATE utf8_bin
  ```

  The server sets the `BINARY` flag in the result set metadata of this column. The `ResultSetMetaData::getColumnTypeName()` method uses the metadata and reports, due to the `BINARY` flag, that the column type name is `BINARY`, as illustrated here:

  ```sql
  mysql> CREATE TABLE varbin (a VARCHAR(20) CHARACTER SET utf8 COLLATE utf8_bin);
  Query OK, 0 rows affected (0.00 sec)
  
  mysql> select * from varbin;
  Field   1: `a`
  Catalog: `def`
  Database: `test`
  Table: `varbin`
  Org_table: `varbin`
  Type: VAR_STRING
  ```
However, INFORMATION_SCHEMA gives no hint in its COLUMNS table that metadata will contain the BINARY flag. DatabaseMetaData::getColumns() uses INFORMATION_SCHEMA and will report the type name VARCHAR for the same column. It also returns a different type code.

- When inserting or updating BLOB or TEXT columns, Connector/C++ developers are advised not to use setString(). Instead, use the dedicated setBlob() API function.

The use of setString() can cause a Packet too large error message. The error occurs if the length of the string passed to the connector using setString() exceeds max_allowed_packet (minus a few bytes reserved in the protocol for control purposes). This situation is not handled in Connector/C++, because it could lead to security issues, such as extremely large memory allocation requests due to malevolently long strings.

If setBlob() is used, this problem does not arise because setBlob() takes a streaming approach based on std::istream. When sending the data from the stream to MySQL Server, Connector/C++ splits the stream into chunks appropriate for MySQL Server using the current max_allowed_packet setting.

Caution

When using setString(), it is not possible to set max_allowed_packet to a value large enough for the string prior to passing it to Connector/C++. That configuration option cannot be changed within a session.

This difference from the JDBC specification ensures that Connector/C++ is not vulnerable to memory flooding attacks.

- In general, Connector/C++ works with MySQL 5.0, but it is not completely supported. Some methods may not be available when connecting to MySQL 5.0. This is because the Information Schema is used
to obtain the requested information. There are no plans to improve the support for 5.0 because the current GA version of MySQL Server is 5.6. Connector/C++ is primarily targeted at the MySQL Server GA version that is available on its release.

The following methods throw a `sql::MethodNotImplemented` exception when you connect to a MySQL server earlier than 5.1:

- `DatabaseMetaData::getCrossReference()`
- `DatabaseMetaData::getExportedKeys()`
- `Connector/C++ includes a Connection::getClientOption()` method that is not included in the JDBC API specification. The prototype is:

```cpp
void getClientOption(const std::string & optionName, void * optionValue)
```

The method can be used to check the value of connection properties set when establishing a database connection. The values are returned through the `optionValue` argument passed to the method with the type `void *`.

Currently, `getClientOption()` supports fetching the `optionValue` of the following options:

- `metadataUseInfoSchema`
- `defaultStatementResultType`
- `defaultPreparedStatementResultType`

The `metadataUseInfoSchema` connection option controls whether to use the `Information_Schemata` for returning the metadata of `SHOW` statements:

- For `metadataUseInfoSchema`, interpret the `optionValue` argument as a boolean upon return.
- For `defaultStatementResultType` and `defaultPreparedStatementResultType`, interpret the `optionValue` argument as an integer upon return.

The connection property can be set either when establishing the connection through the connection property map, or using `void Connection::setClientOption(const std::string & optionName, const void * optionValue)` where `optionName` is assigned the value `metadataUseInfoSchema`.

Some examples:

```cpp
bool isInfoSchemaUsed;
conn->getClientOption("metadataUseInfoSchema", (void *) &isInfoSchemaUsed);

int defaultStmtResType;
int defaultPStmtResType;
conn->getClientOption("defaultStatementResultType", (void *) &defaultStmtResType);
conn->getClientOption("defaultPreparedStatementResultType", (void *) &defaultPStmtResType);
```

- To get and set MySQL session variables, Connector/C++ supports the following `MySQL_Connection` methods, which are not found in the JDBC API standard:

```cpp
std::string MySQL_Connection::getSessionVariable(const std::string & varname)
void MySQL_Connection::setSessionVariable(const std::string & varname, const std::string & value)
```
getSessionVariable() is equivalent to executing the following and fetching the first return value:

```
SHOW SESSION VARIABLES LIKE 'var_name'
```

You can use the % and _ SQL pattern characters in var_name.

setSessionVariable() is equivalent to executing:

```
SET SESSION var_name = value
```

- Fetching the value of a column can sometimes return different values depending on whether the call is made from a Statement or Prepared Statement. This is because the protocol used to communicate with the server differs depending on whether a Statement or Prepared Statement is used.

To illustrate this, consider the case where a column has been defined as type BIGINT. The most negative BIGINT value is then inserted into the column. If a Statement and Prepared Statement are created that perform a getUInt64() call, then the results will be different in each case. The Statement returns the maximum positive value for BIGINT. The Prepared Statement returns 0.

The difference results from the fact that Statements use a text protocol, and Prepared Statements use a binary protocol. When a string value is returned from the server in the preceding scenario, a very large negative value is fetched with getUInt64(), which fetches unsigned integers. Because the large negative value cannot be sensibly converted to an unsigned value, 0 is returned.

In the case of the Statement, which uses the text protocol, values are returned from the server as strings, and then converted as required. When a string value is returned from the server in the preceding scenario, the large negative value must be converted by the runtime library function strtoul(), which getUInt64() calls. The behavior of strtoul() is dependent upon the specific runtime and host operating system, so the results can be platform dependent. In the case, given a large positive value was actually returned.

Although it is very rare, there are some cases where Statements and Prepared Statements can return different values unexpectedly, but this usually only happens in extreme cases such as the one mentioned.

- The JDBC documentation lists many fields for the DatabaseMetaData class. JDBC also appears to define certain values for those fields. However, Connector/C++ does not define certain values for those fields. Internally enumerations are used and the compiler determines the values to assign to a field.

To compare a value with the field, use code such as the following, rather than making assumptions about specific values for the attribute:

```cpp
// dbmeta is an instance of DatabaseMetaData
if (myvalue == dbmeta->attributeNoNulls) {
    ...;
}
```

Usually myvalue will be a column from a result set holding metadata information. Connector/C++ does not guarantee that attributeNoNulls is 0. It can be any value.

- When programming stored procedures, JDBC has available an extra class, an extra abstraction layer for callable statements, the CallableStatement class. As this class is not present in Connector/C++, use
the methods from the `Statement` and `PreparedStatement` classes to execute a stored procedure using `CALL`.
Chapter 11 Connector/C++ API Reference

Table of Contents

11.1 Connector/C++ Connection Options ................................................................. 57

This chapter contains information about the public API reference for Connector/C++.

11.1 Connector/C++ Connection Options

To connect to a MySQL server from Connector/C++ applications, use the `connect()` method of the `MySQL_Driver` class. The `connect()` method has two calling sequences:

- One calling sequence takes arguments indicating how to connect to the MySQL server, and the user name and password of the MySQL account to use:

  ```
  sql::Connection * MySQL_Driver::connect(const sql::SQLString& hostName,
                                          const sql::SQLString& userName,
                                          const sql::SQLString& password)
  ```

  Example:

  ```
  sql::mysql::MySQL_Driver *driver;
  sql::Connection *con;
  
  driver = sql::mysql::MySQL_Driver::get_mysql_driver_instance();
  con = driver->connect("tcp://127.0.0.1:3306", "root", "rootpass");
  ```

  This syntax is convenient for simple connections.

- The other syntax takes an option map that contains the connection properties to use for establishing the connection:

  ```
  sql::Connection * MySQL_Driver::connect(sql::ConnectOptionsMap & properties)
  ```

  This syntax is useful for connections that require specifying options other than the three permitted by the first syntax. To use an option map, initialize it with the required connection properties, then pass the map to the `connect()` call.

  Example:

  ```
  sql::mysql::MySQL_Driver *driver;
  sql::Connection *con;
  sql::ConnectOptionsMap connection_properties;
  
  connection_properties["hostName"] = hostName;
  connection_properties["userName"] = userName;
  connection_properties["password"] = password;
  connection_properties["schema"] = "information_schema";
  connection_properties["port"] = 13306;
  connection_properties["OPT_RECONNECT"] = true;
  
  driver = sql::mysql::MySQL_Driver::get_mysql_driver_instance();
  con = driver->connect(connection_properties);
  ```
The `hostName` parameter can be a host name, IP address, or URL.

For a host name or IP address by itself, Connector/C++ makes a TCP/IP connection to the named host. If the host name is `localhost`, Connector/C++ interprets it as `127.0.0.1`.

For a `hostName` value specified as a URL, the format begins with a connection protocol and the protocol determines the syntax of the remaining part of the URL:

- **tcp://...**

  This URL format establishes a TCP/IP connection and is usable on all platforms. The format permits specification of host name or IP address, TCP/IP port number, and default database. The syntax for a URL that includes all those items looks like this:

  ```
tcp://host:port/db
  ```

  The `:port` and `/db` parts of the URL are optional. The `host` part may be enclosed within `[` and `]` characters, which is useful for specifying IPv6 addresses such as `::1` that contain the `:` character that otherwise would be interpreted as beginning a `:port` specifier.

  This URL connects to the local host using the default port number and without selecting a default database:

  ```
tcp://127.0.0.1
  ```

  This URL connects to the named host on port 13306 and selects `employees` as the default database:

  ```
tcp://host1.example.com:13306/employees
  ```

  This URL connects to port 3307 on the local host, using the `::1` IPv6 address. The URL uses `[` and `]` around the address to disambiguate the `:` characters in the host and port parts of the URL:

  ```
tcp://[::1]:3307
  ```

- **pipe://pipe_name**

  This URL format enables use of named pipes for connections to the local host on Windows systems. The `pipe_name` value is the named pipe name, just as for the `--socket` option of MySQL clients such as `mysql` and `mysqladmin` running on Windows (see Connecting to the MySQL Server).

- **unix://path_name**

  This URL format enables use of Unix domain socket files for connections to the local host on Unix and Unix-like systems. The `path_name` value is the socket file path name, just as for the `--socket` option of MySQL clients such as `mysql` and `mysqladmin` running on Unix (see Connecting to the MySQL Server).

For the `connect()` syntax that takes an option map argument, Connector/C++ supports the connection properties described in the following list.

**Note**

Many of these properties correspond to arguments for the `mysql_options()`, `mysql_options4()`, or `mysql_real_connect()`, C API function. For such properties, the descriptions here are brief. For more information, refer to the
• **characterSetResults**

This option sets the `character_set_results` system variable for the session. The value is a string.

• **charsetDir**

The path name to the directory that contains character set definition files. This option corresponds to the `MYSQL_SET_CHARSET_DIR` option for the `mysql_options()` C API function. The value is a string.

  This option was added in Connector/C++ 1.1.5.

• **CLIENT_COMPRESS**

Whether to use compression in the client/server protocol. This option corresponds to the flag of the same name for the `client_flag` argument of the `mysql_real_connect()` C API function. The value is a boolean.

• **CLIENT_FOUND_ROWS**

Whether to return the number of found (matched) rows, not the number of changed rows. This option corresponds to the flag of the same name for the `client_flag` argument of the `mysql_real_connect()` C API function. The value is a boolean.

• **CLIENT_IGNORE_SIGPIPE**

Whether to prevent the *libmysqlclient* client library from installing a `SIGPIPE` signal handler. This option corresponds to the flag of the same name for the `client_flag` argument of the `mysql_real_connect()` C API function. The value is a boolean.

• **CLIENT_IGNORE_SPACE**

Whether to permit spaces after function names. This option corresponds to the flag of the same name for the `client_flag` argument of the `mysql_real_connect()` C API function. The value is a boolean.

• **CLIENT_INTERACTIVE**

Whether to permit `interactive_timeout` seconds of inactivity (rather than `wait_timeout` seconds) before closing the connection. This option corresponds to the flag of the same name for the `client_flag` argument of the `mysql_real_connect()` C API function. The value is a boolean.

• **CLIENT_LOCAL_FILES**

Whether to enable `LOAD DATA LOCAL INFILE` handling. This option corresponds to the flag of the same name for the `client_flag` argument of the `mysql_real_connect()` C API function. The value is a boolean.

• **CLIENT_MULTI_STATEMENTS**

Whether the client may send multiple statements in a single string (separated by `;` characters). This option corresponds to the flag of the same name for the `client_flag` argument of the `mysql_real_connect()` C API function. The value is a boolean.

---

**Note**

There is no `CLIENT_MULTI_RESULTS` connection option. Connector/C++ enables that flag for all connections.
CONNECTOR/C++ CONNECTION OPTIONS

- **CLIENT_NO_SCHEMA**
  Whether to prohibit `db_name.tbl_name.col_name` syntax. This option corresponds to the flag of the same name for the `client_flag` argument of the `mysql_real_connect()` C API function. The value is a boolean.

- **defaultAuth**
  The name of the authentication plugin to use. This option corresponds to the `MYSQL_DEFAULT_AUTH` option for the `mysql_options()` C API function. The value is a string.
  This option was added in Connector/C++ 1.1.5.

- **defaultPreparedStatementResultType**
  The result set type for statements executed using `MySQL_Connection::prepareStatement()` to define whether result sets are scrollable. Permitted values are `sql::ResultSet::TYPE_FORWARD_ONLY` and `sql::ResultSet::TYPE_SCROLL_INSENSITIVE`. The `sql::ResultSet::TYPE_SCROLL_SENSITIVE` type is not supported.

- **defaultStatementResultType**
  The result set type for statements executed using `MySQL_Connection::createStatement()` to define whether result sets are scrollable. Permitted values are `sql::ResultSet::TYPE_FORWARD_ONLY` and `sql::ResultSet::TYPE_SCROLL_INSENSITIVE`. The `sql::ResultSet::TYPE_SCROLL_SENSITIVE` type is not supported.

- **hostName**
  This has the same meaning and syntax as for the three-argument `connect()` syntax. The value can be a host name, IP address, or URL, as described earlier in this section.

- **OPT_CAN_HANDLE_EXPIRED_PASSWORDS**
  Whether the client can handle expired passwords. This option corresponds to the `MYSQL_OPT_CAN_HANDLE_EXPIRED_PASSWORDS` option for the `mysql_options()` C API function. The value is a boolean.
  This option was added in Connector/C++ 1.1.2.

- **OPT_CHARSET_NAME**
  The name of the character set to use as the default character set. This option corresponds to the `MYSQL_SET_CHARSET_NAME` option for the `mysql_options()` C API function. The value is a string.

- **OPT_CONNECT_ATTR_ADD**
  Key/value pairs to add to the current set of connection attributes to pass to the server at connect time. This option corresponds to the `MYSQL_OPT_CONNECT_ATTR_ADD` option for the `mysql_options4()` C API function. The value is a `std::map<sql::SQLString, sql::SQLString>` value.
  This option was added in Connector/C++ 1.1.4.

- **OPT_CONNECT_ATTR_DELETE**
  Key names for key/value pairs to delete from the current set of connection attributes to pass to the server at connect time. This option corresponds to the `MYSQL_OPT_CONNECT_ATTR_DELETE` option for the `mysql_options()` C API function. The value is a `std::list<sql::SQLString>` value.
Connector/C++ Connection Options

This option was added in Connector/C++ 1.1.5.

• **OPT_CONNECT_ATTR_RESET**

  Resets (clears) the current set of connection attributes to pass to the server at connect time. This option corresponds to the `MYSQL_OPT_CONNECT_ATTR_RESET` option for the `mysql_options()` C API function.

  This option was added in Connector/C++ 1.1.5.

• **OPT_CONNECT_TIMEOUT**

  The connect timeout in seconds. This option corresponds to the `MYSQL_OPT_CONNECT_TIMEOUT` option for the `mysql_options()` C API function. The value is an unsigned integer.

• **OPT_ENABLE_CLEARTEXT_PLUGIN**

  Enable the `mysql_clear_password` cleartext authentication plugin. This option corresponds to the `MYSQL_ENABLE_CLEARTEXT_PLUGIN` option for the `mysql_options()` C API function. The value is a boolean.

  This option was added in Connector/C++ 1.1.3.

• **OPT_LOCAL_INFILE**

  Whether to enable the `LOAD DATA LOCAL INFILE` statement. This option corresponds to the `MYSQL_OPT_LOCAL_INFILE` option for the `mysql_options()` C API function. The value is an unsigned integer.

  This option was added in Connector/C++ 1.1.5.

• **OPT_NAMED_PIPE**

  Use a named pipe to connect to the MySQL server on Windows, if the server permits named-pipe connections. This option corresponds to the `MYSQL_OPT_NAMED_PIPE` option for the `mysql_options()` C API function. The value is unused.

• **OPT_READ_TIMEOUT**

  The timeout in seconds for each attempt to read from the server. This option corresponds to the `MYSQL_OPT_READ_TIMEOUT` option for the `mysql_options()` C API function. The value is an unsigned integer.

• **OPT_RECONNECT**

  Enable or disable automatic reconnection to the server if the connection is found to have been lost. This option corresponds to the `MYSQL_OPT_RECONNECT` option for the `mysql_options()` C API function. The value is a boolean. The default is false.

• **OPT_REPORT_DATA_TRUNCATION**

  Enable or disable reporting of data truncation errors for prepared statements using the `error` member of `MYSQL_BIND` structures. This option corresponds to the `MYSQL_REPORT_DATA_TRUNCATION` option for the `mysql_options()` C API function. The value is a boolean.

• **OPT_WRITE_TIMEOUT**
The timeout in seconds for each attempt to write to the server. This option corresponds to the `MYSQL_OPT_WRITE_TIMEOUT` option for the `mysql_options()` C API function. The value is an unsigned integer.

- **password**
  
The password for the client MySQL account. This option corresponds to the `passwd` argument of the `mysql_real_connect()` C API function. The value is a string.

- **pipe**
  
The name of the named pipe for a named-pipe connection to the local host on Windows systems. The value is a string.

- **pluginDir**
  
The directory in which to look for client plugins. This option corresponds to the `MYSQL_PLUGIN_DIR` option for the `mysql_options()` C API function. The value is a string.
  
  This option was added in Connector/C++ 1.1.5.

- **port**
  
The port number for TCP/IP connections. This option corresponds to the `port` argument of the `mysql_real_connect()` C API function. The value is an unsigned integer.

- **postInit**
  
  This option is similar to `preInit`, but the statements are executed after driver initialization. The value is a string.
  
  This option was added in Connector/C++ 1.1.2.

- **preInit**
  
  A string containing statements to execute before driver initialization. This option corresponds to the `MYSQL_INIT_COMMAND` option for the `mysql_options()` C API function. The value is a string.
  
  This option was added in Connector/C++ 1.1.2.

- **readDefaultFile**
  
  Read options from the named option file instead of from `my.cnf`. This option corresponds to the `MYSQL_READ_DEFAULT_FILE` option for the `mysql_options()` C API function. The value is a string.
  
  This option was added in Connector/C++ 1.1.5.

- **readDefaultGroup**
  
  Read options from the named group from `my.cnf` or the file specified with `readDefaultFile`. This option corresponds to the `MYSQL_READ_DEFAULT_GROUP` option for the `mysql_options()` C API function. The value is a string.
  
  This option was added in Connector/C++ 1.1.5.

- **rsaKey**
Connector/C++ Connection Options

The path name to a file containing the server RSA public key. This option corresponds to the MYSQL_SERVER_PUBLIC_KEY option for the mysql_options() C API function. The value is a string.

- **schema**

  The default database name. This option corresponds to the db argument of the mysql_real_connect() C API function. The value is a string.

- **socket**

  The name of a Unix domain socket file for a socket-file connection to the local host on Unix and Unix-like systems. This option corresponds to the socket argument of the mysql_real_connect() C API function. The value is a string.

- **sslCA**

  The path to a file in PEM format that contains a list of trusted SSL CAs. This option corresponds to the MYSQL_OPT_SSL_CA option for the mysql_options() C API function. The value is a string.

- **sslCAPath**

  The path to a directory that contains trusted SSL CA certificates in PEM format. This option corresponds to the MYSQL_OPT_SSL_CA Path option for the mysql_options() C API function. The value is a string.

- **sslCert**

  The name of an SSL certificate file in PEM format to use for establishing a secure connection. This option corresponds to the MYSQL_OPT_SSL_CERT option for the mysql_options() C API function. The value is a string.

- **sslCipher**

  The list of permitted ciphers for SSL encryption. This option corresponds to the MYSQL_OPT_SSL_CIPHER option for the mysql_options() C API function. The value is a string.

- **sslCRL**

  The path to a file containing certificate revocation lists in PEM format. This option corresponds to the MYSQL_OPT_SSL_CRL option for the mysql_options() C API function. The value is a string.

  This option was added in Connector/C++ 1.1.4.

- **sslCRLPath**

  The path to a directory that contains files containing certificate revocation lists in PEM format. This option corresponds to the MYSQL_OPT_SSL_CRL Path option for the mysql_options() C API function. The value is a string.

  This option was added in Connector/C++ 1.1.4.

- **sslEnforce**

  Whether to require the connection to use SSL. This option corresponds to the MYSQL_OPT_SSL_ENFORCE option for the mysql_options() C API function. The value is a boolean.

- **sslKey**
The name of an SSL key file in PEM format to use for establishing a secure connection. This option corresponds to the `MYSQL_OPT_SSL_KEY` option for the `mysql_options()` C API function. The value is a string.

- **sslVerify**

  Enable or disable verification of the server’s Common Name value in its certificate against the host name used when connecting to the server. This option corresponds to the `MYSQL_OPT_SSL_VERIFY_SERVER_CERT` option for the `mysql_options()` C API function. The value is a boolean.

  This option was added in Connector/C++ 1.1.4.

- **useLegacyAuth**

  Whether to permit connections to a server that does not support the password hashing used in MySQL 4.1.1 and later. This option corresponds to the `MYSQL_SECURE_AUTH` option for the `mysql_options()` C API function, except that the sense of `useLegacyAuth` is logically opposite that of `MYSQL_SECURE_AUTH`. For example, to disable secure authentication, pass a `useLegacyAuth` value of true. The value is a boolean.

  This option was added in Connector/C++ 1.1.4.

- **userName**

  The user name for the MySQL account to use. This option corresponds to the `user` argument of the `mysql_real_connect()` C API function. The value is a string.
Chapter 12 Connector/C++ Known Bugs and Issues

Please report bugs through the MySQL Bug System. See How to Report Bugs or Problems.

For notes detailing the changes in each release of Connector/C++, see MySQL Connector/C++ Release Notes.

• When linking against a static library for 1.0.3 on Windows, define CPPDBC_PUBLIC_FUNC either in the compiler options (preferable) or with /D "CPPCONN_PUBLIC_FUNC=". You can also explicitly define it in your code by placing #define CPPCONN_PUBLIC_FUNC before the header inclusions.

• Generally speaking, C++ library binaries are less portable than C library binaries. Issues can be caused by name mangling, different Standard Template Library (STL) versions, and using different compilers and linkers for linking against the libraries than were used for building the library itself.

Even a small change in the compiler version can cause problems. If you obtain error messages that you suspect are related to binary incompatibilities, build Connector/C++ from source, using the same compiler and linker that you use to build and link your application.

Due to the variations between Linux distributions, compiler and linker versions and STL versions, it is not possible to provide binaries for each and every possible configuration. However, the Connector/C++ binary distributions contain a README file that describes the environment and settings used to build the binary versions of the libraries.

• To avoid potential crashes, the build configuration of Connector/C++ should match the build configuration of the application using it. For example, do not use the release build of Connector/C++ with a debug build of the client application.
Chapter 13 Connector/C++ Support

For general discussion of Connector/C++, please use the C/C++ community forum or join the Connector/C++ mailing list.

Bugs can be reported at the MySQL bug Web site.

For notes detailing the changes in each release of Connector/C++, see MySQL Connector/C++ Release Notes.

For Licensing questions, and to purchase MySQL Products and Services, please see http://www.mysql.com/buy-mysql/.
Index

B
BOOST_ROOT option
  CMake, 16

C
CMake
  BOOST_ROOT option, 16
  CMAKE_BUILD_TYPE option, 16
  CMAKE_ENABLE_C++11 option, 16
  CMAKE_INSTALL_PREFIX option, 16
  MYSQLCLIENT_NO_THREADS option, 16
  MYSQLCPPCNSN_GCOV_ENABLE option, 16
  MYSQLCPPCON_TRACE_ENABLE option, 17, 49
  MYSQL_CFLAGS option, 17
  MYSQL_CONFIG_EXECUTABLE option, 17
  MYSQL_CXXFLAGS option, 17
  MYSQL_CXX_LINKAGE option, 17
  MYSQL_DIR option, 17
  MYSQL_EXTRA_LIBRARIES option, 17
  MYSQL_INCLUDE_DIR option, 17
  MYSQL_LIB_DIR option, 17
  MYSQL_LINK_FLAGS option, 17
  USE_SERVER_CXXFLAGS option, 17

CMAKE_BUILD_TYPE option
  CMake, 16

CMAKE_ENABLE_C++11 option
  CMake, 16

CMAKE_INSTALL_PREFIX option
  CMake, 16

Connector/C++, 1

D
debugging, 49
DTrace, 49
DYLD_LIBRARY_PATH environment variable, 11

E
environment variable
  DYLD_LIBRARY_PATH, 11
  LD_LIBRARY_PATH, 11

L
LD_LIBRARY_PATH environment variable, 11
libmysqlclient.a, 25
libmysqlcppconn-static.a, 25
libmysqlcppconn.so, 25

M
MYSQLCLIENT_NO_THREADS option
  CMake, 16
  MYSQLCPPCONN_GCOV_ENABLE option
  CMake, 17
  MYSQLCPPCON_TRACE_ENABLE option
  CMake, 17
  MYSQLCPPCONN_TRACE_ENABLE option
  CMake, 17
  MYSQLCPPCONN_GCOV_ENABLE option
  CMake, 17
  MYSQLCPPCONN_TRACE_ENABLE option
  CMake, 17
  MYSQLCPPCONN_TRACE_ENABLE option
  CMake, 17

N
NetBeans, 25

T
tracing, 49

U
USE_SERVER_CXXFLAGS option
  CMake, 17

69